Renderable
+ Renderable() + render() + setPosLayar() + getRenderChar() + setRenderChar()
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Cell
+ Cell() + Cell() + getPoint() + setPos() + isBarn() + isCoop() + isGrassland() + isMixer() + isTruck() + isWell()
T T
Land
# grass  + Land() + Land() + hasGrass() + setGrass()
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Barn
+ Barn() + isBarn() + setGrass()