Product

- name: String
- price : Double

+ getName(): string
+ setName(String: name) : void
+ getPrice(): Double
+ setPrice(Double: price) : void
+ toString(): String

Drink

- calories: int
- sugars: int
- caffiene: int
- logo: image.png

+ getCalories(): int
+ getSugars(): int
+ getCaffiene(): int
+ setCalories(calories: int) :void
+ setSugars(sugars: int) :void
+ setCaffiene(caffiene: int) : void
+ getLogo(): image.png
+ setLogo(logo: image.png) :void
+Drink()
+Drink(String: name)
+Drink(Product: drink)
+ toString(): String

Snack

- calories: int
- sugars: int
- logo: image.png

+ getCalories(): int
+ getSugars(): int
+ getCaffiene(): int
+ setCalories(calories: int) :void
+ setSugars(sugars: int) :void
+ setCaffiene(caffiene: int) : void
+ getLogo(): image.png
+ setLogo(logo: image.png) :void
+Snack()
+Snack(Product: snack)
+ toString(): String

Chips

-

+ Chips()
+Chips(String: name, Double: price, Image:
+Chips(Product: chips)
+toString(): String

Gum

-

+Gum()
+Gum(String: name, Double: price, Image: p
+Gum(Product: gum)
+toString(): String

Candy

-

+Candys()
+Candy(String: name, Double: price, Image: path)
+Candy(Product: candy)
+toString(): String