```
CTile
  # symbol
  + CTile()
  + ~CTile()
  + print()
  + getType()
  CActiveTile
# pos x
# pos v
+ CActiveTile()
+ getX()
+ getY()
    CTower
 # price
 # range
 # color
 + CTower()
 + getType()
 + getPrice()
 + getRange()
 CTowerGreen
+ CTowerGreen()
+ getType()
+ print()
```