```
Arme
# nom
# degat_
# bchance
and 2 more...
+ Arme()
+ ~Arme()
+ getNom()
and 4 more...
       #e
   DArme
+ DArme()
+ ~DArme()
+ getBforce()
and 3 more...
# replace()
  DArmeD
+ DArmeD()
+ ~DArmeD()
```