Jin Moon UML

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| Name |
| State |
| Behavior |

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

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

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

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