

Background

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<<abstract>>

Graphic

- x: float | - name: string
- y: float |
- graphic: System.Drawing.
Image

+ InitObj (Name, Graphic)

+ Move() <<abstract>>

+ Draw() <<virtual>>

+ X: float <<property>>
+ Y: float <<property>>
+ Graphic: Image <<property>>

Diver

...

...

Characters

- hit: boolean

+ Characters (Name, Graphic, Hit)

+ Hit: boolean <<property>>

Fish

...

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