CSCD 212
Strategy Pattern Example
UML

Your task is to create the full UML drawing based on the documentation of the code. You WILL NOT write any code for this lab.

```java
package GuitarHero;

import GameCharacters.*;
import GuitarTypes.*;
import SoloTypes.*;

public class GuitarHero
{

    public static void main(String[] args)
    {
        Guitar gibsonFlyingV = new GibsonFlyingV("Gibson Flying V");
        GameCharacter player1 = new GameCharacterSlash(gibsonFlyingV,
                            new SetGuitarOnFire());
        player1.playGuitar();
        player1.playSolo();

        player1.setGuitar(new FenderTelecaster("Fender Telecaster"));
        player1.playGuitar();
        player1.setSolo(new SmashTheGuitar());
        player1.playSolo();

        System.out.println("\n");

        player1 = new GameCharacterHendrix(gibsonFlyingV, new JumpOffTheStage());
        player1.playGuitar();
        player1.playSolo();

    }
}
```

```
Slash is playing a Gibson Flying V!
Slash set the guitar on fire!
Slash is playing a Fender Telecaster!
Slash smashed the guitar!


Hendrix is playing a Gibson Flying V!
Hendrix jumped off the stage!
```

GameCharacter

```
# GuitarType : guitar
- String : name
# SoloType : solo

+ setGuitar(newGuitar : GuitarType) : void
+ setSolo(newSolo : SoloType) : void
+ playGuiter() : void
+ playSolo() : void
+ getName() : String
```

GameCharacterSlash

```
+ playGuiter() : void

+ playSolo() : void
```

GameCharacterHendrix

```
+ playGuiter() : void

+ playSolo() : void
```

<<Interface>>
GuitarType

```
+ createSound() : String
```

<>
Guitar

```
- guitarName : String

+ getGuitarName() : String
```

FenderTelecaster

```
+ createSound() : String
```

GibsonFlyingV

```
+ createSound() : String
```

<<interface>>
SoloType

```
+performSolo() : void
```

JumpOffTheStage

```
+ performSolo() : void
```

SetGuitarOnFire

```
+ performSolo() : void
```

SmashTheGuitar

```
+ performSolo() : void
```