```
map
          < pair< int, int >,
              Tower * >
map< pair< int, int
   >, Tower * >
          -towers
  TowerManager
+ tArrayRows
+ tArrayCols
+ TowerManager()
+ TowerManager()
+ ~TowerManager()
+ getTowerMap()
+ getTower()
+ buyTower()
+ upgradeTower()
+ sellTower()
+ isTileFree()
+ outOfBound()
+ clearAllTowers()
+ draw()
+ getInstance()
```