```
UnitInterface
    -UnitInterface()
+ create_copy()
+ heal()
+ damage()
+ increase_strength()
+ increase_dexterity()
+ get_info()
+ get_name()
+ reset_status()
+ get_owner()
+ set_owner()
+ get_owner_id()
+ set_owner_id()
+ get_health()
+ get_moved()
+ set_moved()
+ set_attacked()
+ get_attacked()
+ get_dexterity()
+ get_strength()
+ get_range()
+ notify_about_death()
              Δ
            Unit
# owner
# owner
# health
# strength
# attack_range
# dexterity
# moved
# attacked
+ ~Unit()
+ create_copy()
+ heal()
+ damage()
+ increase_strength()
+ increase_dexterity(
               dexterity()
+ get_info()
+ get_name
        name()
+ reset status()
+ get_owner()
+ set_owner()
+ get_health()
+ get_owner_id()
+ set_owner_id()
+ set_moved()
+ get_moved()
+ set_attacked()
+ get_attacked()
+ get_dexterity()
+ get_strength()
+ create_unit_factory()
+ notify_about_death()
              Δ
       UnitWarrior
# const stats
+ UnitWarrior()
+ create_copy()
+ get_name()
+ get_range()
```

+ create_unit_

factory()