```
Vect2D
      Х
    - _y
    + Vect2D()
    + Vect2D()
    + Vect2D()
    + operator=()
    + x()
    + y()
    + rx()
    + ry()
    + getXVect()
    + getYVect()
    and 52 more...
    + set()
    + sum()
    + sub()
    + mult()
    + div()
    + min()
    + max()
    + normalize()
    + setMagnitude()
    + limit()
    and 9 more...
             #position
   CartesianObject2D
+ CartesianObject2D()
+ ~CartesianObject2D()
+ clone()
+ getPosition()
            Λ
          Food
+ Food()
+ ~Food()
+ getValoreNutrizionale()
+ getVisibility()
+ clone()
+ operator>()
+ operator>=()
+ operator<()
+ operator<=()
+ operator==()
+ operator!=()
```