```
Position
   # xPos
   # vPos
   + Position()
   + Position()
   + ~Position()
   + getXPos()
   + getYPos()
   + setXPos()
   + setYPos()
       Fish
# xDest
# yDest
# moveTime
# foodFaten
# direction
# hungerTime
# fullTimeL imit
# speed
+ Fish()
+ operator=()
+ eatFood()
+ move()
+ getSize()
+ getFoodEaten()
+ getDirection()
+ getHungerTime()
+ aetFoodNeeded()
+ getFullTimeLimit()
+ getSpeed()
+ isHungry()
```