

```

    {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
    }

```



```

    {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()
    }

```