Special Forces Soldiers (SFS) -_SIN:str - _rank : str - _Iname : str Operation Room (OR) - _fname : str $\hbox{-} \underline{\hspace{0.1cm}} \hbox{division}: str$ - _available_soldier : Special Forces Soldiers{} - _training_pay : int - _deployed_soldiers : Special Forces Soldiers[] - _trainings : str[] - _SIN_Numbers : [] - _deployment_pay : int + get_available_soldiers() : _available _soldiers[] 1 + set_training_pay() + get_deployed_soldiers() : _deployed_soldiers[] + set_deployment_pay() + add_available_soldier(SFS) + killed_in_action() + deploy_JTF2(operation) + expire_training(training) + deploy_CSOR(operation, CSOR) + train(training) + read_from_the_file() + get_SIN() : str + write_to_the_file() + get_rank() : str + remove_soldier(SIN) + set_rank(new_rank) + all_soldiers(): SFS[] + get_full_name() : str + stats(): {} + get_division() : str + get_deployment_pay(): int + get_training_pay(): int + get_trainings(): [] + to_dict() Operation (op) - _operation_name : str - _location : str - _is_active: bool - _op_team : SpecialForcesSoldier{} - _total_troops: int CSOR - _number_of_JTF2 : int - _section_call_sign : str - _role : str - _number_of_CSOR : int - _kill_count: int - _missions: int + get_operation_name() : str + get_kill_count(): int + get_mission() + get_location(): str + set_training_pay(new_pay) + set_role(new_role) + set_location() + set_deployment_pay(new_pay) + set_training_pay(new_pay) + get_is_active() : bool + expire_training(training) + set_deployment_pay(new_pay) + activate() + train(training) + expire_training() + get_op_team() : _op_team[] + update_soldier_info(soldier_info) + get_total_troops(): int + to_dict(): {} + update_soldier_info(soldier_info) + get_number_of_CSOR() : int + to_dict(): {} + get_number_of_JTF2(): int + mission_report() : str