

House

```
+ 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
```