main

-id: Long
-ClassAttribute: Long

#Operation(i: int): int
+*AbstractOperation()*

Responsibilities
-- Resp1
-- Resp2

Barrel

-floorLevel
-radius

+draw()
+rollLeft()
+rollRight()
+getFloorLevel(): int
+setFloorLevel()
+fall()
+stop()
+floorCollision()

Ladder

+height

#Operation(i: int): int
+*AbstractOperation()*

Responsibilities
-- Resp1
-- Resp2

Floor

-id: Long
-ClassAttribute: Long

#Operation(i: int): int
+*AbstractOperation()*

Responsibilities
-- Resp1
-- Resp2

Rabbit

-id: Long
-ClassAttribute: Long

#Operation(i: int): int
+*AbstractOperation()*

Responsibilities
-- Resp1
-- Resp2

Carrot

-id: Long
-ClassAttribute: Long

#Operation(i: int): int
+*AbstractOperation()*

Responsibilities
-- Resp1
-- Resp2

Fox

-id: Long
-ClassAttribute: Long

#Operation(i: int): int
+*AbstractOperation()*

Responsibilities
-- Resp1
-- Resp2