```
{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
                         }
```

```
{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
                         }
```