

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

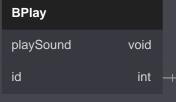
operator== bool

operator!= bool

&operator<< ostream

operator>> istream

ClassicToy	
material	string
color	string
getMaterial	string
getColor	string
setMaterial	void
setColor	void
operator==	bool
operator!=	bool
&operator<<	ostream
operator>>	istream
id	int



string

BToyClass

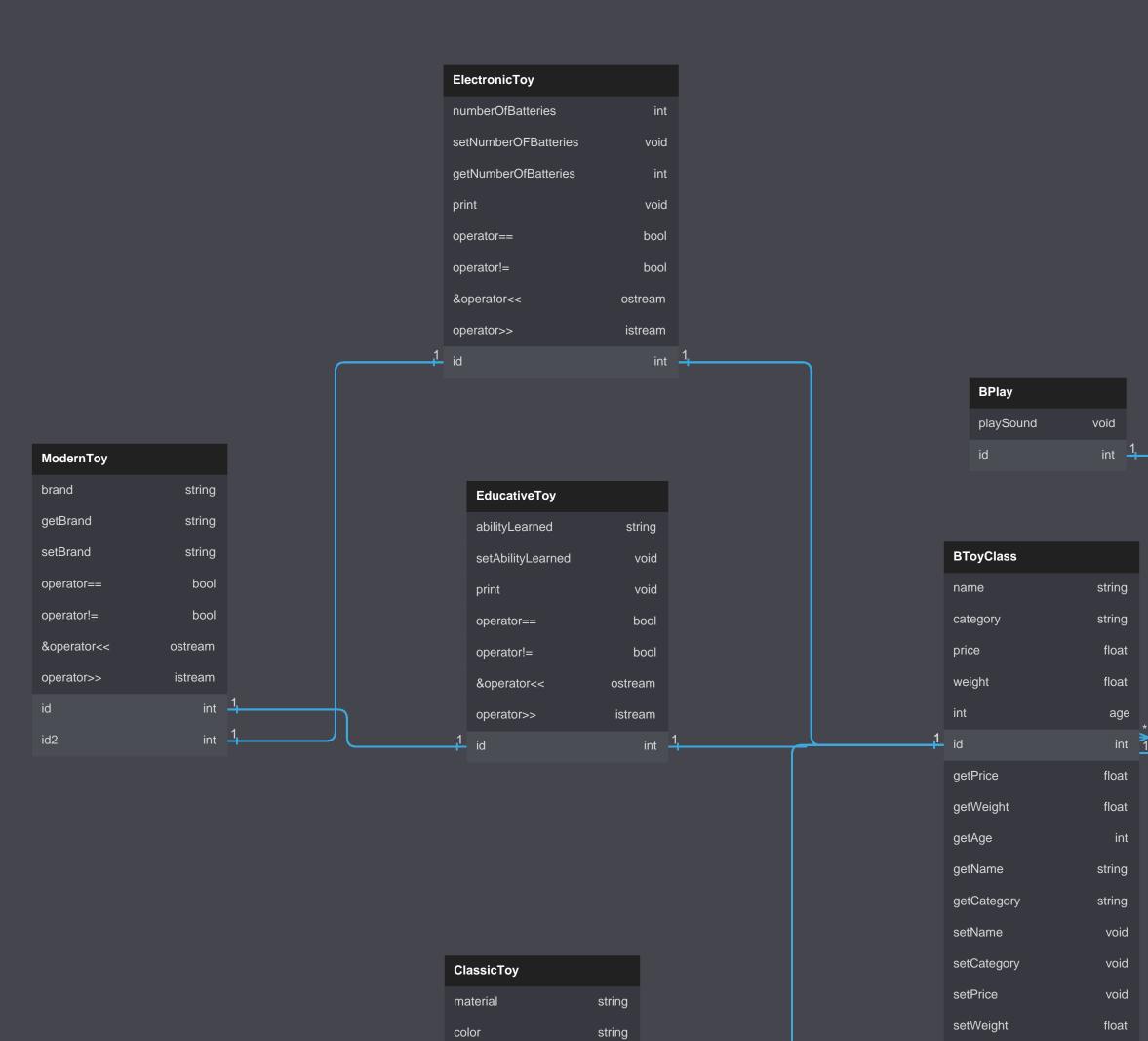
name

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		1
name	string	
destination	string	
personName	string	
toys	vector <shared_ptr<btoyclass>></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>></shared_ptr<btoyclass>	
getCurrentId	const static int	
setName	void	
setDestination	void	
setToys	int	
updateGift	void	
updateToyHelper	void	
setToysLength	void	
· idToys	int	

Inte	InterfaceClass	
allG	ifts vector<	unique_ptr <gift>></gift>
		int
prin	tMessage	void
star	t	void
+ id		int





getMaterial

getColor

setMaterial

operator==

operator!=

&operator<<

operator>>

setColor

string

string

void

void

bool

bool

ostream

istream

int 1

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setAge

setId

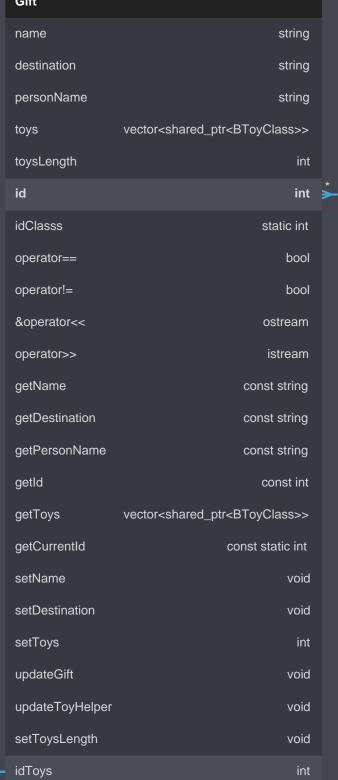
updateToy

operator==

operator!=

&operator<<

operator>>



InterfaceClass	
allGifts	vector <unique_ptr<gift>></unique_ptr<gift>
	int
printMessage	void
start	void
 id	int

