

Course::PlayerBase

```
classDiagram
    class CoursePlayerBase["Course::PlayerBase"]
    class StudentPlayer["Student::Player"]
    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 represented by a rectangle with three horizontal compartments. The top compartment of 'Student::Player' is shaded gray and contains the class name. The middle compartment is also shaded gray and is empty. The bottom compartment is shaded gray and contains a list of public methods, each preceded by a '+' sign. A blue arrow with an open triangular head points from the top of 'Student::Player' to the bottom of 'Course::PlayerBase', indicating inheritance.

Student::Player

- + Player()
- + ~Player()
- + operator==()
- + modifyResource()
- + modifyResources()
- + addTile()
- + addTiles()
- + getTiles()
- + getResources()
- + getColor()
- + setColor()