

TileBase

```
classDiagram
    class TileBase {
    }
    class Student_River {
        + River()
        + River()
        + ~River()
        + getType()
        + addBuilding()
    }
    Student_River --|> TileBase
```

The diagram shows a class hierarchy. At the top is the 'TileBase' class, represented by a rectangle with three horizontal compartments. The top compartment contains the name 'TileBase', while the other two are empty. Below it is the 'Student::River' class, represented by a rectangle with three horizontal compartments. The top compartment contains the name 'Student::River'. The middle compartment is empty. The bottom compartment contains a list of five public methods: '+ River()', '+ River()', '+ ~River()', '+ getType()', and '+ addBuilding()'. A blue arrow with an open triangular head points from the top of the 'Student::River' class to the bottom of the 'TileBase' class, indicating that 'Student::River' inherits from 'TileBase'.

Student::River

+ River()
+ River()
+ ~River()
+ getType()
+ addBuilding()