

Especifica la jerarquía de herencia, las clases, los atributos y los métodos de cada clase.

Casa de animales

En casa de Noelia viven cinco **animales**:

- Una ballena nadadora llamada "Moby Dick", que no dice nada.
- Un perro fiero caminante llamado "Caín", que dice "Grrr".
- Un perro manso caminante llamado "Abel", que dice "Guau".
- Un pingüino nadador llamado "Skiper", que no dice nada.
- Un loro volador que dice "Lorito bonito", "Pretty Polly" y "Viva mi dueño".

The screenshot shows a web browser on the left displaying a course page for "2022 1CFSS+1CFSSQ Ent ...". The page includes a navigation menu with links like "La", "meua", "página", and "inicial". Below the menu, there's a section titled "Arca de Noelia (diagramas de clases)" with a sub-section "Casa de animales". The text describes five animals: a whale named "Moby Dick", a fierce dog named "Caín", a tame dog named "Abel", a penguin named "Skiper", and a parrot. To the right, a code editor shows Elixir code for a class hierarchy. The code defines a base class `Animales` with attributes `nombre` and `dice`, and three subclasses: `Loro`, `Perro_Fiero`, and `Perro_Manso`. The `Perro` module contains `Perro_Fiero` and `Perro_Manso`. A UML class diagram on the right visualizes this hierarchy, showing `Animales` as the base class with subclasses `Ballena`, `Perro`, and `Loro`. `Perro` further has subclasses `Perro_Fiero` and `Perro_Manso`. The diagram also shows the attributes for each class.

This screenshot shows a code editor with the same Elixir code as the previous image. The code defines a base class `Animales` with attributes `nombre` and `dice`, and three subclasses: `Loro`, `Perro_Fiero`, and `Perro_Manso`. The `Perro` module contains `Perro_Fiero` and `Perro_Manso`. A UML class diagram on the right visualizes this hierarchy, showing `Animales` as the base class with subclasses `Ballena`, `Perro`, and `Loro`. `Perro` further has subclasses `Perro_Fiero` and `Perro_Manso`. The diagram also shows the attributes for each class.