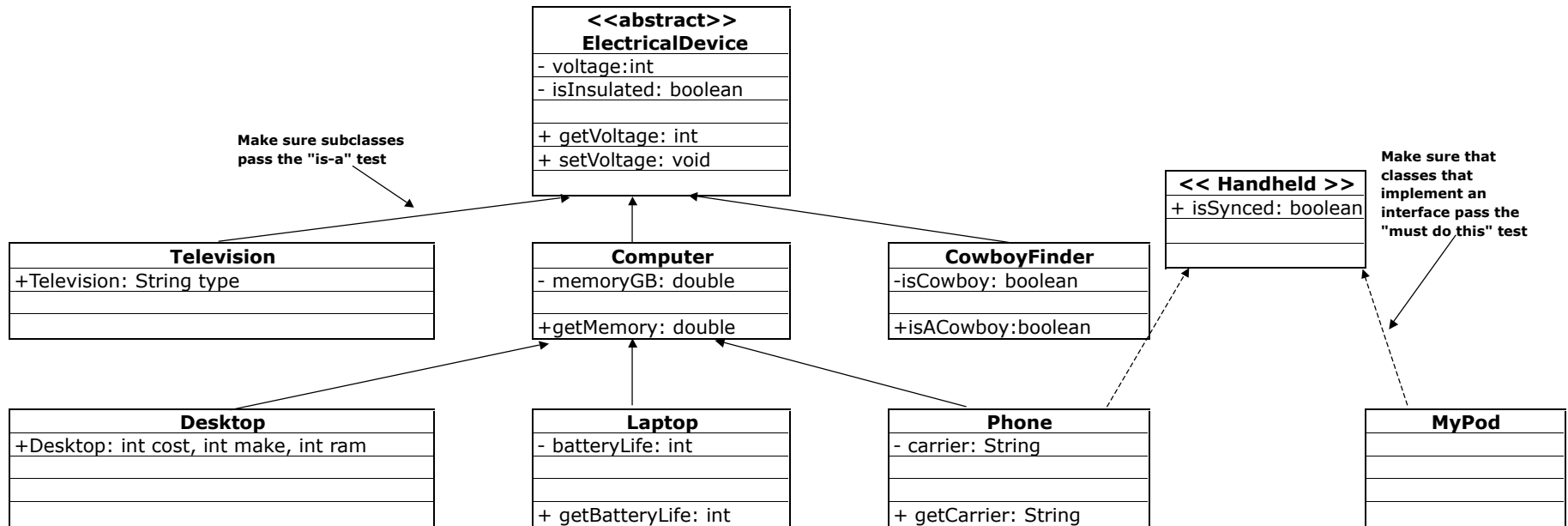


**AP Computer Science
Project Proposal
Unified Modeling Language (UML Diagram)**



The "Big 3" (Subclass justification)

Subclass(es) must:

- 1. have a unique private instance variable and/or,**
- 2. have a unique private/public method and/or,**
- 3. Override one or more methods defined in its superclass**

Notes:

1. "-" implies "private" (usually data members, but a class can have private helper methods)
2. "+" implies "public"
3. All arrows point UP to superclasses
4. All class names are capitalized and are bold
5. The << >> around "Handheld" denotes that it is an "interface"
6. Note the constructors in the "Television" and "Computer" classes