Visual Paradigm Standard(Muhamed Cicak(Yasar University))

## Item

-name : string -weight : int

+getName(): string

+setName(name : string) : void

+getWeight(): int

+setWeight(weight : int) : void +Item(name : string, weight : int)

## Simulation

+loadU1(items : Item[]) : U1[] +loadU2(items : Item[]) : U2[] +run(rockets : Rocket[]) : int +scanItems(source : string) : Item[]

## <<Interface>>

SpaceShip +launch(): boolean

+land(): boolean

+canCarry(item : Item) : boolean



## Rocket

#items : Item[] #bodyWeight : int #cargoLimit : int #rocketCost : int

+loadItem(item : Item) : void +getCargoWeight(): int +getCurrentWeight(): int +getRocketCost(): int

+getChanceOfExplosion() : double +getChanceOfCrash(): double

+launch(): boolean +land(): boolean

+canCarry(item : Item) : boolean



+getChanceOfExplosion(): double +getChanceOfCrash(): double +U2()

+getChanceOfExplosion(): double +getChanceOfCrash(): double

+U1()