

View Description

ship in the middle of the map. The size of square is 2 *

public:

- draw(): if the distance between a dot and origin is more than the radius. not print it
- set_scale()
- set_size();
- set_defaults(); make it look like a circle
- update_location();
- update_remove();
- update_course();

private:

- get_new_location(): return location of a ship in new coordinates.
- std::string ship_name;
- Point ship_location;
- double ship_heading;
- map<string, location> memory