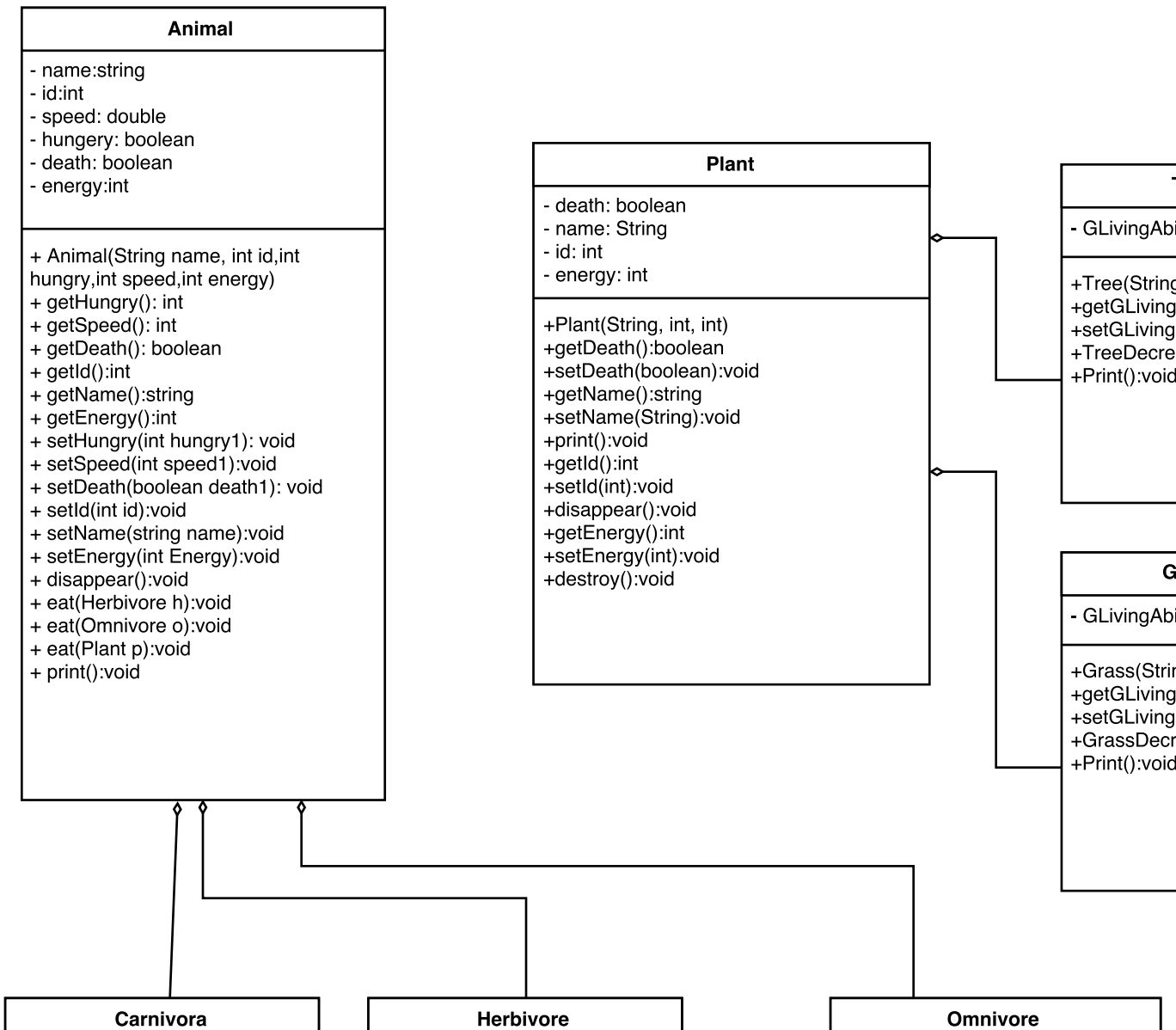
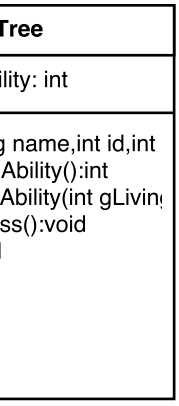
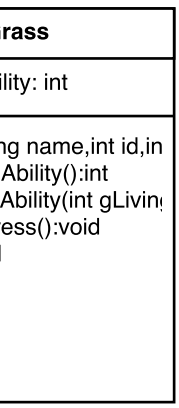
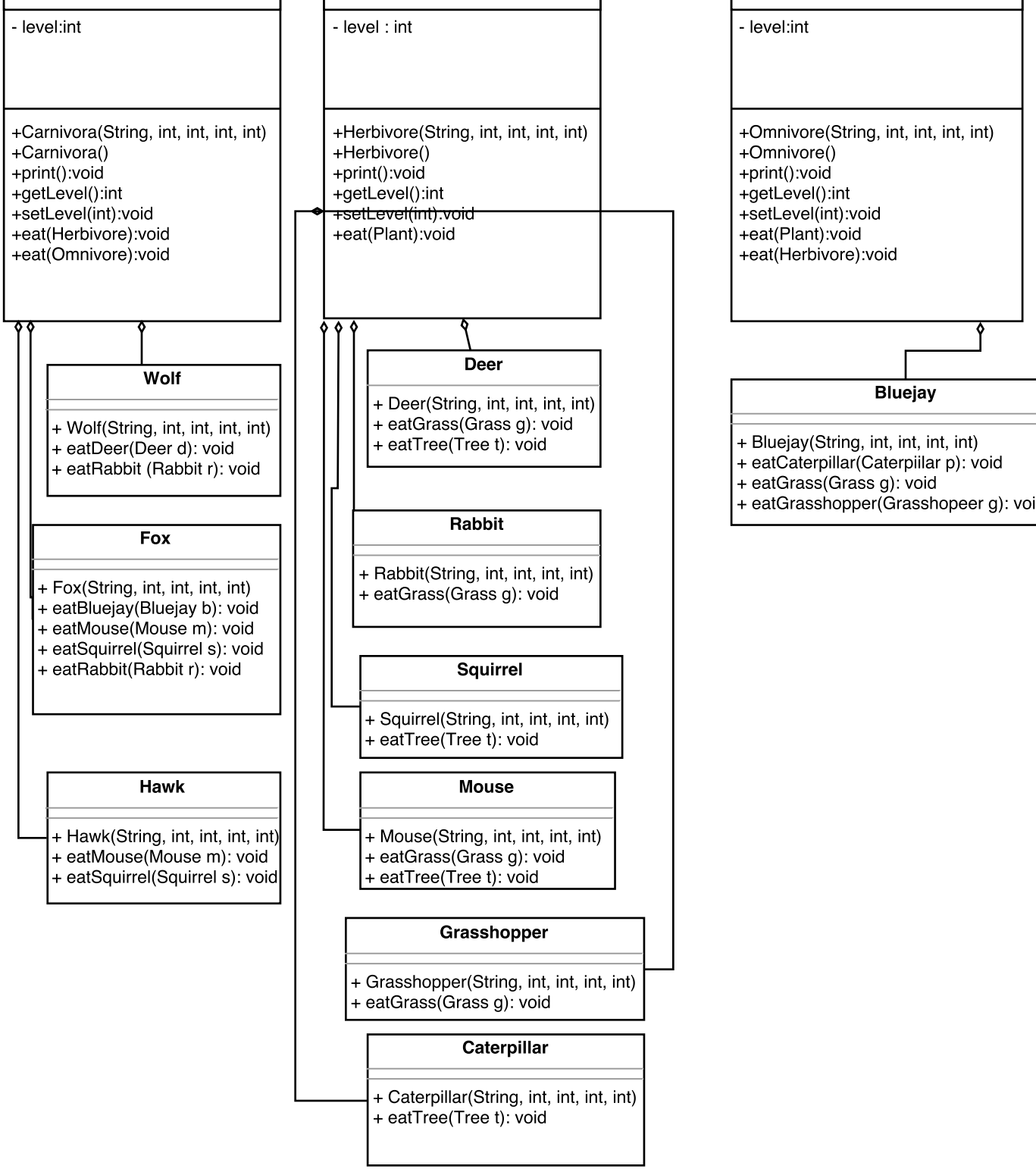
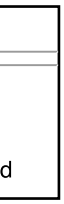

Animal
- name:string
- id:int
- speed: double
- hungery: boolean
- death: boolean
- energy:int
+ Animal(String name, int id,int hungry,int speed,int energy)
+ getHungry(): int
+ getSpeed(): int
+ getDeath(): boolean
+ getId():int
+ getName():string
+ getEnergy():int
+ setHungry(int hungry1): void
+ setSpeed(int speed1):void
+ setDeath(boolean death1): void
+ setId(int id):void
+ setName(string name):void
+ setEnergy(int Energy):void
+ disappear():void
+ eat(Herbivore h):void
+ eat(Omnivore o):void
+ eat(Plant p):void
+ print():void
Plant
- death: boolean
- name: String
- id: int
- energy: int
+Plant(String, int, int)
+getDeath():boolean
+setDeath(boolean):void
+getName():string
+setName(String):void
+print():void
