

TheTraitor::Country

- + Country(int economy,
int health, int education,
CountryType type=CountryType::NONE)
- + Country()
- + int getEconomy() const
- + int getHealth() const
- + int getEducation()
const
- + CountryType getType
() const
- + bool isDestroyed()
const
- + void checkDestroyed()
- + void setDestroyed(bool
destroyed)
- + void setEconomy(int
economy)
- + void setHealth(int
health)
- + void setEducation(int
education)
- + void setType(CountryType
type)