

Hills

- Height: double
- Variance_x: double
- Variance_xy: double
- Variance_y: double
- x: double
- y: double
- + Gauss_metod(double, double): double
- + Hills()
- + Hills(double, double, double, double, double)

Timber

- Radius: double
- x1: double
- x2: double
- y1: double
- y2: double
- + barrel(double, double): double
- + Timber()
- + Timber(double, double, double, double, double)

Stones

- Radius: double
- x: double
- y: double
- + Sphere(double, double): dou
- Stones()
- Stones(double, double, double,

