```
Renderable
+ Renderable()
+ render()
+ setPosLayar()
+ getRenderChar()
+ setRenderChar()
       Cell
 + Cell()
 + Cell()
 + getPoint()
 + setPos()
 + isBarn()
 + isCoop()
 + isGrassland()
 + isMixer()
 + isTruck()
 + isWell()
```