

## Weapon

- + string WEAPON\_NAME\_CHOICES
- + string name
- + int strength
- + int weight
- + WEAPON\_TYPE WEAPON\_TYPE\_SELECTED
- const char SYMBOL

- + Weapon()
- + ~Weapon()
- + unsigned int GenerateRandomNumber(int max)
- + WEAPON\_TYPE SetWeaponType(int weapon\_choice)
- + string SetWeaponName(int weapon\_name\_index, WEAPON\_TYPE WEAPON\_TYPE\_SELECTED)
- + int SetStrength(string name)
- + void CreateNewWeapon()