```
Position
   # xPos
   # yPos
   + Position()
   + Position()
   + ~Position()
   + getXPos()
   + getYPos()
   + setXPos()
   + setYPos()
        Fish
# xDest
# yDest
# moveTime
# foodEaten
# direction
# hungerTime
# fullTimeLimit
# speed
+ Fish()
+ operator=()
+ eatFood()
+ move()
+ getSize()
+ getFoodEaten()
+ getDirection()
+ getHungerTime()
+ getFoodNeeded()
+ getFullTimeLimit()
+ getSpeed()
+ isHungry()
      Piranha
  + Piranha()
  + extractCoin()
  + eatFood()
```

+ operator=()