

Constants: namespace
UnitType: enum ArmyActios: enum N_TYPES: int UnitTypeStr: string[] contr_attack_coeff: double
Attacker_health: int Attacker_force: int Attacker_cost: int
Producer_health: int Producer_force: int Producer_cost: int Producer_produce: int
Safer_health: int Safer_force: int Safer_cost: int

Army
- last_action: ArmyAction - units: vector<Units*> []
- remove_unit(v: vector<Unit*>&, pos: int): void - clean_army(v: vector<Unit*>&): void
+ Army() + Army(v: vector<Unit*>&) + step(): int + print_army(): void
+ attack(other: Army&) + move(dx: int, dy: int): void

