

```
// FOURNI

interface Updatable
{
    void update(double dt, Territory territory);
}

class Vector
{
    private final double x;
    private final double y;

    Vector(double x, double y) { //...
    }
    //..
}

abstract class Positionable
{
    private Vector position;

    public Positionable(Vector position) {}

    public Vector getPosition()
    {
        return position;
    }

    public void setPosition()
    {}
}

class Territory
{
    // A COMPLETER PENDANT L'EXAMEN
}

// AUTRE CLASSES NECESSAIRES A COMPLETER PENDANT L'EXAMEN
```