

Practice 2. ADSOF. Part 1 diagram.

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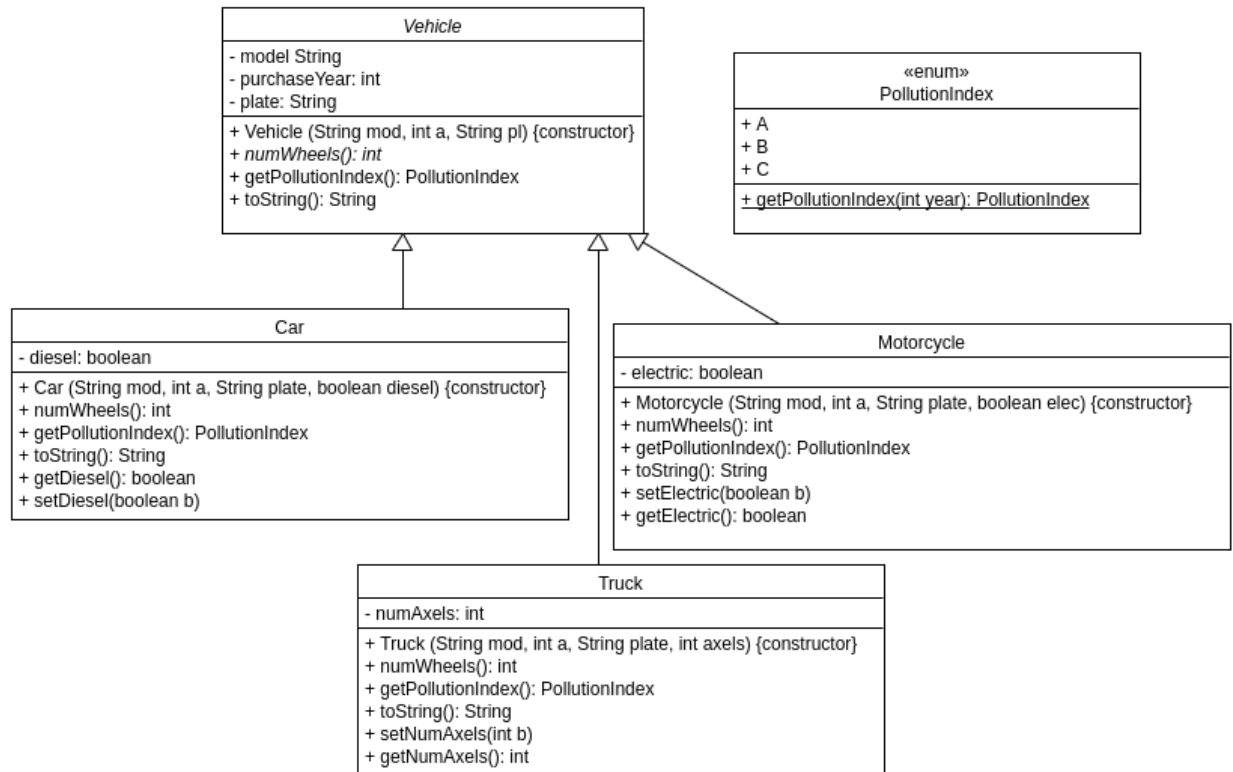


Figure 1: Extended diagram of part 1

Now the class *Vehicle* needs to have another private attribute: `plate:String`.

We have added two subclasses to the abstract class *Vehicle*: *Motorcycle* and *Truck*. In each of them, the methods `numWheels()`, `getPollutionIndex()` and `toString()` have to be overridden. *Motorcycle* has also the boolean attribute that indicates whether it is electric, and *Truck* has the attribute indicating the number of axles that it has.

In the initial diagram, there were constructors, getters and setters (of the attribute `Car.diesel`); so we have added the new constructors, getters and setters to our diagram, although it is normally not necessary.