```
                    CmdBase_c

        # m_map
        # event_type

        + CmdBase_c()
        + ~CmdBase_c()
        + undo()
        + redo()
        + getEveType()
```

```
                  CmdRemoveTile_c

        - tileX
        - tileY
        - tileType

        + CmdRemoveTile_c()
        + CmdRemoveTile_c()
        + ~CmdRemoveTile_c()
        + getTileX()
        + getTileY()
        + getTileType()
        + getMap()
        + undo()
        + redo()
```