Special Forces Soldiers (SFS) - _SIN : str - _rank : str - _Iname : str - _fname : str $\hbox{-} \underline{\hspace{0.1cm}} \hbox{division}: str$ Operation Room (OR) - _training_pay : int - _available_soldier : Special Forces Soldiers{} - _trainings : str[] - _deployed_soldiers : Special Forces Soldiers[] - _deployment_pay : int 1 + get_available_soldiers() : _available _soldiers[] + get_SIN() : str + get_deployed_soldiers() : _deployed_soldiers[] + get_rank() : str + add_available_soldier(SFS) + set_rank(new_rank) + deploy_JTF2(operation) + get_full_name() : str + deploy_CSOR(operation, CSOR) + get_division() : str + create_operation(name, location, is_active): + get_deployment_pay(): int Operation + get_training_pay(): int + set_training_pay() + set_deployment_pay() + killed_in_action() + expire_training(training) + train(training) Operation (op) - _operation_name : str - _location : str CSOR - _is_active: bool - _op_team : SpecialForcesSoldier{} - _section_call_sign : str - _role : str - _total_troops: int - _kill_count: int - _missions: int - _number_of_JTF2 : int + get_missions(): int + terrorist_killed(num_terr) - _number_of_CSOR : int + add_soldier_to_inventory() + set_role(new_role) + get_operation_name() : str + set_training_pay(new_tpay) + set_state(new_state) + get_location(): str + set_deployment_pay(new_pay) + set_training_pay() + set_location() + expire_training(training) + set_deployment_pay() + get_is_active() : bool + train(training) + add_soldier_to_inventory() + set_is_active() + expire_training(training) + get_op_team() : _op_team[] + train(training) + get_total_troops(): int + get_number_of_CSOR(): int + get_number_of_JTF2():int

+ mission_report() : str