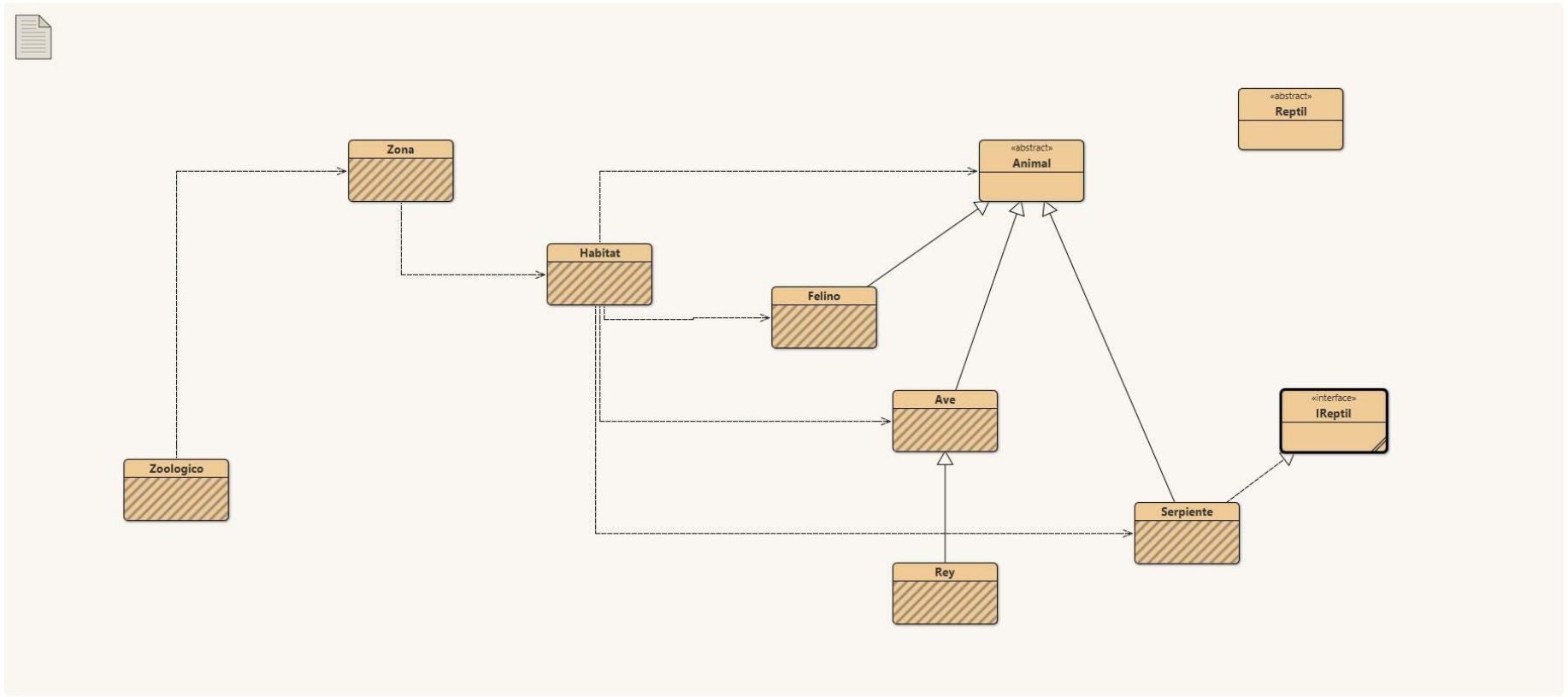
«abstract»
Reptil
Zona
«abstract»
Animal
Habitat
Felino
Ave
«interface»
IReptil
Zoologico
Serpiente
Rey

```java

/**
 * Write a description of class Serpiente here.
 *
 * @author (your name)
 * @version (a version number or a date)
 */
public class Serpiente extends Animal implements IReptil
{
    // instance variables - replace the example below with your own
    private int x;

    /**
     * Constructor for objects of class Serpiente
     */
    public Serpiente()
    {
        // initialise instance variables
        x = 0;
    }

    /**
     * An example of a method - replace this comment with your own
     *
     * @param  y  a sample parameter for a method
     * @return    the sum of x and y
     */
    public void arrastrar(int y)
    {
        // put your code here
        //return x + y;
    }
}

```

```java

/**
 * Write a description of class Aves here.
 *
 * @author (your name)
 * @version (a version number or a date)
 */
public class Ave extends Animal
{
    // instance variables - replace the example below with your own
    private int x;

    /**
     * Constructor for objects of class Aves
     */
    public Ave()
    {
        // initialise instance variables
        x = 0;
    }

    /**
     * An example of a method - replace this comment with your own
     *
     * @param  y  a sample parameter for a method
     * @return    the sum of x and y
     */
    public int sampleMethod(int y)
    {
        // put your code here
        return x + y;
    }
}

