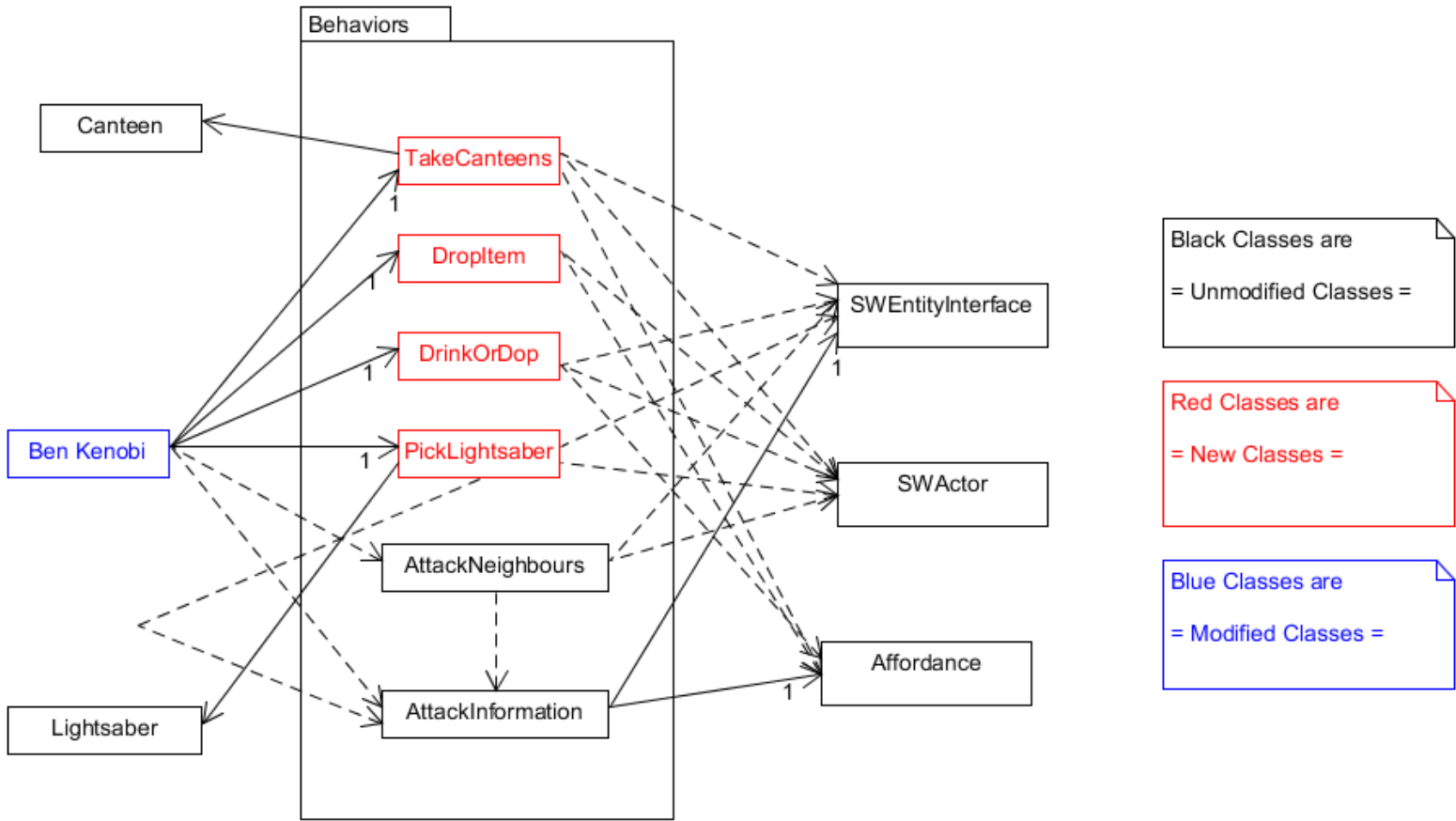


Ben\_Canteen



UML Class Diagram For Ben Drinking Canteens

Ben Kenobi had to be modified to allow him to perform the action of drinking from filled Canteens. A number of new behaviors were also introduced for this.

TakeCanteens allows Ben to look for filled or partially filled Canteens and pick them up.

DropItem allows Ben to drop his item, either a Canteen or a Lightsaber.

DrinkOrDrop is a behavior that dictates if Ben continues drinking from his canteen or drop it. It checks Ben's current Hitpoints and how filled the Canteen is

PickLightsaber is a behavior for Ben to pick up his LightSaber again after dropping it.

These behaviors are necessary to encapsulate data from the Ben Kenobi class.