











```
+set_x(x:int)
+get_y():int
+set_y(y:int)
+get_health():int
+add_health
+min_health
+get_pillars():str[]
+add_pillar(pillar:string)
+get_number_vaccine():int
+add_vaccine()
+get_number_vision_potion():int
+set_number_vision_potion(potions:int)
+get_number_pillars():int
+add_pillar(pillar_to_add:string)
```