```
{T
||}
```

+elements

```
{std::vector< T >
||}
```

< std::pair< EPlaceOnShip,
std::unique_ptr< TWeapon > > >

```
{std::vector< std::pair
< EPlaceOnShip, std::unique
  _ptr< TWeapon > > >
|+ std::pair< EPlaceOnShip,
 std::unique_ptr< TWeapon
 > > elements
              |}
```

-Weapons_

```
{TWeaponHolder
||+  TWeaponHolder()
+  TWeaponHolder(TWeapon
 *gunFront, TWeapon *gunBack,
 TWeapon *gunLeftSide, TWeapon
 *gunRightSide)
+  TWeaponHolder(const
 TWeaponHolder &other)
+ TWeaponHolder & operator
=(const TWeaponHolder &other)
+ bool operator==(const
 TWeaponHolder &other)
 const
+ TWeapon * GetGunByPlace
(EPlaceOnShip place) const
+ void SetGunByPlace
(EPlaceOnShip place,
 TWeapon *what)
+ int MakeShot(int sqDistance,
 int timeNow)
+ void Print() const
+ int GetCost() const
+ static bool SameGuns
(const TWeapon *lhs,
 const TWeapon *rhs)
- static std::unique
 _ptr< TWeapon > createUnique
PtrByGunPtr(TWeapon *gun)
              }
```