Renderable

id
color

+ Renderable()
+ Renderable()
+ Renderable()
+ ~Renderable()
+ operator=()
+ render()
+ getColor()

Cell

+ Cell()
+ Cell()
+ Cell()
+ ~Cell()
+ operator=()
+ clone()

Facility

+ Facility()
+ Facility()
+ Facility()
+ ~Facility()
+ operator=()

Park

+ Park()
+ Park()
+ ~Park()
+ operator=()
+ render()
+ getColor()
+ clone()