

Service: Cow **include** Entity
Constructors: init: Environment \times int \times int \times Dir \times int \rightarrow [Entity]
 pre init(E,x,y,D,h) requires $4 \geq h \geq 3$
Opertators: Chase: [Cow] \rightarrow [Cow]
Observations:
 [step:] Col(M) - 1 \leq Col(step(M)) \leq Col(M) + 1
 Row(M) - 1 \leq Row(step(M)) \leq Row(M) + 1