**OOP Inheritance Assignment**

**Outcome:**

* Student will demonstrate the ability to understand inheritance
* Student will demonstrate the ability to apply the IS A and HAS A relationships

**Program Specifications:**

You are to watch video 16 from Dr. Colin Archibald. You are to key in the assignment shown in the video.

You are to add the following:

* Animals have a Weight.
* Animals have a Height.
* Dog is an Animal.
* Dogs have a Name.
* Dogs have a Breed.
* Dogs have a DOB.
* Cat is an Animal
* Cats have a Name.
* Cats have 9 lives, so you need to keep track of the remaining lives once a cat dies.
* Bird is an Animal
* Birds have a wing span
* Birds have a canFly (some birds cannot fly)
* Create a test class that creates one of each type of animal and displays the animal’s toString method.

**Submission Requirements:**

* You must follow the rules from the second assignment. UMLs and Design Tools are not required.

**YOU CANNOT:**

* Use global variables
* Use the word goto
* Use the break command outside a case statement