

## 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)