ElectronicToy

numberOfBatteries	int
setNumberOFBatteries	void
getNumberOfBatteries	int
print	void
operator==	bool
operator!=	bool
&operator<<	ostream
operator>>	istream
id	int

ModernToy

brand	string
getBrand	string
setBrand	string
operator==	bool
operator!=	bool
&operator<<	ostream
operator>>	istream
id	int
id2	int

EducativeToy

abilityLearned	string
setAbilityLearned	void
print	void
operator==	bool
operator!=	bool
&operator<<	ostream
operator>>	istream
id	int

BPlay

playSound	void
id	int

BToyClass

name	string
category	string
price	float
weight	float
int	age
id	int
getPrice	float
getWeight	float
getAge	int
getName	string
getCategory	string
setName	void
setCategory	void
setPrice	void
setWeight	float
setAge	void
updateToy	void
setId	void
operator==	bool
operator!=	bool
&operator<<	ostream
operator>>	istream

Gift

name	string
destination	string
personName	string
toys	vector<shared_ptr<BToyClass>>
toysLength	int
id	int
idClasss	static int
operator==	bool
operator!=	bool
&operator<<	ostream
operator>>	istream
getName	const string
getDestination	const string
getPersonName	const string
getId	const int
getToys	vector<shared_ptr<BToyClass>>
getCurrentId	const static int
setName	void
setDestination	void
setToys	int
updateGift	void
updateToyHelper	void
setToysLength	void
idToys	int

InterfaceClass

allGifts	vector<unique_ptr<Gift>>
i	int
printMessage	void
start	void
id	int

ClassicToy

material	string
color	string
getMaterial	string
getColor	string
setMaterial	void
setColor	void
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