

















 SauronAlly	
 eye	EyeOfSauron
 name	String
 SauronAlly(EyeOfSauron, String)	
 update(Observable, Object)	void
 defeated()	void
 name()	String
 defeated	boolean

 SauronEnemy	
 type	Type
 count	int
 SauronEnemy(Type, int)	
 type()	Type
 count()	int
 toString()	String

 EyeOfSauron	
 enemies	SauronEnemy[]

 Main	
 main(String[])	void