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| StackWeapon |
| StackWeapon {Top <top>, Size <size>} |
| {inv: isEmpty = false} |
| Operaciones básicas   * CreateStack → Stack * Push * Pop Stack → Stack * UseWeapon Stack x Top → Stack * getTop Stack x Top → Top * isEmpty Stack → booleano * getSize Stack x Size → Size |

Operaciones básicas

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| TAD Weapon |
| Weapon {Name <name>, Supplies <supplies>, Range <range>} |
| {inv: supplies>=0} |
| Operaciones básicas   * CreateWeapon → Weapon * getSupplies Weapon → Supplies * getName Weapon → Name * getRange Weapon → Range * useWeapon Weapon x Supplies → Weapon |

Operaciones básicas

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