Animals

```
Species(String)

Strength(int)

eat(String)

population(int)

setSpecies(String) - void
setStrength(int) - void
getSpecies() - String
getStrength() - String
SetPopulation() - void
GetPopulation() - int
GetPopulation1() - int
```



Mammals

```
Mammals extends Animals)

double Result;

Mammals(String Species, int Strenght, double
Result, String x)

setResult(double) - void

getResult() - double

thisistheresult(double) - void

Mammals2 (string) - static
```

Fight

```
Animals predator = new Animals()

Animals challenger = new Animals()

Animals ecosystem = new Animals()

predator.getStrength()
predator.getSpecies()
challenger.getStrength()
challenger.getSpecies()
ecosystem.GetPopulation()
ecosystem.GetPopulation1()

Mammals.Mammals2("-----End of Food Chain----")
```