```
UnitInterface
+ ~UnitInterface()
+ create
                copy()
+ heal()
+ damage()
+ increase_strength()
+ increase_dexterity()
+ get_info()
+ get_name()
+ get_type()
+ reset_status()
+ get_owner()
+ set
         _owner()
+ set_owner_id()
+ get_owner_id()
: cot_owner_id()
+ set_owner_id()
+ get_health()
+ get_moved()
+ set_moved()
+ set_attacked()
+ get_attacked()
+ get_dexterity()
+ get_strength()
+ get_range()
+ get_range()
+ create_unit_factory()
+ notify_about_death()
                   Δ
                Unit
# owner_
                id
# owner
# health
# strength
# attack_ra
# dexterity
                range
# moved
# attacked
+ ~Unit()
+ create_copy()
+ heal()
+ damage()
+ increase_strength()
+ increase_dexterity()
+ get_info()
+ get_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()
+ create_unit()
           UnitArcher
# const stats
+ UnitArcher()
+ create_copy()
+ get_name()
+ get_type()
```

+ get

range() + create\_unit\_

factory()