CartesianObject2D # position + CartesianObject2D() + ~CartesianObject2D() + clone() + getPosition() Food + Food() + ~Food() + getValoreNutrizionale() + getVisibility() + clone() + operator>() + operator>=() + operator<() + operator<=() + operator==() + operator!=() Vegetale visibility + Vegetale() + ~Vegetale() + clone() + getValoreNutrizionale() + getVisibility()