```
Renderable
# id
# color
+ Renderable()
+ Renderable()
+ Renderable()
+ ~Renderable()
+ operator=()
+ render()
+ getColor()
      Cell
 + Cell()
 + Cell()
 + Cell()
 + ~Cell()
 + operator=()
 + clone()
    Facility
 + Facility()
 + Facility()
 + Facility()
 + ~Facility()
 + operator=()
```