```

```java

/**
 * Write a description of class Zonas here.
 *
 * @author (your name)
 * @version (a version number or a date)
 */
public class Zona
{
    private Habitat[]  habitats;
    /**
     * Constructor for objects of class Zonas
     */
    public Zona()
    {
        // initialise instance variables
        habitats = new Habitat[]{new Habitat()};
         //animales = new Animal[]{new Animal(),new Animal(),new Animal(),new Animal(),new Animal()};
    }


}

```

```
1
2  /**
3   * Write a description of class Zoologico here.
4   *
5   * @author (your name)
6   * @version (a version number or a date)
7   */
8  public class Zoologico
9  {
10
11     private Zona[] zonas;
12
13     /**
14      * Constructor for objects of class Zoologico
15      */
16     public Zoologico()
17     {
18       zonas = new Zona[]{new Zona(),new Zona(),new Zona(),new Zona()};
19     }
20
21
22 }
23
```

```java

/**
 * Write a description of class Animal here.
 *
 * @author (your name)
 * @version (a version number or a date)
 */
public abstract class Animal
{
    // instance variables - replace the example below with your own
    private int x;

    /**
     * Constructor for objects of class Animal
     */
    public Animal()
    {
        // initialise instance variables
        x = 0;
    }

    /**
     * An example of a method - replace this comment with your own
     *
     * @param  y  a sample parameter for a method
     * @return    the sum of x and y
     */
    public int sampleMethod(int y)
    {
        // put your code here
        return x + y;
    }
}

```

```java

/**
 * Write a description of class Rey here.
 *
 * @author (your name)
 * @version (a version number or a date)
 */
public class Rey extends Ave
{
    // instance variables - replace the example below with your own
    private int x;

    /**
     * Constructor for objects of class Rey
     */
    public Rey()
    {
        // initialise instance variables
        x = 0;
    }

    /**
     * An example of a method - replace this comment with your own
     *
     * @param  y  a sample parameter for a method
     * @return    the sum of x and y
     */
    public int sampleMethod(int y)
    {
        // put your code here
        return x + y;
    }
}

```

```java

/**
 * Write a description of class Felino here.
 *
 * @author (your name)
 * @version (a version number or a date)
 */
public class Felino extends Animal
{
    // instance variables - replace the example below with your own
    private int x;

    /**
     * Constructor for objects of class Felino
     */
    public Felino()
    {
        // initialise instance variables
        x = 0;
    }

    /**
     * An example of a method - replace this comment with your own
     *
     * @param  y  a sample parameter for a method
     * @return    the sum of x and y
     */
    public int sampleMethod(int y)
    {
        // put your code here
        return x + y;
    }
}

```

```java

/**
 * Write a description of class Habitat here.
 *
 * @author (your name)
 * @version (a version number or a date)
 */
public class Habitat
{
    // instance variables - replace the example below with your own
    private Animal[] animales;

    /**
     * Constructor for objects of class Habitat
     */
    public Habitat()
    {
        animales = new Animal[]{new Animal(),new Animal(),new Felino(),new Ave(),new Serpiente()};
    }


}

```

```java

/**
 * Write a description of interface ISerpiente here.
 *
 * @author (your name)
 * @version (a version number or a date)
 */
public interface IReptil
{
    /**
     * An example of a method header - replace this comment with your own
     *
     * @param  y a sample parameter for a method
     * @return   the result produced by sampleMethod
     */
    void arrastrar(int velocidad);
}

```

```java

/**
 * Write a description of class Serpientes here.
 *
 * @author (your name)
 * @version (a version number or a date)
 */
public abstract class Reptil
{
    // instance variables - replace the example below with your own
    private int x;

    /**
     * Constructor for objects of class Serpientes
     */
    public Reptil()
    {
        // initialise instance variables
        x = 0;
    }

    /**
     * An example of a method - replace this comment with your own
     *
     * @param  y  a sample parameter for a method
     * @return    the sum of x and y
     */
    public int sampleMethod(int y)
    {
        // put your code here
        return x + y;
    }
    public void arrastrar(int velocidad){
        //arrastran 19m/m
    }
}

```

```
1  ------------------------------------------------------------------------
2  This is the project README file. Here, you should describe your project.
3  Tell the reader (someone who does not know anything about this project)
4  all he/she needs to know. The comments should usually include at least:
5  ------------------------------------------------------------------------
6
7  PROJECT TITLE: TEST
8  PURPOSE OF PROJECT:
9  VERSION or DATE: 1
10 HOW TO START THIS PROJECT:
11 AUTHORS:
12 USER INSTRUCTIONS:
13
```