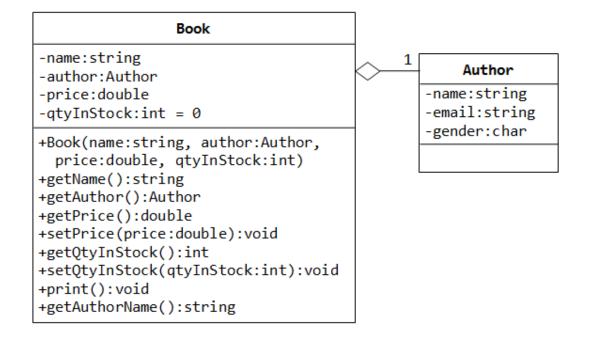
```
Author

-name:String
-email:String
-gender:char

+Author(name:String,email:String,gender:char)
+getName():String
+getEmail():String
+setEmail(email:String):void
+getGender():char
+toString():String

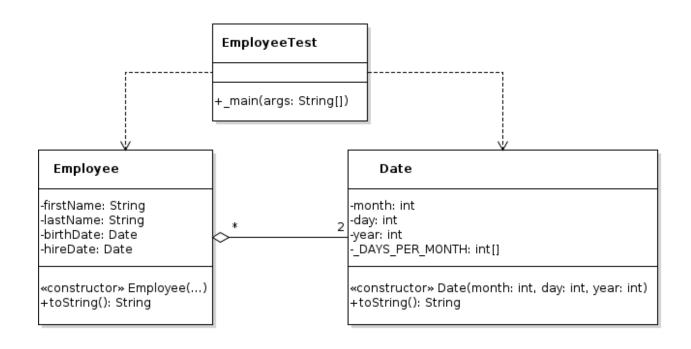
"name (gender) at email"
```



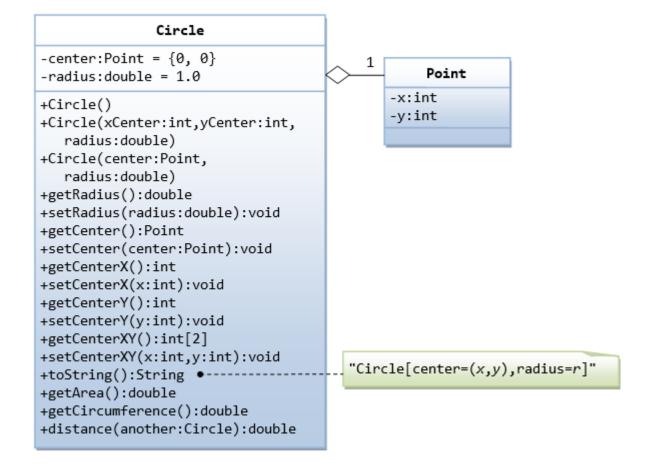
Expense

- title: String
- amount: float
- currency: Currency
- description: String
- date: Date
- + getTitle(): String
- + getAmount(): float
- + getCurrency(): Currency
- + getDescription(): String
- + getDate(): Date
- + setTitle(title: String)
- + setAmount(amount: float)
- + setCurrency(currency: Currency)
- + setDescription(description: String)
- + setDate(date: Date)

```
Date
-year:int
-month:int
-day:int
-STR DAY:string[] = {"Sunday", "Monday", "Tuesday", "Wednesday",
                   "Thursday", "Friday", "Saturday"}
-DAYS IN MONTH:int[] = {31,28,31,30,31,30,31,30,31,30,31}
+isLeapYear(year:int):bool
+isValidDate(year:int, month:int, day:int):bool
+getDayOfWeek(year:int, month:int, day:int):int
+Date(year:int, month:int, day:int)
+setDate(<u>year:int, month:int,</u> day:int):void
+getYear():int
+getMonth():int
+getDay():int
+setYear(year:int):void
+setMonth(month:int):void
+setDay(day:int):void
+print():void
+nextDay():Date&
+previousDay():Date&
+nextMonth():Date&
+previousMonth():Date&
+nextYear():Date&
+previousYear():Date&
```



```
Point
-x:int = 0
                                       (x,y)"
-y:int = 0
+Point()
                                       Return a 2-element int array of {x,y}
+Point(x:int, y:int)
+getX():int
+setX(x:int):void
                                       Return the distance from this instance to the
+getY():int
                                       given (x,y)
+setY(y:int):void
+toString():String •
+getXY():int[2] ◆
                                       Return the distance from this instance to the
+setXY(x:int, y:int):void
                                       given Point instance another
+distance(x:int,y:int):double
+distance(another:Point):double •
                                       Return the distance from this to (0,0)
+distance():double •
```



```
Circle
-radius:double = 1.0
-color:String = "red"
+Circle()
+Circle(radius:double)
+Circle(radius:double,color:String)
+getRadius():double
+setRadius(radius:double):void
+getColor():String
+setColor(color:String):void
+toString():String
+getArea():double
       Superclas
                     extends
       Subclass
                Cylinder
-height:double = 1.0
+Cylinder()
+Cylinder(height:double)
+Cylinder(height:double,radius:double)
+Cylinder(height:double,radius:double,
   Color:String)
+getHeight():double
+setHeight(height:double):void
+toString():String
+getVolume():double
```

