Animals

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

Species(String)

Strength(int)

eat(String)

population(int)

Mammals

setResult(double) – void

getResult() – double

thisistheresult(double) – void

Mammals2 (string) - static

Mammals extends Animals)

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

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-----*”)*