---------------------------------

| SalableProducts |

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| - name: String |

| - description: String |

| - price: double |

| - quantity: int |

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| + 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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| Weapon | | Armor |

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| - durability: int | | - durability: int |

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| + 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 |

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