#include <iostream>

#include <vector>

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()

 {

    std::vector<Animal\*>animals;

    Dog Rex(4);

    Cat Bella(4);

    animals.push\_back(&Rex);

    animals.push\_back(&Bella);

    for (const auto& animal : animals) {

        animal->eat();

        std::cout << "Animal have : " << animal->numlegs() <<"\n";

    }

    return 0;

}