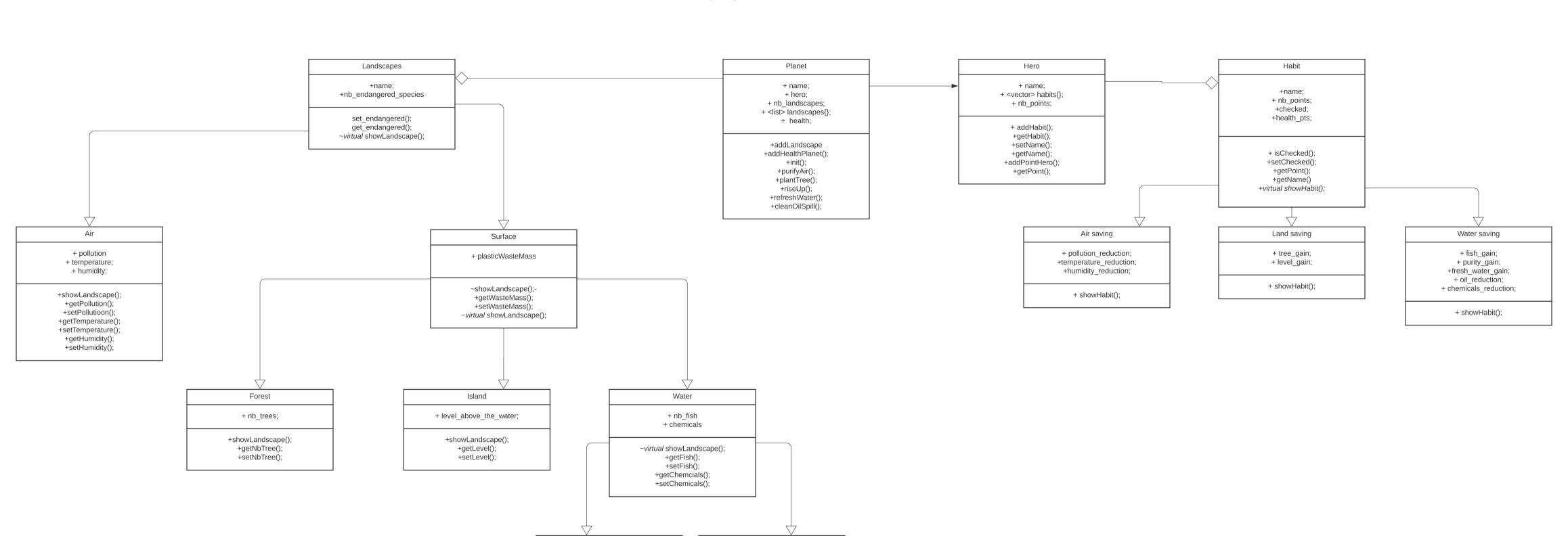
Abderraouf | January 23, 2022

Salt\_Water

+ oil\_leakage;

+showLandscape(); +getOil();

+setOil();



Fresh\_Water

+ purity; + volume;

+showLandscape();

+getPure() +setPure(); +getVolume(); +setVolume();