

Program - Exam 1

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Topics

- Abstract classes
- Interfaces
- polymorphism

In this first project, I decided to base in a video game which I like much called "Minecraft". In this videogame exists similar weapons, each weapon have its properties: its damage, attack speed, durability, etc. I thought the weapons theme could help me for apply polymorphism with an abstract class and an interface.

I used this diagram belows.