+getId():int
+setId(int):void
+disappear():void
+getEnergy():int
+setEnergy(int):void
+destroy():void
- GLivingAbi
+Tree(String
+getGLiving
+setGLiving
+TreeDecre
+Print():void
G
- GLivingAbi
+Grass(Strin
+getGLiving
+setGLiving
+GrassDecr
+Print():void
Carnivora
Herbivore
Omnivore


Tree
ility: int
g name,int id,int
Ability():int
Ability(int gLivin
ss():void


rass
ility: int
ng name,int id,in
Ability():int
Ability(int gLivin
ess():void


- level:int
+Carnivora(String, int, int, int, int)
+Carnivora()
+print():void
+getLevel():int
+setLevel(int):void
+eat(Herbivore):void
+eat(Omnivore):void
- level : int
+Herbivore(String, int, int, int, int)
+Herbivore()
+print():void
+getLevel():int
+setLevel(int):void
+eat(Plant):void
- level:int
+Omnivore(String, int, int, int, int)
+Omnivore()
+print():void
+getLevel():int
+setLevel(int):void
+eat(Plant):void
+eat(Herbivore):void
Wolf
+ Wolf(String, int, int, int, int)
+ eatDeer(Deer d): void
+ eatRabbit (Rabbit r): void
Deer
+ Deer(String, int, int, int, int)
+ eatGrass(Grass g): void
+ eatTree(Tree t): void
Bluejay
+ Bluejay(String, int, int, int, int)
+ eatCaterpillar(Caterpiilar p): void
+ eatGrass(Grass g): void
+ eatGrasshopper(Grasshopeer g): voi
Fox
+ Fox(String, int, int, int, int)
+ eatBluejay(Bluejay b): void
+ eatMouse(Mouse m): void
+ eatSquirrel(Squirrel s): void
+ eatRabbit(Rabbit r): void
Rabbit
+ Rabbit(String, int, int, int, int)
+ eatGrass(Grass g): void
Squirrel
+ Squirrel(String, int, int, int, int)
+ eatTree(Tree t): void
Hawk
+ Hawk(String, int, int, int, int)
+ eatMouse(Mouse m): void
+ eatSquirrel(Squirrel s): void
Mouse
+ Mouse(String, int, int, int, int)
+ eatGrass(Grass g): void
+ eatTree(Tree t): void
Grasshopper
+ Grasshopper(String, int, int, int, int)
+ eatGrass(Grass g): void
Caterpillar
+ Caterpillar(String, int, int, int, int)
+ eatTree(Tree t): void