**Diagrama de clases**

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| **mainwindow** |
| - Ui::MainWindow \*ui  - firstScn \*Batalla\_Naval  - QLabel \*mousePositionLabel |
| + MainWindow(QWidget )  +void updateMousePosition(const QPointF ) |

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| **firstScn** |
| -MainWindow \*mainWindow  -QGraphicsPixmapItem \*telon  -QList<BuqueConDetalles> buques  -QList<QGraphicsRectItem\*> cuadricula  -int remainingClicks |
| +firstScn(MainWindow )  #void mousePressEvent(QGraphicsSceneMouseEvent) override; |

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| **Buque** |
| -QPixmap imagenbuque |
| +Buque(const QString ,QGraphicsItem ) |