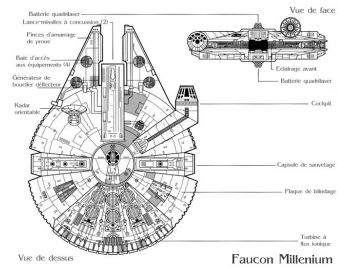


```

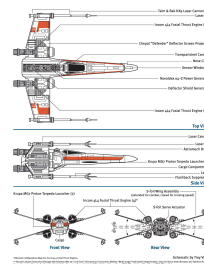
vaisseau
protected:
# m_type : string
# m_nom : string
# m_points_vie : int
# m_degats_turbolaser : int

public:
+ vaisseau()
+ vaisseau(nom : string, pts_vie : int, degats : int)
+ ~vaisseau()
+ affecter(nom : string, pts_vie : int, degats : int)
+ afficher() const
+ subir_degats(degats : int)
+ attaquer_basic(cible : vaisseau*)
+ attaquer_special(cible : vaisseau*)
+ get_nom() const : string
+ get_type() const : string
+ get_vie() const : int
+ get_degats_turbolaser() const : int

```



escadron:vaisseau	
protected:	
public:	



```
classDiagram
    class croiseur_vaisseau {
        +protected:
        +public:
    }
    class public_ {
    }
    croiseur_vaisseau <|-- public_
```

The diagram illustrates a class hierarchy. At the top is the class `croiseur:vaisseau`. Below it is a class `public:`. A solid line with an open arrowhead points from `public:` to `croiseur:vaisseau`, indicating inheritance. The `croiseur:vaisseau` class has two sections: `protected:` and `public:`, each followed by a large empty box for attributes and methods. The `public:` class also has a large empty box for attributes and methods.

