

```

{MyList< T >
|- int Size_
- Node * Head_
- Node * Tail_
|+ MyList()
+ ~MyList()
+ MyList(MyList &&other)
+ MyList & operator=
(MyList &&other)
+ bool operator==(const
MyList &other) const
+ int size() const
+ iterator begin() const
+ iterator end() const
+ void insert(T &&what,
iterator beforeWho)
+ void erase(iterator who)
+ const T & getByld(int
id) const
+ T & getByld(int id)
- void Clear()
}

```

< std::unique_ptr<
TShip > >

< TWarShip >

< TPirateBase >

```

{MyList< std::unique_ptr< TShip > >
|- int Size_
- Node * Head_
- Node * Tail_
|+ MyList()
+ MyList(MyList &&other)
+ ~MyList()
+ MyList & operator=
(MyList &&other)
+ bool operator==(const
MyList &other) const
+ int size() const
+ iterator begin() const
+ iterator end() const
+ void insert(std::unique_ptr< TShip > &&what,
iterator beforeWho)
+ void erase(iterator who)
+ const std::unique_ptr< TShip > & getByld(int
id) const
+ std::unique_ptr< TShip > & getByld(int id)
- void Clear()
}

```

```

{MyList< TWarShip >
|- int Size_
- Node * Head_
- Node * Tail_
|+ MyList()
+ MyList(MyList &&other)
+ ~MyList()
+ MyList & operator=
(MyList &&other)
+ bool operator==(const
MyList &other) const
+ int size() const
+ iterator begin() const
+ iterator end() const
+ void insert(TWarShip
&&what, iterator beforeWho)
+ void erase(iterator who)
+ const TWarShip & getByld
(int id) const
+ TWarShip & getByld
(int id)
- void Clear()
}

```

```

{MyList< TPirateBase >
|- int Size_
- Node * Head_
- Node * Tail_
|+ MyList()
+ MyList(MyList &&other)
+ ~MyList()
+ MyList & operator=
(MyList &&other)
+ bool operator==(const
MyList &other) const
+ int size() const
+ iterator begin() const
+ iterator end() const
+ void insert(TPirateBase
&&what, iterator beforeWho)
+ void erase(iterator who)
+ const TPirateBase &
getByld(int id) const
+ TPirateBase & getByld
(int id)
- void Clear()
}

```