

TestFixture

```
classDiagram
    class TestFixture
    class TowerTest {
        - manager
        - small_dog
        - big_dog
        + setUp()
        + tearDown()
        + testTowerCreation()
        + testTowerUpgrades()
    }
    TestFixture <|-- TowerTest
```

The diagram shows a class hierarchy. At the top is the 'TestFixture' class, represented by a rectangle with three horizontal compartments. The top compartment contains the class name. Below it are two empty compartments. At the bottom is the 'TowerTest' class, represented by a rectangle with three horizontal compartments. The top compartment contains the class name. The middle compartment contains three attributes: '- manager', '- small_dog', and '- big_dog'. The bottom compartment contains four methods: '+ setUp()', '+ tearDown()', '+ testTowerCreation()', and '+ testTowerUpgrades()'. A blue arrow with an open triangle head points from the 'TowerTest' class to the 'TestFixture' class, indicating inheritance.

TowerTest

- manager
- small_dog
- big_dog

- + setUp()
- + tearDown()
- + testTowerCreation()
- + testTowerUpgrades()