Landscape

- count_hills: int
- count_logs: int
- count_stouns: int
- hills: std::vector<Hill>
- logs: std::vector<Log>
- size_x: double
- size_y: double
- stouns: std::vector<Stoun>

+ create(int, int, int): void
+ draw(): void
+ get_contain_hill(): std::vector<Hill> {query}
+ get_sizex(): double {query}
+ get_sizey(): double {query}
+ Landscape()
+ Landscape(double, double)
+ set_contain_hill(std::vector<Hill>): void
+ set_sizex(double): void
+ set_sizey(double): void

Hill

- dispx: double
- dispxy: double
- dispy: double
- hight: double
- x: double
- y: double

+ Gauss(double, double): double
+ get_dispx(): double {query}
+ get_dispxy(): double {query}
+ get_dispy(): double {query}
+ get_hight(): double {query}
+ get_x(): double {query}
+ get_y(): double {query}
+ Hill(double, double, double, double, double)
+ set_dispx(double): void
+ set_dispxy(double): void
+ set_dispy(double): void
+ set_hight(double): void
+ set_x(double): void
+ set_y(double): void

Log

- r: double
- x1: double
- x2: double
- y1: double
- y2: double

+ cylinder(double, double): d
+ get_r(): double {query}
+ get_x1(): double {query}
+ get_x2(): double {query}
+ get_y1(): double {query}
+ get_y2(): double {query}
+ Log(double, double, doub
+ set_r(double): void
+ set_x1(double): void
+ set_x2(double): void
+ set_y1(double): void
+ set_y2(double): void

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Control

- comand: std::string
- landscape: Landscape*
- logfile: std::ofstream
- params: std::vector<double>

+ Control(Landscape*)
+ create_field(std::vector<double>, int*): void
+ create_hill(std::vector<double>, int*): void
+ create_log(std::vector<double>, int*): void
+ create_stone(std::vector<double>, int*): void
+ get_land(): Landscape
+ print_field(int*): void
+ read_message_from_Boundary(std::string, std::vector<double>, int*): void

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Boundary

- ctrl: Control*
- logfile: std::ofstream
- massage: std::string

+ Boundary(Control*)
+ console_read(): void

ouble
e, double, double)

Stoun
-   r: double -   x: double -   y: double
+   get_r(): double {query} +   get_x(): double {query} +   get_y(): double {query} +   set_r(double): void +   set_x(double): void +   set_y(double): void +   sphere(double, double): double +   Stoun(double, double, double)