

Course::PlayerBase

```
classDiagram
    class CoursePlayerBase {
    }
    class StudentPlayer {
        + Player()
        + ~Player()
        + operator==( )
        + modifyResource()
        + modifyResources()
        + addTile()
        + addTiles()
        + getTiles()
        + getResources()
        + getColor()
        + setColor()
    }
    StudentPlayer --|> CoursePlayerBase
```

The diagram shows two classes. The top class, 'Course::PlayerBase', is represented by a rectangle with three horizontal compartments. The bottom class, 'Student::Player', is a larger rectangle with a grey header containing its name, a grey middle section, and a grey body containing a list of methods. A blue arrow with an open triangular head points from the top of the 'Student::Player' class to the bottom of the 'Course::PlayerBase' class, indicating that 'Student::Player' inherits from 'Course::PlayerBase'.

Student::Player

- + Player()
- + ~Player()
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- + getColor()
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