```
                    {TObjectOnMap
          |- int X_
          - int Y_
          |+  TObjectOnMap(int x,
           int y)
          +  TObjectOnMap(const
          TObjectOnMap &other)
          + virtual ~TObjectOnMap
          ()=default
          + TObjectOnMap & operator
          =(const TObjectOnMap &other)
          + bool operator==(const
          TObjectOnMap &other)
           const
          + void SetX(int x)
          + void SetY(int y)
          + int GetX() const
          + int GetY() const
          + int DistTo(const TObject
          OnMap &other) const
                                    }
```

```
                    {TShip
          |# int ShipType_
          # std::string ShipName_
          # TCapitanInfo CapitanInfo_
          # int MaxSpeed_
          # int NowSpeed_
          # int HPTotal_
          # int HPNow_
          # int Cost_
          |+  TShip(int x, int y,
           int shipType, const
           std::string &shipName,
           const TCapitanInfo &capitanInfo,
           int maxSpeed, int nowSpeed,
           int hpTotal, int hpNow, int cost)
          +  TShip(const TShip
           &other)
          + TShip & operator=(const
           TShip &other)
          + bool operator==(const
           TShip &other) const
          + void SetShipType(int
           shipType)
          + void SetShipName(const
           std::string &shipName)
          + void SetCapitanInfo
          (const TCapitanInfo
           &capitanInfo)
          + void SetMaxSpeed(int
           maxSpeed)
          + void SetNowSpeed(int
           nowSpeed)
          + void SetHPTotal(int
           hpTotal)
          + void SetHPNow(int hpNow)
          + void SetCost(int cost)
          + int GetShipType() const
          + std::string GetShipName
          () const
          + TCapitanInfo GetCapitanInfo
          () const
          + int GetMaxSpeed() const
          + int GetNowSpeed() const
          + int GetHPTotal() const
          + int GetHPNow() const
          + int GetCost() const
          + void BeDamaged(int
           damage)
          + virtual void Print
          () const
          + virtual std::unique
          _ptr< TShip > Clone
          () const
                                    }
```

```
                    {TCargoShip
          |# int WeightTotal_
          # int WeightNow_
          # double SlowK_
          |+  TCargoShip(int x,
           int y, int ShipType,
           const std::string &ShipName,
           const TCapitanInfo &CapitanInfo,
           int MaxSpeed, int NowSpeed, int
           HpTotal, int HpNow, int Cost, int
           WeightTotal, int WeightNow, double SlowK)
          +  TCargoShip(const TCargo
          Ship &other)
          + TCargoShip & operator
          =(const TCargoShip &other)
          + bool operator==(const
           TCargoShip &other) const
          + void SetWeightTotal
          (int weightTotal)
          + void SetWeightNow(int
           weightNow)
          + void SetSlowK(double
           SlowK)
          + int GetWeightTotal
          () const
          + int GetWeightNow()
           const
          + double GetSlowK() const
          + int SpeedByWeight(int
           weight) const
          + int WeightMaxBySpeed
          (int speed) const
          + void Print() const
          override
          + std::unique_ptr< TShip
          > Clone() const override
                                    }
```

```
                    {TWarShip
          |# TWeaponHolder Holder_
          |+  TWarShip(int x, int
           y, int shipType, const
           std::string &shipName,
           const TCapitanInfo &capitanInfo,
           int maxSpeed, int nowSpeed,
           int hpTotal, int hpNow, int cost,
           const TWeaponHolder &holder)
          +  TWarShip(const TWarShip
           &other)
          + TWarShip & operator
          =(const TWarShip &other)
          + bool operator==(const
           TWarShip &other) const
          + void SetHolder(const
           TWeaponHolder &holder)
          + TWeaponHolder & GetHolder()
          + int GetCostWithGuns
          () const
          + bool MakeShot(TShip
           &to, int timeNow)
          + void Print() const
           override
          + std::unique_ptr< TShip
           > Clone() const override
                                    }
```

```
                    {TCargoWarShip
          ||+  TCargoWarShip(int
           x, int y, int shipType,
           const std::string &shipName,
           const TCapitanInfo &capitanInfo,
           int maxSpeed, int nowSpeed, int
           hpTotal, int hpNow, int cost, int
           WeightTotal, int WeightNow, double
           SlowK, const TWeaponHolder &holder)
          +  TCargoWarShip(const
           TCargoWarShip &other)
          + TCargoWarShip & operator
          =(const TCargoWarShip &other)
          + bool operator==(const
           TCargoWarShip &other)
           const
          + void Print() const
           override
          + std::unique_ptr< TShip
           > Clone() const override
                                    }
```