

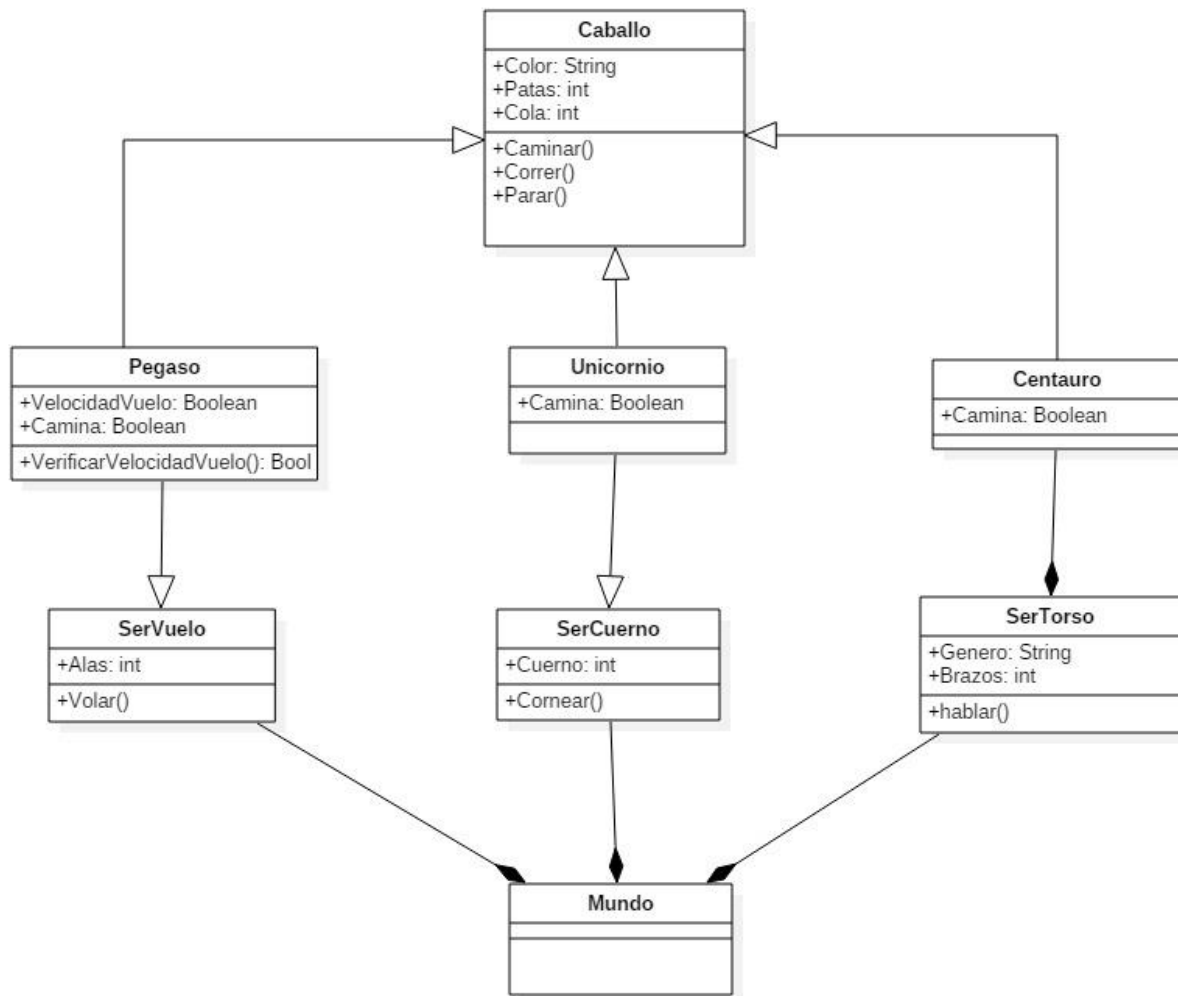
## Tarea 2

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### Diagrama de Clases



## Codigo

```
#include <iostream>
```

```
#include <string>
```

```
using namespace std;
```

```
class Caballo
```

```
{
```

```
    public:
```

```
        string color;
```

```
        int patas;
```

```
        int cola;
```

```
        bool Caminar()
```

```
        {
```

```
            return true;
```

```
        };
```

```
        bool Correr()
```

```
        {
```

```
            return true;
```

```
        };
```

```
        bool Parar()
```

```
        {
```

```
            return true;
```

```
        };
```

```
};
```

```
class SerVuelo
{
    public:
        int alas;
        bool Volar()
        {
            return true;
        }
};
```

```
class SerCuerno
{
    public:
        int cuerno;
        bool Cornear()
        {
            return true;
        }
};
```

```
class SerTorso
{
    public:
        string Genero;
        int brazos;
        bool Hablar()
        {
            return true;
        }
};
```

```
};
```

```
class Pegaso
```

```
{
```

```
    Caballo *cab = new Caballo();
```

```
    SerVuelo *vol = new SerVuelo();
```

```
    public:
```

```
        bool Camina;
```

```
        int rapido = 0;
```

```
        bool VelocidadVuelo()
```

```
        {
```

```
            if(rapido==0)
```

```
            {
```

```
                return false;
```

```
            }
```

```
            else
```

```
            {
```

```
                return true;
```

```
            }
```

```
        }
```

```
};
```

```
class Unicornio
```

```
{
```

```
    SerCuerno *cor = new SerCuerno();
```

```
    Caballo *cab = new Caballo();
```

```
    public:
```

```
        bool Camina;
```

```
};
```

```
class Centauro
```

```
{
```

```
    SerTorso *tor = new SerTorso();
```

```
    Caballo *cab = new Caballo();
```

```
    public:
```

```
        bool Camina;
```

```
};
```

```
class Mundo
```

```
{
```

```
    public:
```

```
        string nombre;
```

```
};
```

```
int main()
```

```
{
```

```
    Mundo *mundo = new Mundo();
```

```
    return 0;
```

```
}
```