Super

-name_: string
-hp_: int
+SuperCount: int

+Super(name: string)
+Hit(): int
+getName(): string
+setName(value: string)
+getHp(): int
+setHp(value: int)
+getSuperCount(): int
+setSuperCount(value: int)
+to_string(): string

SuperVillain

+SuperVillainCount: int

+SuperHero(name: string)

SuperHero

+SuperHeroCount: int

+SuperHero(name: string)