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| Weapon\_Manager |
| * \_weapons: AbstractWeapon[] |
| + add (weapon: AbstractWeapon)  + get (id: int): AbstractWeapon  + get\_all (): AbstractWeapon[]  +get\_all\_by\_type (type: string): AbstractWeapon[]  + update (weapon: AbstractWeapon)  + delete (id: int)  + get\_weapon\_stats (): WeaponStats |

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| WeaponStats |
| * \_total\_weapon\_num: int * \_total\_firearm\_num: int * \_total\_sword\_num: int |
| + get\_total\_weapon\_num: int  + get\_total\_firearm\_num: int  + get\_total\_sword\_num: int  + get\_weapons\_report (type: string): string [] |

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| AbstractWeapon |
| * \_id: int * \_type: string * \_name: string * \_materials: string * \_manufacturer: string * \_is\_cool\_weapon: boolean |
| + get\_id (): int  + set\_id (id: int)  + get\_type (): string  + get\_name (): string  + set\_name(name: string)  + get\_materials: string  + set\_materials (materials: string)  + get\_is\_cool\_weapon: Boolean  + set\_is\_cool\_weapon (coolweapon: boolean)  + on\_equip()  + on\_unequip ()  + on\_finish () |

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| Firearm |
| * \_bullets\_num: int * \_ranage: int * \_is\_overheat: boolean |
| + get\_bullet\_num (): int  + set\_bullet\_num (num: int)  + get\_range (): int  + set\_range (range: int)  + get\_overheat (): boolean  + set\_overheat (overheat: boolean)  + get\_type (): string  + on\_equip ()  + on\_unequip ()  + on\_finish ()  + aiming (target: Target)  + reload (bullets: Bullet [])  + on\_fire (target: Target) |

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| --- |
| Sword |
| * \_sharp: float * \_is\_double\_edged: boolean |
| + get\_sharp (): float  + set\_sharp (sharp: float)  + get\_double\_edged ()  + set\_double\_edged (double\_edged: boolean)  + get\_type (): string  + on\_equip ()  + on\_unequip ()  + on\_finish ()  + counter (): boolean  + slash () |