

IWeaponFactory		
createBronzeAxe()	IWeapon	
createIronAxe()	IWeapon	
createSteelAxe()	IWeapon	
createSilverAxe()	IWeapon	
createBronzeBow()	IWeapon	
createIronBow()	IWeapon	
createSteelBow()	IWeapon	
createSilverBow()	IWeapon	
createBronzeKnife()	IWeapon	
createIronKnife()	IWeapon	
createSteelKnife()	IWeapon	
createSilverKnife()	IWeapon	
createBronzeSword()	IWeapon	
createIronSword()	IWeapon	
createSteelSword()	IWeapon	
createSilverSword()	IWeapon	
createNormalStaff()	IWeapon	

WeaponFactory		
BRONZE_NAME	String	
IRON_NAME	String	
STEEL_NAME	String	
SILVER_NAME	String	
BRONZE_BASE_DMG	int	
IRON_BASE_DMG	int	
STEEL_BASE_DMG	int	
SILVER_BASE_DMG	int	
BRONZE_BASE_WEIGHT	int	
IRON_BASE_WEIGHT	int	
STEEL_BASE_WEIGHT	int	
SILVER_BASE_WEIGHT	int	
AXE_NAME	String	
BOW_NAME	String	
KNIFE_NAME	String	
STAFF_NAME	String	
SWORD_NAME	String	
AXE_FACTOR	double	
BOW_FACTOR	double	
KNIFE_FACTOR	double	
STAFF_FACTOR	double	
SWORD_FACTOR	double	
calculateName(String, String)	String	
calculateDamage(int, double)	int	
calculateWeight(int, double)	int	
createAxe(String, int, int)	IWeapon	
createBronzeAxe()	IWeapon	
createIronAxe()	IWeapon	
createSteelAxe()	IWeapon	
createSilverAxe()	IWeapon	
createBow(String, int, int)	IWeapon	
createBronzeBow()	IWeapon	
createIronBow()	IWeapon	
createSteelBow()	IWeapon	
createSilverBow()	IWeapon	
createKnife(String, int, int)	IWeapon	
createBronzeKnife()	IWeapon	
createIronKnife()	IWeapon	
createSteelKnife()	IWeapon	
createSilverKnife()	IWeapon	
createSword(String, int, int)	IWeapon	
createBronzeSword()	IWeapon	
createIronSword()	IWeapon	
createSteelSword()	IWeapon	
createSilverSword()	IWeapon	
createNormalStaff()	IWeapon	
hashCode()	int	
equals(Object)	boolean	

WeaponFactoryTest		
weaponFactoryTest	IWeaponFactory	
bronzeAxe	IWeapon	
ironAxe	IWeapon	
steelAxe	IWeapon	
silverAxe	IWeapon	
bronzeBow	IWeapon	
ironBow	IWeapon	
steelBow	IWeapon	
silverBow	IWeapon	
bronzeSword	IWeapon	
ironSword	IWeapon	
steelSword	IWeapon	
silverSword	IWeapon	
bronzeKnife	IWeapon	
ironKnife	IWeapon	
steelKnife	IWeapon	
silverKnife	IWeapon	
normalStaff	IWeapon	
setUp()	void	
physicalDamageHierarchyTest(IWeapon[])	void	
putInOrder(IWeapon[], IWeapon, IWeapon, IWeapon, IWeapon)	void	
hierarchyTest()	void	
creationTest()	void	
testEqualsAndHashCode()	void	

