

# class Student

## © Student

- name: String
- NeptunCode: String
- courses: String[]

- Student(name: String, NeptunCode: String, courses: String[])
- getName(): String
- setName(name: String): void
- getNeptun(): String
- setNeptun(name: String): void
- getCourses(): String[]
- enrollCourse(name: String): void
- dropCourse(name: String): void

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- setName(name: String): void
- getNeptun(): String
- setNeptun(name: String): void
- getCourses(): String[]
- enrollCourse(name: String): void
- dropCourse(name: String): void

this.courses.remove(name)

this.name = name  
this.NeptunCode := NeptunCode  
this.courses := []

return this.name

this.name = name

return this.N.C

this N.C = N.C

return this.courses

this.courses.add(name)

# Wizard

## C Wizard

- name : String
- specialization : String
- spells : String[]

• getName() : String

return this.name

• setName(name: String) : void

this.name = name

• getSpec() : String

return this.specialization

• setSpec(spec: String) : void

this.specialization = spec

getSpells() : String[]

return this.spells

addSpell(spell: String)

castSpell(spell: String)

this.spells.add(s)

this.spells.remove(spell)