

<Abstract>	
Animal	
Properties	
bool	BreathesAir = true
string	BodyCovering - abstract
bool	LivesOnLand - abstract
bool	HangsWithPosse = true - virtual
bool	Stinky = false - virtual
Methods	
string	IEat() - abstract
string	GiveBirth() - virtual

<Abstract>	
Mammal	
Properties	
override	BodyCovering = "hair"
Methods	
string	Travel() - abstract
string	Hibernate() - virtual

<Abstract>	
Carnivore	
Properties	
bool	HasThumbs = true
override	LivesOnLand = true
Methods	
override	Travel()

<Abstract>	
Cetacean	
Properties	
override	LivesOnLand = false
Methods	
override	Travel()
override	GiveBirth()

<Concrete>	
Skunk	
Properties	
override	HasThumbs = true
override	HangsWithPosse = false
override	Stinky = true
Methods	
override	GiveBirth()
override	Eat()

<Concrete>	
Wolf	
Properties	
override	HasThumbs = false
override	HangsWithPosse = true
Methods	
override	GiveBirth()
override	Eat()

<Concrete>	
Narwhal	
Properties	
override	HangsWithPosse = false
Methods	
override	Eat()

<Concrete>	
Orca	
Properties	
override	HangsWithPosse = true
Methods	
override	Eat()

<Concrete>	
Dolphin	
Properties	
override	HangsWithPosse = true
Methods	
override	Eat()

<Concrete>	
Weasel	
Properties	
override	HasThumbs = true
override	HangsWithPosse = false
Methods	
override	GiveBirth()
override	Eat()

<Concrete>	
Bear	
Properties	
override	HasThumbs = true
override	HangsWithPosse = false
Methods	
override	GiveBirth()
override	Eat()

<Concrete>	
Lion	
Properties	
override	HasThumbs = false
override	HangsWithPosse = true
Methods	
override	GiveBirth()
override	Eat()

