

Team
-ID: String -name: String -slogan: String -leader: Hero -members: Hero[] -num_members: int
+setID(ID:String): void +setName(name:String): void +setSlogan(slogan:String): void +getName(): String +getID(): String +getSlogan(): String



Hero
-ID: String -name: String -strength: int -weakness: int -renown: int
+setID(ID:String): void +setName(name:String): void +setStrength(strength:int): void +setWeakness(weakness:int): void +setRenown(renown:int): void +getID(): String +getName(): String +getStrength(): int +getWeakness(): int +getRenown(): int

