## House::Matrix

- std::vector< Tile > vec
- size_t dim_x
- size_t dim_y

+ Matrix()
+ Matrix(size_t dim
_x, size_t dim_y)
+ ElementProxy operator
()(size_t x, size_t y)
+ ElementProxy operator
()(Coords location)
+ Tile operator()(size
_t x, size_t y) const
+ Tile operator()(Coords
 location) const
+ size_t getDimX() const
+ size_t getDimY() const
- void surroundWithWalls()

## Coords

+ int x
+ int y

+ Coords(int x=0, int y=0)
+ Coords reverse() const
+ bool operator==(const
Coords &other) const
+ Coords operator+(const
Coords &other) const

-docking_station   -tiles

## House

- size_t total_dirt

+ House(Matrix tiles,
 Coords docking_station,
 size_t total_dirt)
+ size_t getDirtLevel
(Coords location) const
+ void cleanOnce(Coords
 location)
+ bool isWall(Coords
 location) const
+ size_t getTotalDirt
() const
+ Coords getDockingStation
Coords() const