

```
        {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
        }
```



```
        {TBase
|- int BaseType_
|+ TBase(int x, int y,
  int baseType)
+ TBase(const TBase
  &other)
+ TBase & operator=(const
  TBase &other)
+ bool operator==(const
  TBase &other) const
+ void SetBaseType(int
  baseType)
+ int GetBaseType() const
        }
```