Repairable

+daysUntilFixed()
+fix()

Table

-weightCapacity:int
-currentWeight:int
-loadPercent:double
-daysToFix:int
-fixed:boolean

+Table()
+toString():String
+getCapacity():int
+getCurrentWeight():int
+setCapacity(inCapacity:int):void
+setCurrentWeight(inCurrent:int):void
+percent():double
+add(inWeight:int):void
+daysUntilFixed():int
+fix():void