```
object
   + type
   + X
   + y
   + radius
   + length
   + width
   + r
   + g
   + b
        #objects
     Мар
# type
# name
# length
# width
# max_objects
# n object
+ Map()
+ save_map()
+ load_map()
+ serialize()
+ deserialize()
+ getObjects()
+ ~Map()
```