SoldierInventory

- _available_soldier : Special Forces Soldiers{}
- _deployed_soldiers : Special Forces Soldiers[]

+ get_available_soldiers() : _available _soldiers
+ get_deployed_soldiers() : _deployed_soldiers

Special Forces Soldiers

- _SIN : str
- _rank : str
- _lname : str
- _fname : str
- _division : str
- _operation_name : str

+ get_rank() : str
+ set_rank(new_rank)
+ get_full_name() : str
+ get_division() : str
+ get_service_number() : str
+ transfer_team()
+ killed_in_action()
+ set_opID(new_opID)
+ get_opID() : str
+ deploy()

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Operation

- _operation_name : str
- _location : str
- _op_team : SpecialForcesSoldier{}

+ deploy_JTF2()
+ deploy_CSOR(CSOR)
+ mission_report(killed_soldiers, killed_terrorists):
operation_stats objects

Operation_stats

- _total_troops: int
- _number_of_JTF2 : int
- _number_of_CSOR : int
- _soldier_casualties : int
- _kill_count : int

+ get_total_troops() : int
+ get_number_of_JTF2() : int
+ get_number_of_CSOR() : int
+ get_caualties_count(): int
+ get_kill_count() : int
+ mission_report() : str

CSOR

- _training_pay : int
- _deployment_pay : int
- _section_call_sign : str
- _trainings : str[]
- _missions: int
- _state : bool

+ deploy(opearion)
+ get_training_pay() : int
+ set_training_pay(new_tpay)
+ get_deployment_pay() : int
+ set_deployment_pay(new_tpay)
+ train(training)
+ expire_training(training)
+ get_missions(): int
+ add_soldier_to_inventory()

JTF2

- _TRAINING_PAY : int
- _DEPLOYMENT_PAY : int
- _role : str
- _TRAINING_INVENTORY : str[]
- _kill_count: int
- _state: bool

+ deploy(operation)
+ get_training_pay(): int
+ get_deployment_pay(): int
+ terrorist_killed(num_terr)
+ set_role(new_role)
+ set_state(new_state)
+ add_soldier_to_inventory()