+ Body();

+ set\_muscle(string the\_muscle): void;

+ set\_origin(string the\_origin): void;

+ set\_deep(string the\_deep): void;

+ set\_location(string the\_location): void;

+ set\_action(string the\_action): void;

+ get\_muscle(int i): string;

+ get\_origin(int i): string;

+ get\_deep(int i): string;

+ get\_ location (int i): string;

+ get\_location\_size(): int;

+ get\_muscle\_size(): int;

+ get\_action\_size(): int;

- Muscle: string <vector>;

- Origin: string <vector>;

- Deep: string <vector>;

- Location: string <vector>;

-Action: string <vector>;

BODY