Screenshots of the output activity 3-3:
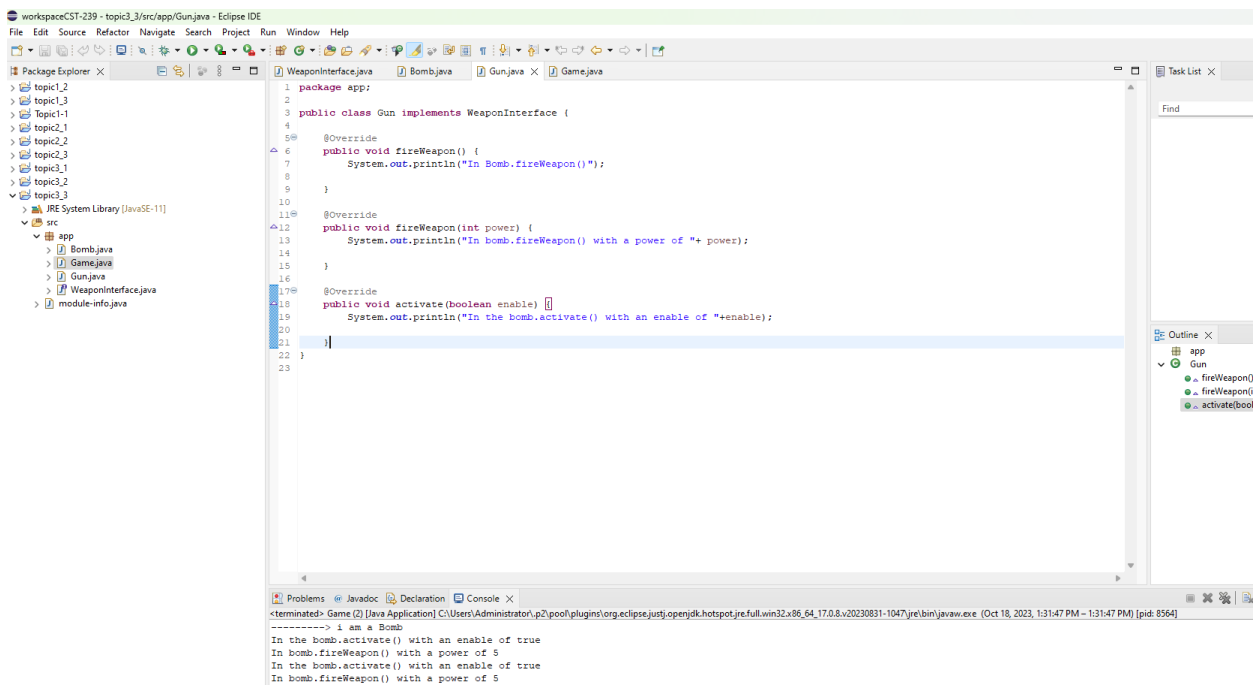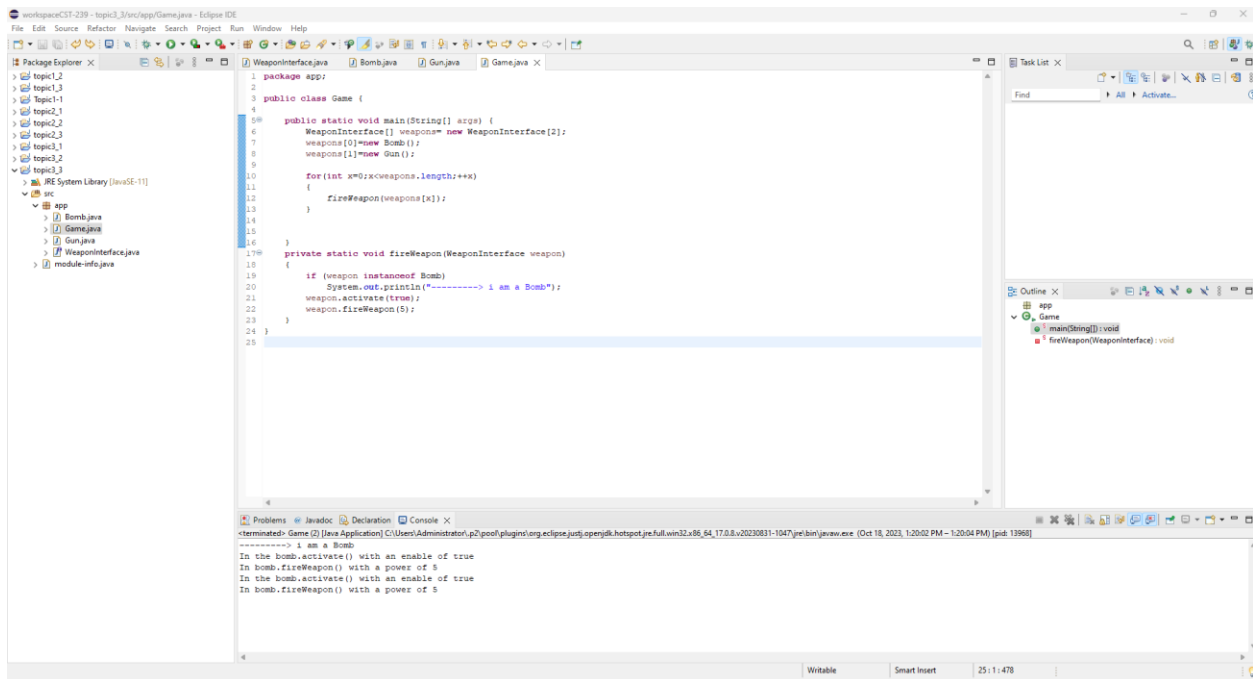
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      - Gun.java
      - WeaponInterface.java
    - module-info.java

