# PE15 – Classier

1. Create the schUML diagram from the following C#:

public interface ICustomer

{

void Greet();

}

public class Customer : ICustomer

{

public string name;

private string creditCardNumber;

public string CreditCardNumber

{

set

{

this.creditCardNumber = value;

}

}

public void Greet()

{

Console.WriteLine("Hello!");

}

}

public abstract class HotDrink

{

public bool instant;

public bool milk;

private byte sugar;

public string brand;

public string size;

public Customer customer;

public HotDrink( )

{

this.instant = false;

this.milk = false;

this.sugar = 0;

this.size = "medium";

this.customer = new Customer();

}

public HotDrink(string brand )

{

// Folgers is instant coffee

if( brand == "Folgers" )

{

this.instant = true;

}

this.brand = brand;

this.customer = new Customer();

}

public virtual void AddSugar(byte amount)

{

sugar += amount;

}

public abstract void Steam();

}

public class CupOfCoffee : HotDrink

{

public string beanType;

public CupOfCoffee()

{

}

public CupOfCoffee(string brand) : base(brand)

{

if( brand == "Folgers")

{

this.beanType = "rancid";

}

}

public override void Steam( )

{

}

}

## Submission

Submit the SVG to the corresponding MyCourses dropbox.