```
Мар
  # type
  # name
  # objects
  # length
  # width
  # max objects
  # n object
  + Map()
  + save_map()
  + load map()
  + serialize()
  + deserialize()
  + getObjects()
  + ~Map()
      CMap
+ CMap()

    + CMap()

+ new object()
+ destroy object()
+ draw map()
+ setDrawCircles()
+ getObjects()
+ getNobject()
+ ~CMap()
```