|  |
| --- |
| WeaponManager |
| * \_db\_session : sessionmaker |
| + \_\_init\_\_(db\_filename)  + 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  + get\_weapons\_status(): String |

|  |
| --- |
| AbstractWeapon |
| * id: int * name: string * materials: string * is\_cold\_weapon: Boolean * is\_inuse: Boolean * manufacture\_date: DATE * retired\_date: DATE |
| + set\_retired(type: DATE)  + *get\_type (): string*  *+ get\_usage\_status: string*  *+ to\_dict(): dictonary* |

ACIT 2515 – Object Oriented Programming – Assignment 4

(Revised))

|  |
| --- |
| Firearm |
| * bullets\_num: int * range: float * is\_overheat: Boolean |
| + get\_type (): string  + get\_usage\_status: string  + to\_dict(): dictonary |

|  |
| --- |
| Sword |
| * sharp: float * length: float * is\_double\_edged: boolean |
| + get\_type (): string  + get\_usage\_status: string  + to\_dict(): dictonary |

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|  |
| --- |
| WeaponStats |
| * \_total\_retired\_weapons: int * \_total\_firearm\_num: int * \_total\_sword\_num: int * \_total\_weapon\_inuse: int |
| + get\_total\_retired\_weapons (): int  + get\_total\_firearm\_num (): int  + get\_total\_sword\_num (): int  + get\_total\_num\_inuse() : int  + to\_dict(): dictonary |