## Soldier # name: String # power: int # weapon: String + fight(): int + getName(): String + getPower(): int + getWeapon(): String setName(String): void setPower(int): void setWeapon(String): void # Soldier() Soldier(String, int, String) Infantryman Trooper + fight(): int + Infantryman(String, int, String) + fight(): int + Trooper(S

Trooper(String, int, String