|  |
| --- |
| **<<Abstract>>**  **AbstractClassSpaceShip** |
| # name:String  # built:int  # x:int  # type:int |
| + AbstractClassSpaceShip( name:String, built:int, x:int, y:int, type:int)  *getType():int*  *getX():int*  *setX():void*  *setY():void*  + toString():String <<override>> |

|  |
| --- |
| **<<Interface>>**  **canMove** |
| + moveShip(x:int, y:int):void |

|  |
| --- |
| **CargoShip** |
| # cargo:int  # typeName:String |
| + CargoShip(name:String, build:int, x:int, y:int, cargo:int)  + getType():int <<override>>  + getX():int <<override>>  + setX(x:int):void <<override>>  + setY(y:int):void <<override>>  + toString():String <<override>>  + moveShip(x:int, y:int) <<override>> |

|  |
| --- |
| **PirateShip** |
| # booty:int  # typeName:String |
| + PirateShip(name:String, build:int, x:int, y:int, booty:int)  + getType():int <<override>>  + getX():int <<override>>  + setX(x:int):void <<override>>  + setY(y:int):void <<override>>  + toString():String <<override>>  + moveShip(x:int, y:int) <<override>> |