Object

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Goat Pig

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(tail) (nose)

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| milk() | | eat(food)|

| jump() | | wallow() |

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Horse

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Racer Equestrian

(race()) (weight, isTrained)

| trot() |

| isTrained() |

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**Class Breakdown:**

* **Object**
* **Goat**
  + Instance Variable: tail
  + Methods: milk(), jump()
* **Pig**
  + Instance Variable: nose
  + Methods: eat(food), wallow()
* **Horse**
  + Instance Variables: height, color
  + Methods: run(), jump()
* **Racer** (extends Horse)
  + Method: race()
* **Equestrian** (extends Horse)
  + Instance Variables: weight, isTrained
  + Methods: trot(), isTrained()