

Vertebrates			
	Abstract	Parent	Protected
(type)	<u>Properties:</u>		(poly)
bool	hasSpine		Virtual
	<u>Methods:</u>		
void	Speak()		Abstract
void	Moves()		Abstract

Warm blooded			
	Abstract	Derived/Parent	Protected
(type)	<u>Properties:</u>		(poly)
bool	hasSpine	inherited	Virtual
int	numLegs		Virtual
	<u>Methods:</u>		
void	Speak()	inherited	Abstract
void	Sleep()		Virtual
void	Moves()	inherited	Abstract

Cold blooded			
	Abstract	Derived/Parent	Protected
(type)	<u>Properties:</u>		(poly)
bool	hasSpine	inherited	Virtual
bool	SelfTempReg		Abstract
	<u>Methods:</u>		
void	Speak()	inherited	Abstract
void	Moves()	inherited	

Mammals			
	Abstract	Derived/Parent	Protected
(type)	<u>Properties:</u>		(poly)
bool	hasSpine	inherited	Virtual
string	furColor		Virtual
int	numLegs	inherited	Virtual
	<u>Methods:</u>		
void	Speak()	inherited	Abstract
void	Sleep()	inherited	Virtual
void	births()		Virtual
void	Moves()	inherited	abstract

Birds			
	Abstract	Derived/Parent	Protected
(type)	<u>Properties:</u>		(poly)
bool	hasSpine	inherited	Virtual
bool	hasFeathers		Abstract
int	numLegs	inherited	Virtual
	<u>Methods:</u>		
void	Speak()	inherited	Abstract
void	Sleep()	inherited	Virtual
void	Moves()	inherited	Abstract

Fish			
	Abstract	Derived/Parent	Protected
(type)	<u>Properties:</u>		(poly)
bool	hasSpine	inherited	Virtual
bool	onlyLiveInWater		Virtual
bool	SelfTempReg	inherited	Override
	<u>Methods:</u>		
void	Speak()	inherited	Abstract
void	Moves()	inherited	Abstract

Reptile			
	Abstract	Derived/Pare	Protected
(type)	<u>Properties:</u>		(poly)
bool	HasSpine	inherited	Virtual
bool	threeChamHeart		Virtual
bool	SelfTempReg	inherited	Override
	<u>Methods:</u>		
void	Speak()	inherited	Abstract
void	Moves()	inherited	Abstract

Brown Bear			
	Concrete	Derived	Public
(type)	<u>Properties:</u>		(poly)
bool	hasSpine	inherited	Virtual
string	furColor	inherited	Override
int	numLegs	inherited	Override
	<u>Methods:</u>		
void	Moves()	inherited	Override
void	Speak()	inherited	Override
void	Sleep()	inherited	Override
void	births()	inherited	Override
void	eatHoney()		

Peacock			
	Concrete	Derived	Public
(type)	<u>Properties:</u>		(poly)
bool	hasSpine	inherited	Virtual
bool	hasFeathers	inherited	Override
int	numLegs	inherited	Override
string	mainColorOfTail		
	<u>Methods:</u>		
void	Speak()	inherited	Override
string	PottyInterface()		INTERFACE
void	Sleep()	inherited	Override
void	Moves()	inherited	Override

Goldfish			
	Concrete	Derived	Public
(type)	<u>Properties:</u>		(poly)
bool	hasSpine	inherited	Virtual
bool	onlyLiveInWater	inherited	Virtual
bool	SelfTempReg	inherited	N/A (prev Overridden)
bool	shiny		
	<u>Methods:</u>		
void	Speak()	inherited	Override
int	PlayInterface()		INTERFACE
void	Moves()	inherited	Override

Turtle			
	Concrete	Derived	Public
(type)	<u>Properties:</u>		(poly)
bool	hasSpine	inherited	Virtual
bool	threeChamHeart	inherited	Virtual
bool	SelfTempReg	inherited	N/A (prev Overridden)
bool	hasShell		
	<u>Methods:</u>		
void	Speak()	inherited	Override
int	PlayInterface()		INTERFACE
void	Moves()	inherited	Override

Salmon			
	Concrete	Derived	Public
(type)	<u>Properties:</u>		(poly)
bool	hasSpine	inherited	Virtual
bool	onlyLiveInWater	inherited	Virtual
bool	SelfTempReg	inherited	N/A (prev Overridden)
int	NumOfBabies		
	<u>Methods:</u>		
void	Speak()	inherited	Override
void	Moves()	inherited	Override

Snake			
	Concrete	Derived	Public
(type)	<u>Properties:</u>		(poly)
bool	hasSpine	inherited	Virtual
bool	threeChamHeart	inherited	Virtual
bool	SelfTempReg	inherited	N/A (prev Overridden)
string	color		
	<u>Methods:</u>		
void	Speak()	inherited	Override
void	Moves()	inherited	Override

Interface - Ipotty	
string	PottyInterface()

Interface - Iplay	
int	PlayInterface