```
          {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
                }
```