```
Weapon
#
  name
#
   range
#
  power
+ Weapon()
+ Weapon()
+ ~Weapon()
+ set name()
+ set range()
+ set power()
+ get_name()
+ get_range()
+ get_power()
+ toString()
  Hologlove
+ Hologlove()
+ ~Hologlove()
+ toString()
```