Jin Moon UML

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| Name |
| State |
| Behavior |

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| **Factory**  **<<interface >>** |
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| + Manufacture(): Product |

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| **Truck** |
| * Products: Product[] * - position: int |
| + Truck (capacity: int)  + load(product :Product)  +isFull(): Boolean  +isEmpty() : boolean |

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| **Product**  **<<implements Factory >>** |
| - Product Code: int  - Name: String  - MSRP: Int |
| + Toy(int productCode, String name, double MSRP)  + play() <<abstract>> |

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| **Action Figure** |
| - hasGrip: Boolean |
| + play() |

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| **Doll** |
| - Hair color: string  - Eye color: string  - phrases: DollPhrases  - breakableDuration: int |
| + play() |

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| **Robot** |
| - charge: int  - sound: RobotSounds |
| + Robot(String productCode, Double msrp)  + play() |

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| **Complex** |
| * Factory: Factory[] |
| + Trucks: Truck[]  +loadTrucks: Factory:Manufacture(); |