```
                    {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
                            }
```