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| Weapon\_Manager |
| * \_weapons: AbstractWeapon [] * \_next\_available\_id: int |
| + add (weapon: AbstractWeapon): int  + 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 * \_total\_weapon\_inuse: int |
| + get\_total\_weapon\_num (): int  + get\_total\_firearm\_num (): int  + get\_total\_sword\_num (): int  + get\_total\_num\_inuse() : int |

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| --- |
| AbstractWeapon |
| * \_id: int * \_name: string * \_materials: string * \_is\_cold\_weapon: Boolean * \_is\_inuse: Boolean |
| + get\_id (): int  + set\_id (id: int)  + get\_name (): string  + set\_name(name: string)  + get\_materials: string  + set\_materials (materials: string)  + get\_is\_cold\_weapon: Boolean  + set\_is\_cold\_weapon (coldlweapon: boolean)  + get\_is\_inuse: Boolean  + set\_is\_inuse(inuse: boolean)  + *get\_type (): string* |

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(Revised))

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| Firearm |
| * \_bullets\_num: int * \_ranage: int * \_is\_overheat: Boolean |
| + set\_bullets\_num (bullets: int)  + get\_bullets\_num (): int  + get\_range (): int  + get\_overheat (): boolean  + set\_overheat (overheat: boolean)  + get\_type (): string |

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| --- |
| Sword |
| * \_sharp: float * \_length: int * \_is\_double\_edged: boolean |
| + get\_sharp (): float  + get\_double\_edged ()  + get\_length() : int  + get\_type (): string |