```
Weapon
 #
   name
 #
    range
 #
   power
 + Weapon()
 + Weapon()
 + ~Weapon()
 + set name()
 + set_range()
 + set power()
 + get name()
 + get range()
 + get_power()
 + toString()
  Defibrillator
+ Defibrillator()
+ ~Defibrillator()
```

+ toString()