```
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 operato
()(size_t x, size_t 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()

-mat

House::Matrix::ElementProxy

- size_t xsize_t y
 - + ElementProxy(Matrix &mat, size_t x, size_t y)
 - + Tile operator=(Tile value)
 - + Tile operator=(const ElementProxy &e)
 - + operator Tile() const+ int getStatus() const
- + bool cleanOnce() + bool isWall() const