Questions: Your rationale describes an interface called Throwable, but I don't see that on your class diagram. Can you explain this interface in detail?

Answer:

There is actually a Throwable interface in our class diagram. (There is a mistake that the arrow should be in the opposite direction which should means stun powder implement throwable interface.)

Throwable is an interface that is implemented by items that can be throw (i.e. items that can be used by the Throw class). There are 2 abstract methods in the interface:

* **isHit( ):** return a Boolean value that determines if the item is successfully hitting the target. (Different items could have different possibility, for example the stun powder has 50% chance hitting the target).
* **affect( ):** This method will be executed by the throw class when the item is successfully hitting the target. It is the method that performs the effect of throwing this item. (for example, stun powder will make the target skip 2 turns).

