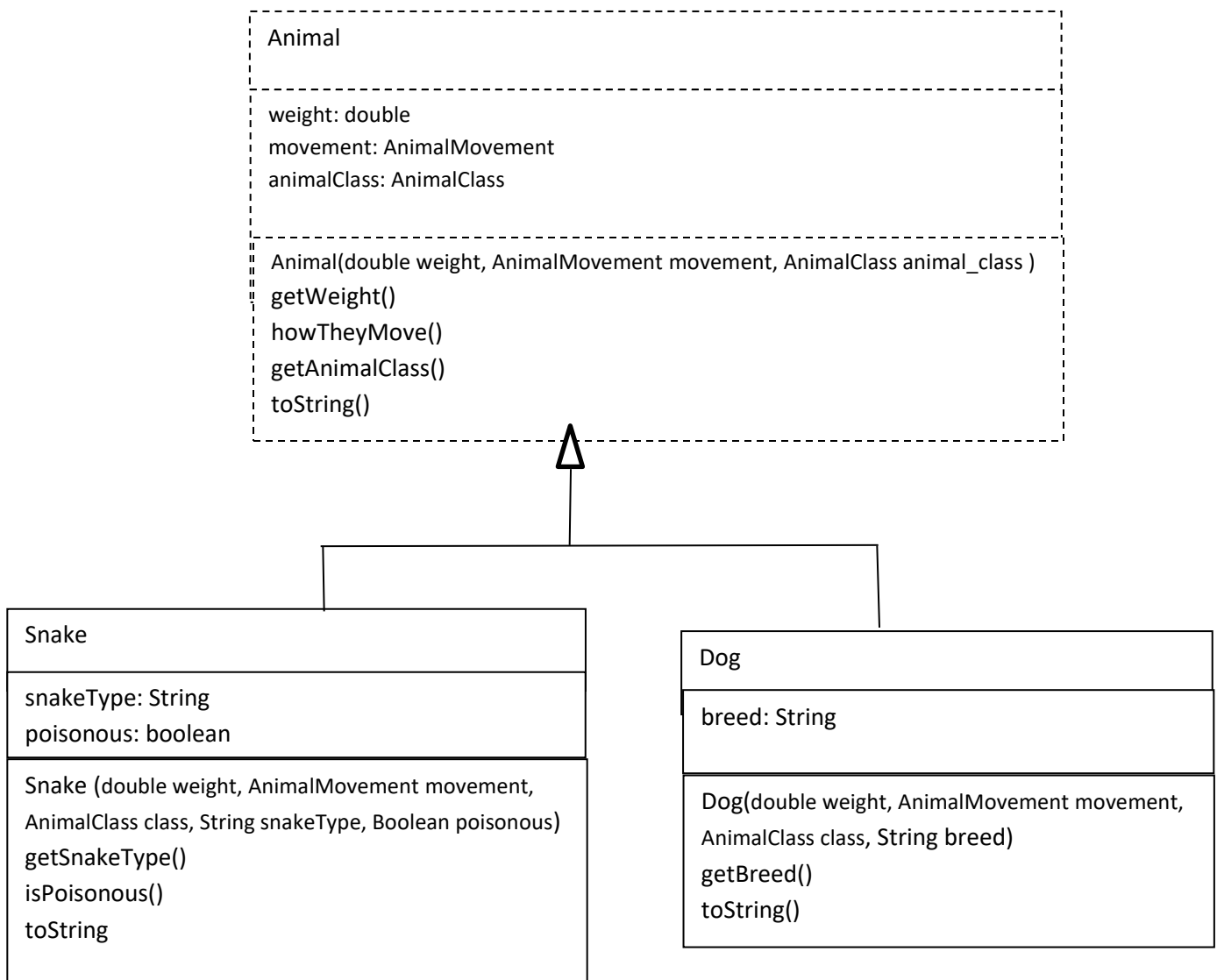


Lab5

Create an Abstract class called **Animal** as follow:

- Create two public **enum** types inside the Animal class:
 1. AnimalMovement{ **WALK**, **SWIM**, **CRAWL**, **FLY**}
 2. AnimalClass {**MAMMAL**, **REPTILE**, **BIRD**, **INSECT**}
- Animal class has three instance variables:
 - a. Weight which is of type double
 - b. movement which is of type AnimalMovement
 - c. animalClass which is of type AnimalClass



Create two concrete classes Snake and Dog. Refer to the above UML diagram for details.

- The Snake class has two extra instance variables (snakeType and poisonous).
- The Dog class has one extra instance variable (breed)

Actions:

- Implement all the Animal, Snake and Dog methods specified on the UML diagram.
- After the three classes (Animal, Snake and Dog) are completed, test your classes with the AnimalTester program provided.
- Compare your program output, with expected output provided in the expectedOutput.txt file.

Marking Scheme:

- [5] Animal class
- [5] Snake and Dog classes