```
Point
   + Point()
    + ~Point()
   + getX()
   + setX()
   + getY()
   + setY()
   + toString()
          #point
  ObstacleView
# type
+ ObstacleView()
+ ObstacleView()
+ ~ObstacleView()
+ getPoint()
+ getType()
+ setPosition()
```

+ setType()