Below you'll find a mess of classes and interfaces for an action adventure game. You'll find classes for game characters along with classes for weapon behaviors the characters can use in the game. Each character can make use of one weapon at a time, but can change weapons at any time during the game. Your job is to sort it all out...

(Answers are at the end of the chapter.)

Your task:

1. Arrange the classes.
2. Identify one abstract class, one interface and eight classes.
3. Draw arrows between classes.
   a. Draw this kind of arrow for inheritance ("extends").
   b. Draw this kind of arrow for interface ("implements").
   c. Draw this kind of arrow for "HAS-A".
4. Put the method setWeapon() into the right class.