```
-------------------------------
|      SalableProducts       |
-------------------------------
| - name: String            |
| - description: String     |
| - price: double           |
| - quantity: int           |
-------------------------------
| + SalableProducts(name: String, |
|   description: String,     |
|   price: double,           |
|   quantity: int)           |
| + getName(): String       |
| + setName(name: String): void |
| + getDescription(): String   |
| + setDescription(description: |
|   String): void           |
| + getPrice(): double      |
| + setPrice(price: double): void|
| + getQuantity(): int      |
| + setQuantity(quantity: int): |
|   void                    |
| + compareTo(otherProduct:  |
|   SalableProducts): int    |
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```

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                    |
      ------------------|------------------
      |                    |
      |                    |
      |                    |
      V                    V
------------------  --------------------
|    Weapon    |  |     Armor      |
------------------  --------------------
| - durability: int |  | - durability: int |
------------------  --------------------
| + Weapon(name:   |  | + Armor(name:    |
|   String,        |  |   String,        |
|   description:   |  |   description:   |
|   String,        |  |   String,        |
|   price: double, |  |   price: double, |
|   quantity: int, |  |   quantity: int, |
|   durability: int)|  |   durability: int) |
| + getDurability():|  | + getDurability(): |
|   int            |  |   int            |
| + setDurability(d|  | + setDurability(d  |
|   urability: int):|  |   urability: int): |
|   void           |  |   void           |
------------------  --------------------
```