CSCI 2302
Objects & Classes Chapter
UML Diagram Lab

Identify an object that you will map onto an UML diagram.
Your object needs to have:
- at least three states,
- at least two constructors,
- the mutators/setters and accessors/getters for each state and
- at least one additional behavior.

Make sure to adhere to data encapsulation and the proper UML standards.

Luggage
- brand: String - weight: float - capacity: float
+ Luggage() + Luggage(String, float, float) + setBrand(String): void + setWeight(float): void + setCapacity(float): void + getBrand(): String + getWeight(): float + getCapacity(): float + isOverweight(float): boolean