#include <iostream>

class Animal{

    public:

    int Legs;

    Animal(int legs){

        Legs = legs;

    }

     virtual void eat() {

        std::cout<<"This animal is eating"<<"\n";

    }

    int numlegs(){

        return Legs;

    }

};

class Dog: public Animal{

    public:

    Dog(int legs):Animal(legs){

    }

    void bark(){

        std::cout<<"Ham Ham"<<"\n";

    }

    void eat() override{

        std::cout<<"This dog is eating"<<"\n";

    }

};

class Cat: public Animal{

    public:

    Cat(int legs):Animal(legs){

    }

    void eat() override{

        std::cout<<"This cat is eating"<<"\n";

    }

};

int main()

 {

    Dog dog1(4);

    dog1.eat();

    dog1.bark();

    Cat cat1(4);

    cat1.eat();

    std::cout << "Number of legs: " << cat1.numlegs() <<"\n";

    return 0;

}