Arme	
# nom_ # degat_ # bchance_ and 2 more	
+ Arme() + ~Arme() + getNom() and 4 more	
	1
Hache	
+ Hache() + ~Hache()	
Δ	_
HacheVie	
+ HacheVie() + ~HacheVie()	
+ "Tache vie()	1