# Classes with their Relationships

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| **Class1** | **Class2** | **Relationship Type** |
| WarEngine | Country | association |
| WarEngine | Snapshot | association |
| WarEngine | Alliance | association |
| Country | UnitFactory | association |
| Country | Person | association |
| Country | Vehicle | association |
| WarEngine | CurrentState | dependency |
| WarEngine | WarTheatre | association |
| WarEngine | CreateSave | association |
| WarEngine | WarPhaseChanger | association |
| Alliance | Observer | aggregation |
| Alliance | ConcreteAlliance | generalization |
| Alliance | Country | association |
| WarPhaseChanger | Strategy | aggregation |
| WarPhaseChanger | Phase | aggregation |
| Phase | Phase1 | generalization |
| Phase | Phase2 | generalization |
| Phase | Phase3 | generalization |
| Phase | Phase4 | generalization |
| Phase | Phase5 | generalization |
| Strategy | Fight | generalization |
| Strategy | Negotiate | generalization |
| Strategy | Diplomacy | generalization |
| Strategy | Person | association |
| Strategy | Vehicle | association |
| UnitFactory | VehicleFactory | generalization |
| UnitFactory | PersonFactory | generalization |
| PersonFactory | Mechanic | dependency |
| PersonFactory | Medic | dependency |
| PersonFactory | Soldier | dependency |
| VehicleFactory | Tank | dependency |
| VehicleFactory | Ship | dependency |
| VehicleFactory | Plane | dependency |
| UnitCreator | Mechanic | association |
| UnitCreator | Medic | association |
| UnitCreator | Soldier | association |
| UnitCreator | Tank | association |
| UnitCreator | Ship | association |
| UnitCreator | Plane | association |
| Person | RnD | association |
| Vehicle | RnD | association |
| Person | Mechanic | generalization |
| Person | Medic | generalization |
| Person | Soldier | generalization |
| Vehicle | Tank | generalization |
| Vehicle | Ship | generalization |
| Vehicle | Plane | generalization |
| RnD | Upgrade | generalization |
| RnD | Research | aggregation, generalization |
| Armory | Upgrade | generalization |
| CurrentVitals | Person | dependency |
| CurrentVitals | Vehicle | dependency |
| CurrentVitals | SaveVitals | aggregation |
| CreateVital | SaveVitals | dependency |
| CreateVital | Person | association |
| CreateVital | Vehicle | association |
| WarTheatre | Aggregate | association |
| WarTheatre | TurnControl | association |
| Aggregate | ConcreteAggregate | generalization |
| TurnControl | ConcreteTurnControl | generalization |
| ConcreteAggregate | ConcreteTurnControl | dependency, association |
| CreateSave | SaveSpace | dependency |
| CurrentState | SaveSpace | aggregation |