```
Matter
        # world
        + Matter()
        + ~Matter()
        + Matter()
        + operator=()
        + getRenderMethod()
        + getColorR()
        + getColorG()
        + getColorB()
        + getColorA()
        + getImage()
        and 6 more...
        + canDrawLine()
                  Δ
                 Rigid
          # physics
          + Rigid()
          + Rigid()
          + ~Rigid()
          + getReferee()
          + testPoint()
          + setAlert()
          + getAlert()
          + setDefalutAlert()
          + getAlertColorR()
          + getAlertColorG()
          and 10 more...
                Stick
           # x1
           # y1
           # x2
           # y2
           + Stick()
           + Stick()
           + tryMoveTo()
           + tryPutDown()
           + canDrawLine()
  SteelStick
                         WoodStick
+ SteelStick()
                       + WoodStick()
+ SteelStick()
                       + WoodStick()
+ getColorR()
                       + getColorR()
                       + getColorG()
+ getColorG()
+ getColorB()
                       + getColorB()
+ getColorA()
                       + getColorA()
+ getStrength()
                       + getStrength()
```