UML Class Diagram

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Vehicle

TwoWheeler

Bicycle Inherits TwoWheeled which means that it can use the methods and variables contained in TwoWheeler. This is represented by the open arrow

Bicycle

- gears:int = 0
- cost:double = 0.0
- weight:double = 0.0
- color:string = ""

All of the parameters are private and initialized with a default value so they are prefixed with a (-) to denote private

The OutputData method is overloaded and so represented twice

+ outputData():void
+ outputData(bikeTextL: String):Bicycle
+ getGears():int
+ setGears(nbr: int):void
+ getCost():double
+ setCost(amt: double):void
+ getWeight():double
+ setWeight(lbs: double):void
+ getColor():String
+ setColor(theColor: string):void

All of the methods of Bicycle are public as denoted by the (+) symbols next to them.