+ WeaponBehavior weapon: [\*]

*Character*

+ Fight(): void

+ setWeapon(WeaponBehavior w): void

**Franklin Colton Parry**

**Assignment 2**

**UML Diagram**

**9/10/14**

1

- fight() : void

King

- fight() : void

Queen

- fight() :void

Knight

- fight() : void

Troll

- useWeapon() : void

AxeBehavior

- useWeapon() : void

BowAndArrowBehavior

- useWeapon() : void

KnifeBehavior

- useWeapon() : void

SwordBehavior

<<Interface>>

WeaponBehavior

+ useWeapon();