WeaponInterface.java   Bomb.java   Gun.java   Game.java

```java
1  package app;
2
3  public class Bomb implements WeaponInterface {
4
5      @Override
6      public void fireWeapon() {
7          System.out.println("In Bomb.fireWeapon()");
8
9      }
10
11     @Override
12     public void fireWeapon(int power) {
13         System.out.println("In bomb.fireWeapon() with a power of "+ power);
14
15     }
16
17     @Override
18     public void activate(boolean enable) {
19         System.out.println("In the bomb.activate() with an enable of "+enable);
20
21     }
22
23 }
24
```

Task List

Outline
- app
- Bomb
  - fireWeapon() : void
  - fireWeapon(int) : void
  - activate(boolean) : void

Problems Javadoc Declaration Console

<terminated> Game (2) [Java Application] C:\Users\Administrator\.p2\pool\plugins\org.eclipse.justj.openjdk.hotspot.jre.full.win32.x86_64_17.0.8.v20230831-1047\jre\bin\javaw.exe (Oct 18, 2023, 1:31:47 PM – 1:31:47 PM) [pid: 8564]

```
---------> i am a Bomb
In the bomb.activate() with an enable of true
In bomb.fireWeapon() with a power of 5
In the bomb.activate() with an enable of true
In bomb.fireWeapon() with a power of 5
```

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      - Gun.java
      - WeaponInterface.java
    - module-info.java

WeaponInterface.java   Bomb.java   Gun.java   Game.java

```java
1  package app;
2
3  public interface WeaponInterface {
4      public void fireWeapon();
5      public void fireWeapon(int power);
6      public void activate(boolean enable);
7
8
9  }
10
```

Task List

Outline
- app
- WeaponInterface
  - fireWeapon() : void
  - fireWeapon(int) : void
  - activate(boolean) : void

Problems Javadoc Declaration Console

<terminated> Game (2) [Java Application] C:\Users\Administrator\.p2\pool\plugins\org.eclipse.justj.openjdk.hotspot.jre.full.win32.x86_64_17.0.8.v20230831-1047\jre\bin\javaw.exe (Oct 18, 2023, 1:31:47 PM – 1:31:47 PM) [pid: 8564]

```
---------> i am a Bomb
In the bomb.activate() with an enable of true
In bomb.fireWeapon() with a power of 5
In the bomb.activate() with an enable of true
In bomb.fireWeapon() with a power of 5
```

UML diagram:
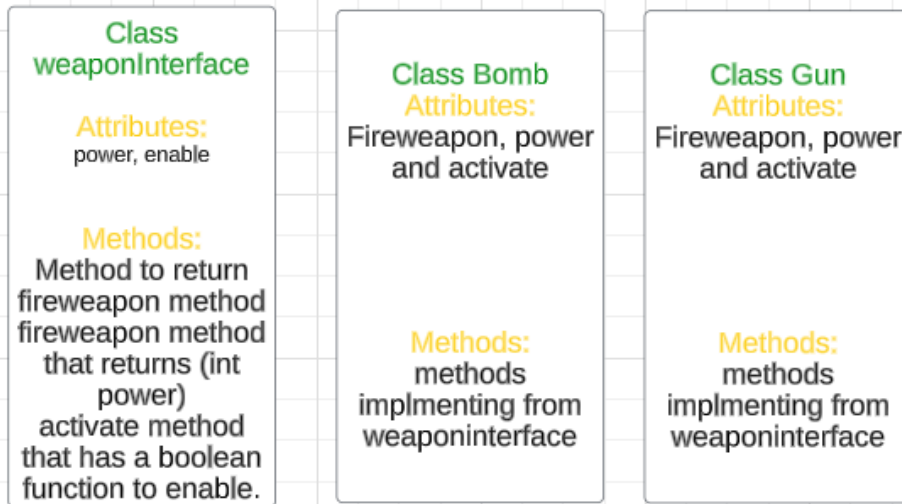
Theory write up part 3:

We started off by making an interface class that had some methods. We then created two different classes that implements that weapon interface class. By doing that, we have to implement those methods. We then passed arguments to those methods and outputted the results.