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