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ArmyController

+ init()
+ getPoints(armyID: Int)
+ getArmies()
+ getTroops()
+ getNextID()
+ getNames()

+ armies - [Army]
+ CodingKeys - enum
```

```
Army

+ init(factionID: Int, armyid: Int)
+ custinit(name: String, armyid: Int...)
+ setName(armyControl: armyController)
+ checkMods()
+ getCommandPoints()
+ getBattleSize()

+ id - UUID
+ name - String
+ armyid - Int
+ factionID - Int
+ pointCount - Int
+ troops - [Int: Int]
+ mods - [Int: modification]
+ deleted - Bool
```

```
collectionData

+ init()
+ emptyChecker(factionID: Int)
+ getUnits(factionID: Int)

+ collectionDict - [Int: [Int: Int]]
```

```
modification

+ init(name: String, range: String...)
+ getName(armyControl: armyController, armyID: Int...)
+ getRange(armyControl: armyController, armyID: Int...)
+ getType(armyControl: armyController, armyID: Int...)
+ getAP(armyControl: armyController, armyID: Int...)
+ getCount(armyControl: armyController, armyID: Int...)
+ getS(armyControl: armyController, armyID: Int...)
+ getD(armyControl: armyController, armyID: Int...)
+ getPTS(armyControl: armyController, armyID: Int...)

+ id - UUID
+ name - String
+ range - String
+ type - String
+ s - String
+ ap - Int
+ d - String
+ pts - Int
+ count - Int
```