UML (unified modeling lang)

public → +

protected → #

default → ~

private → —

Plane

~ age : int

— cost : int

- - - - - - - - -

+ fly() : void

↑
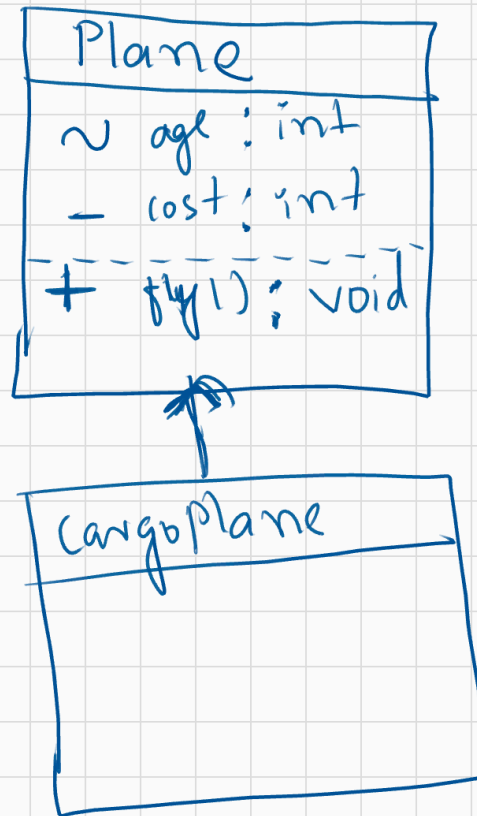
CargoPlane

```
class Plane
{
    int age;
private int cost;

public void fly()
{
    =
}
}

class cargoPlane extends Plane
{
    =
}
```