```
Renderable
  + Renderable()
  + render()
  + setPosLayar()
  + getRenderChar()
  + setRenderChar()
      LivingBeing
    # x
    # y
    + LivingBeing()
    + LivingBeing()
    + GetX()
    + GetY()
    + SetX()
    + SetY()
    + Move()
           Λ
        Animal
 # maxHunger
 # hungerMeter
 # animalSound
 # isAlive
 + Animal()
 + GetHungerMeter()
 + GetAnimalSound()
 + SetHungerMeter()
 + SetAnimalSound()
 + GettingHungry()
 + Eat()
 + SoundTheAnimal()
 + Die()
 + Interact()
 + isMeatPA()
 + isMilkPA()
 + isEggPA()
 + masihHidup()
 + MoveRandom()
           Λ
 EggProducingAnimal
+ EggProducingAnimal()
+ Die()
+ Interact()
+ isEggPA()
```

+ MoveRandom()