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Superhero UML Diagram

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| SuperHero |
| - name : String  - superPower : String  - catchPhrase : String |
| + SuperHero (identity: String, power: String, phrase: String)  + setName(identity : String) void  + setPower(power : String) void  + setCatchPhrase(phrase : String) void  + getName() : String  + getPower() : String  + getCatchPhrase() : String  + sayCatchPhrase(print catchPhrase) void |