

```
{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
}
```

```
{TBase
|- int BaseType_
|+ TBase(int x, int y,
int baseType)
+ TBase(const TBase
&other)
+ TBase & operator=(const
TBase &other)
+ bool operator==(const
TBase &other) const
+ void SetBaseType(int
baseType)
+ int GetBaseType() const
}
```

```
{TPirateBase
|- TSpawnDescriptor Spawner_
|+ TPirateBase(int x,
int y, int baseType,
const TSpawnDescriptor
&spawner)
+ TPirateBase(const
TPirateBase &other)
+ TPirateBase & operator
=(const TPirateBase &other)
+ bool operator==(const
TPirateBase &other) const
+ void SetSpawnDescriptor
(const TSpawnDescriptor &x)
+ void SetXYInSpawn()
+ TSpawnDescriptor &
GetSpawnDescriptor()
}
```

```
{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
}
```