<<Observer>>

+   update()

Observable

+   setChanged()
+   addObserver()
+   notifyObserver()
+   deleteObserver()

BadGuy

+   defeated()
+   update()
-     report()

-     name: String
-     hobbitsSeen : int
-     elvesSeen : int
-     dwarfsSeen : int
-     menSeen : int
-     eye : EyeOfSauron

EyeOfSauron

+   getMen()
+   getElves()
+   getDwarfs()
+   getHobbits()
+   setEnemies()
+   enemyChange()

-     hobbits : int
-     elves : int
-     dwarfs : int
-     men : int

```
Team <<Interface>>
John T.
Adam B.
Fred V.

Observer UML
Summer 2013
```