```
Renderable
+ Renderable()
+ render()
+ setPosLayar()
+ getRenderChar()
+ setRenderChar()
       Cell
 + Cell()
 + Cell()
 + getPoint()
 + setPos()
 + isBarn()
 + isCoop()
 + isGrassland()
 + isMixer()
 + isTruck()
 + isWell()
       Land
  # grass
  + Land()
  + Land()
  + hasGrass()
  + setGrass()
          #mapLand
      World
 # tick
 # width
 # height
 # terisi
 # listAnimal
 # listFacil
 # listMsg
 + ~World()
 + getSize()
                         #world_instance
 + addAnimal()
 + addFacil()
 + addMsg()
 + setLand()
 + getLand()
 + setTerisi()
 + isTerisi()
 + renderAll()
 and 7 more...
 + GetInstance()
 # World()
```