<<interface>>
observer

+ update(o: Observable, arg: Object): void

Observable

+ addObserver(o: Observer): void
+ deleteObserver(o: Observer): void
+ hasChanged(): void
+ notifyObservers: void

GoodGuy

- hobbit: int
- elves: int
- dwarves: int
- men: int

+ goodGuy(hobbitIn: int, elvesIn: int, dwarvesIn: int, menIn: int)
+ getHobbit(): int
+ getElves(): int
+ getDwarves(): int
+ getMen(): int
+ toString(): String

BadGuy

- eye: EyeOfSauron
- name: String

+ defeated(): void
+ badGuy(sIn: EyeOfSauron, nIn: String)

Extends

EyeOfSauron

+ setEnemies(goodGuysIn: GoodGuy): void
+ EyeOfSauron()

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