```
\{MvList < T > \}
                                   l- int Size
                                   - Node * Head
                                   - Node * Tail
                                   |+ MyList()
                                   + ~MvList()
                                   + MvList(MvList &&other)
                                   + MyList & operator=
                                   (MyList &&other)
                                   + bool operator==(const
                                   MyList &other) const
                                   + int size() const
                                   + iterator begin() const
                                   + iterator end() const
                                   + void insert(T &&what.
                                   iterator beforeWho)
                                   + void erase(iterator who)
                                   + const T & getBvId(int
                                   id) const
                                   + T & getById(int id)
                                   - void Clear()
                            < std::unique ptr<
                                                 < TWarShip >
                                                                   < TPirateBase >
                                TShip > \overline{>}
                                     {MvList< TWarShip >
                                                                        {MvList< TPirateBase >
                                 I- int Size
                                                                      I- int Size
                                                                      - Node * Head
                                 - Node * Head
                                 - Node * Tail
                                                                      - Node * Tail
                                 I+ MvList()
                                                                      I+ MvList()
+ MyList(MyList &&other)
                                 + MyList(MyList &&other)
                                                                      + MyList(MyList &&other)
                                 + ~MvList()
                                                                      + ~MyList()
                                 + MyList & operator=
                                                                      + MyList & operator=
                                 (MvList &&other)
                                                                      (MvList &&other)
+ bool operator==(const
                                 + bool operator==(const
                                                                      + bool operator==(const
                                  MvList &other) const
                                                                      MyList &other) const
                                 + int size() const
                                                                      + int size() const
                                 + iterator begin() const
                                                                      + iterator begin() const
                                                                      + iterator end() const
                                 + iterator end() const
+ void insert(std::unique
                                 + void insert(TWarShip
                                                                      + void insert(TPirateBase
                                  &&what, iterator beforeWho)
                                                                      &&what, iterator beforeWho)
                                 + void erase(iterator who)
                                                                      + void erase(iterator who)
+ void erase(iterator who)
                                 + const TWarShip & getById
                                                                      + const TPirateBase &
                                 (int id) const
                                                                      getByld(int id) const
                                                                      + TPirateBase & getById
                                 + TWarShip & getById
                                 (int id)
                                                                      (int id)
+ std::unique ptr< TShip
                                                                      - void Clear()
                                 void Clear()
                                               }
                                                                                    }
```

{MvList< std::unique ptr< TShip > >

+ MyList & operator=

MvList &other) const

+ iterator begin() const

ptr< TShip > &&what,

+ const std::unique ptr

< TShip > & getByld(int

+ iterator end() const

iterator beforeWho)

> & getByld(int id)

id) const

- void Clear()

(MyList &&other)

+ int size() const

I- int Size

- Node * Head

- Node * Tail

I+ MvList()

+ ~MvList()