**UML Diagram Amusement Park**

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| **Rider** |
| - startOnLineTime: int  - endOnLineTime: int  - timeOnLine: int |
| + Rider()  + Rider(startTimeOnLine:int)  + getStartOnLineTime():int  + getEndOnLineTime():int  + getTimeOnLine():int  + setStartOnLineTime(startTimeOnLine:in):void  + setEndOnLineTime(endTimeOnLine:int):void  + setType():void  + getType():int |

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| **<<*Interface*>>**  **TicketPrice** |
| + BASEPRICE:double=15.75 |
| + getTicketPrice ():double  + setTicketPrice ():void |

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| **NormalRider** |
| - type: int  - ticketPrice: double |
| + NormalRider()  + NormalRider(startTimeOnLine:int)  + getTicketPrice ():double  + getType():int  + setTicketPrice ():void  + setType():void |

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| **FastRider** |
| - type: int  - ticketPrice: double |
| + FastRider()  + FastRider (startTimeOnLine:int)  + getTicketPrice ():double  + getType():int  + setTicketPrice ():void  + setType():void |