**Water Transportation**

-captain: String

-crewSize: int

-fuelType: String

-propulsionType: String

-cargoCapacity: int

-fuelCapacity: int

-size: int

<<constructor>WaterTransportation()

<<constructor>>WaterTransportation(name:String, cost: double, purchaseType: boolean, averageSpeed: int, numOfPassengers: int, departure: String, color: String, captain: String, crewSize: int, fuelType: String, propulsionType: String, cargoCapacity: int, fuelCapacity: int, size: int)

+getCaptain(): String

+getCrewSize(): int

+getFuelType(): String

+getPropulsionType(): String

+getCargoCapacity(): int

+getFuelCapacity(): int

+getSize(): int

+setCaptain(captain: String)

+setCrewSize(crewSize: int)

+setFuelType(fuelType: String)

+setPropulsionType(propulsionType: String)

+setCargoCapacity(cargoCapacity: int)

+setFuelCapacity(fuelCapacity: int)

+setSize(size: int)

+toString(): String

**Boat**

-hullMaterial: String

-propellerType: String

-refreshments: boolean

<<constructor>>Boat()

<<constructor>>Boat(name:String, cost: double, purchaseType: boolean, averageSpeed: int, numOfPassengers: int, departure: String, color: String, captain: String, crewSize: int, fuelType: String, propulsionType: String, cargoCapacity: int, fuelCapacity: int, size: int, hullMaterial, String, propellerType: String, refreshments: boolean)

+getHullMaterial(): String

+getPropellerType(): String

+isRefreshments(): Boolean

+setHullMaterial(hullMaterial: String)

+setPropellerType(propellerType: String)

+setRefreshments(refreshments: boolean)

+toString(): String

+travelInstructions(): String

**Submarine**

-maxDepth: double

-airSupply: double

<<constructor>>Submarine()

<<constructor>>Submarine(name:String, cost: double, purchaseType: boolean, averageSpeed: int, numOfPassengers: int, departure: String, color: String, captain: String, crewSize: int, fuelType: String, propulsionType: String, cargoCapacity: int, fuelCapacity: int, size: int, maxDepth: double, airSupply: double)

+getMaxDepth(): double

+getAirSupply(): double

+setMaxDepth(maxDepth: double)

+setAirSupply(airSupply: double)

+toString(): String

+travelInstructions(): String

**Ship**

-passengerClass: String

-shipClass: String

<<constructor>>Ship()

<<constructor>>Ship(name:String, cost: double, purchaseType: boolean, averageSpeed: int, numOfPassengers: int, departure: String, color: String, captain: String, crewSize: int, fuelType: String, propulsionType: String, cargoCapacity: int, fuelCapacity: int, size: int, passengerClass: String, shipClass: String)

+getPassengerClass(): String

+getShipClass(): String

+setPassengerClass(passengerClass: String)

+setShipClass(shipClass: String)

+toString(): String

+travelInstructions(): String