```
+------------------+
|  WeaponInterface |
+------------------+
|                  |
| fireWeapon()     |
| fireWeapon(int)  |
| activate(boolean)|
+------------------+
        ^
        |
   +------+------+
   |           |
   |           |
+-------+   +-------+
| Bomb  |   | Gun   |
+-------+   +-------+
|       |   |       |
+-------+   +-------+
|       |   |       |
+------------------+
        ^
        |
+-------------+
|    Game     |
+-------------+
```

```
| fireWeapon()|

+-------------+
```