Animal

+ state:String = "alive"
+ Animalname:String
+ sleep:SleepAction
+ exercise:ExerciseAction
+ breed:BreedAction=new BreedAction
+ mem:Memento
+ shower:ShowerAction
+ showerclass:int
+ product:productAbstractFactory

+ exe()
+ breed()
+ producewithdeath()
+ producewithoutdeath()
+ sleep()
+ setstate()
+ getstate()
+ setmem()
+ fightWithDog()
+ shower()

Memento

+ state:String

+ getstate():String
+ setstate(newstate:String)
+ Memento()