|  |
| --- |
| Phones |
| * - screen\_size : double * - weight : double * - name : string |
| * + Phone(screen\_size : double, weight : double, name : string) * + ~Phone() * + getScreen\_size : double * + getWeight : double * + getName : string * + setScreen\_size (in : double) : void * + setWeight (g : double) : void * + numofPhones : static int * + setName (phoneName : string) : void |