

```

        {TLevelReader
||+ int ReadInt(std::istream
    &file, const std::string &what)
+ std::string ReadString
(std::istream &file, const
    std::string &what)
+ void ReadEmpty(std
::istream &file)
+ TCapitanInfo ReadCapitan
Info(std::istream &file)
+ TWeapon ReadWeapon
(std::istream &file)
+ std::unique_ptr< TShip
> ReadShip(std::istream
&file, MyList< TWeapon
> &weapons, const MyList
< TCapitanInfo > &capitans)
+ TBase ReadBase(std
::istream &file, const
    std::string &what)
+ MyList< int > ReadInts
(std::istream &file, const
    std::string &what)
+ MyList< TCapitanInfo
> ReadCapitanInfos(std
::istream &file)
+ MyList< TWeapon > ReadWeapons
(std::istream &file)
+ MyList< std::unique
_ptr< TShip > > ReadShips
(std::istream &file, MyList
< TWeapon > &weapons, const
    MyList< TCapitanInfo > &capitans)
+ TSpawnDescriptor ReadSpawn
Descriptor(std::istream
    &file, const MyList< std
::unique_ptr< TShip > > &ships)
+ MyList< TSpawnDescriptor
> ReadSpawnDescriptors
(std::istream &file, const
    MyList< std::unique_ptr<
    TShip > > &ships)
+ TPirateBase ReadPirateBase
(std::istream &file, const
    MyList< TSpawnDescriptor
> &descriptors)
+ MyList< TPirateBase
> ReadPirateBases(std
::istream &file, const
    MyList< TSpawnDescriptor
> &descriptots)
+ std::pair< std::unique
_ptr< TMission >, std
::pair< MyList< TWeapon
>, MyList< std::unique
_ptr< TShip > > > ReadMissionInfo
FromStream(std::istream &file)
        }

```