Part 1

The goal is to write classes/traits which element allow to write a hierarchy of consumers & consumed. We want to avoid the possibility that an animal that is "designed" to eat plants accepts to eat meat and another way around. Effectively there are two hierarchies of top classes/traits. One with the Food class/trait at the top and another with the Animal at the top (they actually mix a bit for specific classes).

The implementation of the method eat should only exists in the class/trait Animal.

```
Following entities exist: Food, Carrot, Rabbit, Wolf, Meat, Plants, Animal.
val c: Plants = new Carrot
val r = new Rabbit
val w = new Wolf
val a: Animal = r
val f: Food = r
// this two should compile and run w/o problems
r.eat(c)
w.eat(r)
// whereas these should not compile
r.eat(r)
w.eat(c)
Expected result:
  Rabbit crunches the Carrot
  Wolf tears apart the Rabbit
```

Alternative Part 1

★The goal would be to write "know where failed" KWF monad The wrapping class would contain: value of type double, and:

**single counter from the moment when the computation failed

Either of the two could work actually

- two counters, one counting number of successful operations that succeeded from the start, another number of operations that were skipped because of failure. (Obviously second counter == 0 would signify success.)
- ★The magic clarity and easiness of the solution will happen when you realise that the counter (or counters) and it's operation needs to form monoid
- ★The companion object should be equipped with higher order, taking two double => KWF and composes them like this: *** compose(fa, fb) where fa and fb are two functions from Double to KWF

*** you can add receiver conversion to define handy composition syntax: fa >>> fb >>> fc >>> fd

Part 2