

Athlete

-athNum:int
-prefType:String
-stamina:int
-skill:int
-medals:int

+Athlete(inNum:int, inPrefType:String, inStamina:int,
inSkill:int,inMedals:int)

+setNum(inNum:int)
+setPrefType(inPrefType:String)
+setStamina(inStamina:int)
+setSkill(inSkill:int)
+setMedals(inMedals:int)

+getNum():int
+getPrefType():String
+getStamina():int
+getSkill():int
+getMedals():int