<<enum>>
Gender

{MALE, FEMALE}

<<enum>>
Morality

{GOOD, BAD}

Human

Attribute
- name: String
- age: int
- gender: Gender
- occupation: String
- address: ArrayList<String>

Method
+ getName(): String
+ setName(name: String): void
+ getAge(): int
+ setAge(age: int): void
+ getGender(): Gender
+ setGender(gender: Gender): Gender
+ getAddress(): ArrayList<String>
+ setAddress(address: ArrayList<String>): void
+ toString(): String
+ printHuman(): int

SuperHuman

Attribute
- morality: Morality
- heroName: String
- ability: String

Method
+ getMorality(): Morality
+ setMorality(morality: Morality): void
+ getHeroName(): String
+ setHeroName(name: String): String
+ getAbility(): String
+ setAbility(ability: String): void
+ toString(): String
+ printSuperHuman(): void
+ printHuman(): int