{TLevelSelector

||+ std::pair< std::unique
_ptr< TMission >, std
::pair< MyList< TWeapon
 >, MyList< std::unique
_ptr< TShip > > > > ChooseLevel()
- std::string ReadLevelNumber
FromKeyboard()
- bool CheckExists(const
 std::string &path)
- std::string ReadLevelName()
- std::pair< std::unique
_ptr< TMission >, std
::pair< MyList< TWeapon
 >, MyList< std::unique
_ptr< TShip > > > > readMissionInfo
FromStream(std::istream &file)
}