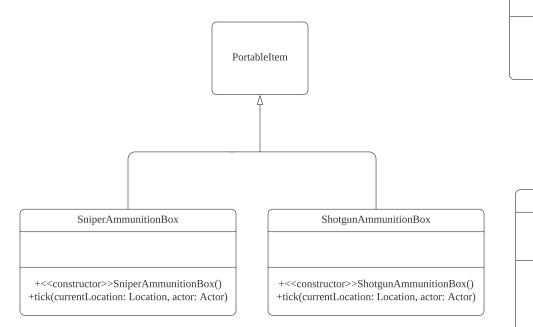
## **Ammunition**

Song Tan | June 8, 2020



## <<interface>> ActorInterface

+set\_sniper\_ammo(count: int)
+get\_sniper\_ammo()
+set\_shotgun\_ammo(count: int)
+get\_shotgun\_ammo()

## Human

-sniper\_ammo: int -shotgun\_ammo: int

+set\_sniper\_ammo(count: int)
+get\_sniper\_ammo()
+set\_shotgun\_ammo(count: int)
+get\_shotgun\_ammo()