

```
{std::basic_string<
Char >
||}
```

```
{std::string
||}
```

-Name  
-Patronymic\_  
-Rank\_  
-Surname\_  
#ShipName\_  
#CapitanInfo\_

```
{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  
}
```

```
{TCapitanInfo  
||+ TCapitanInfo()  
+ TCapitanInfo(const  
std::string &name,  
const std::string &surname,  
const std::string &patronymic,  
const std::string &rank)  
+ TCapitanInfo(const  
TCapitanInfo &other)  
+ TCapitanInfo & operator  
=(const TCapitanInfo &other)  
+ bool operator==(const  
TCapitanInfo &other)  
const  
+ void SetName(const  
std::string &name)  
+ void SetSurname(const  
std::string &surname)  
+ void SetPatronymic  
(const std::string &patronymic)  
+ void SetRank(const  
std::string &rank)  
+ std::string GetName  
( ) const  
+ std::string GetSurname  
( ) const  
+ std::string GetPatronymic  
( ) const  
+ std::string GetRank  
( ) const  
}
```

```
{TShip  
|# int ShipType_  
# 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  
}
```