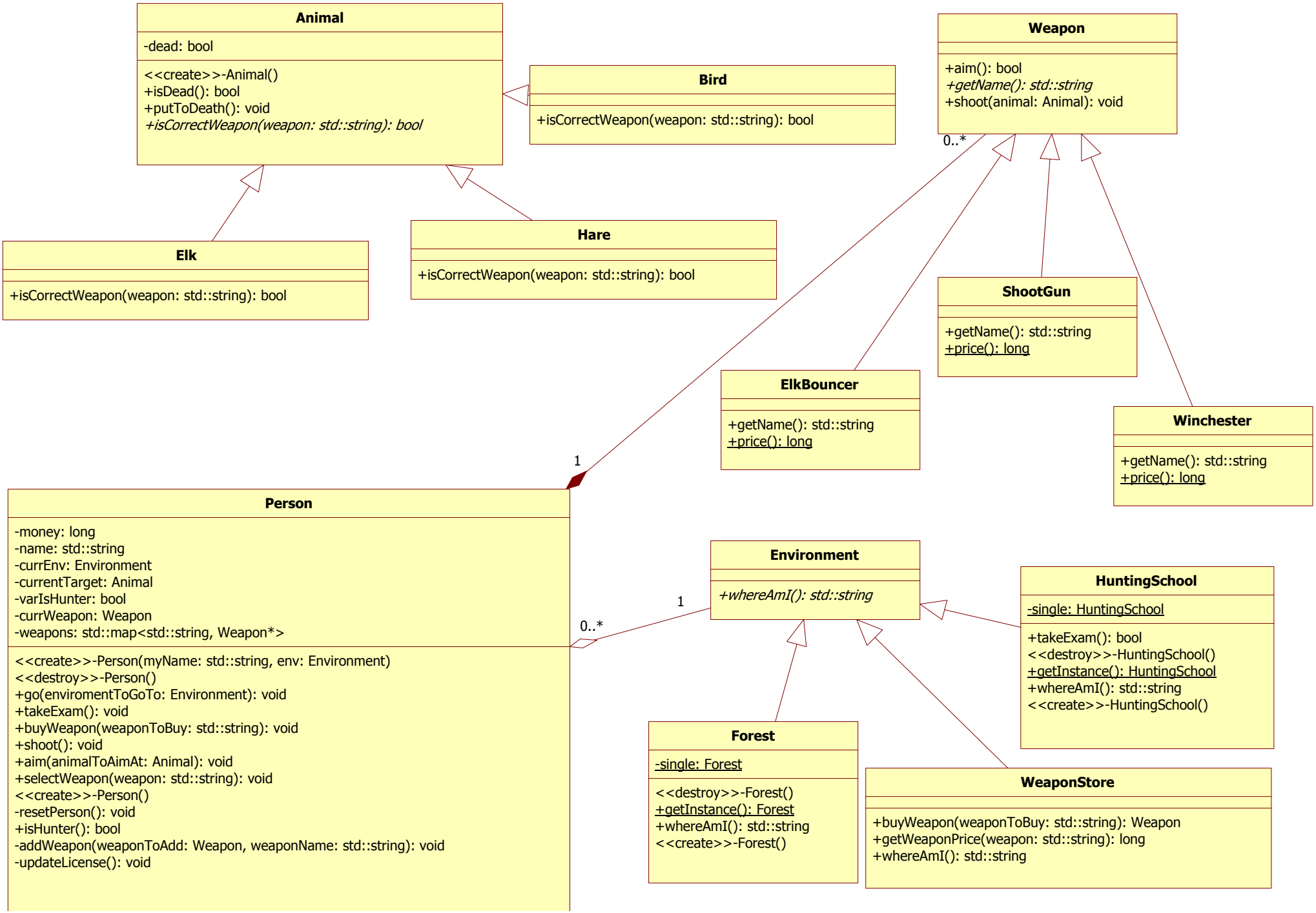
Animal
-dead: bool
<<create>>-Animal()
+isDead(): bool
+putToDeath(): void
+isCorrectWeapon(weapon: std::string): bool
Bird
+isCorrectWeapon(weapon: std::string): bool
Weapon
+aim(): bool
+getName(): std::string
+shoot(animal: Animal): void
0..*
Elk
+isCorrectWeapon(weapon: std::string): bool
Hare
+isCorrectWeapon(weapon: std::string): bool
ShootGun
+getName(): std::string
+price(): long
ElkBouncer
+getName(): std::string
+price(): long
Winchester
+getName(): std::string
+price(): long
1
Person
-money: long
-name: std::string
-currEnv: Environment
-currentTarget: Animal
-varIsHunter: bool
-currWeapon: Weapon
-weapons: std::map<std::string, Weapon*>
<<create>>-Person(myName: std::string, env: Environment)
<<destroy>>-Person()
+go(enviromentToGoTo: Environment): void
+takeExam(): void
+buyWeapon(weaponToBuy: std::string): void
+shoot(): void
+aim(animalToAimAt: Animal): void
+selectWeapon(weapon: std::string): void
<<create>>-Person()
-resetPerson(): void
+isHunter(): bool
-addWeapon(weaponToAdd: Weapon, weaponName: std::string): void
-updateLicense(): void
1
0..*
Environment
+whereAmI(): std::string
HuntingSchool
-single: HuntingSchool
+takeExam(): bool
<<destroy>>-HuntingSchool()
+getInstance(): HuntingSchool
+whereAmI(): std::string
<<create>>-HuntingSchool()
Forest
-single: Forest
<<destroy>>-Forest()
+getInstance(): Forest
+whereAmI(): std::string
<<create>>-Forest()
WeaponStore
+buyWeapon(weaponToBuy: std::string): Weapon
+getWeaponPrice(weapon: std::string): long
+whereAmI(): std::string