```
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()
           Δ
 MeatProducingAnimal
+ MeatProducingAnimal()
 Die()
 Interact()
```

+ isMeatPA() + MoveRandom()