```
{TWeapon
|- int WeaponType_
- int Damage_
- int CallDown_
- int LastShot_
- int Range_
- int ShotsTotal_
- int ShotsNow_
- int Cost_
|+ TWeapon(int weaponType,
 int damage, int callDown,
 int lastShot, int range,
 int shotsTotal, int shotsNow,
 int cost)
+ TWeapon(const TWeapon
 &other)
+ TWeapon & operator
=(const TWeapon &other)
+ bool operator==(const
 TWeapon &other) const
+ void SetWeaponType
(int weaponType)
+ void SetDamage(int
 damage)
+ void SetCallDown(int
 callDown)
+ void SetLastShot(int
 callDown)
+ void SetRange(int range)
+ void SetShotsTotal
(int shotsTotal)
+ void SetShotsNow(int
 shotsNow)
+ void SetCost(int cost)
+ int GetWeaponType()
 const
+ int GetDamage() const
+ int GetCallDown() const
+ int GetLastShot() const
+ int GetRange() const
+ int GetShotsTotal()
 const
+ int GetShotsNow() const
+ int GetCost() const
+ int MakeShot(int sqDistance,
 int timeNow)
+ void Print() const
                    }
```