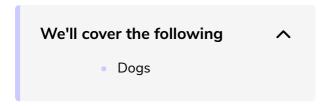# Coding Challenge #1: Dog

In this coding exercise, you will implement the Dog class based on the requirements given below.

Dogs

A `Dog` is defined by:

- A `name` property
- A `species` property
- A `size` property
- A bark() method that returs `"Grrr! Grrr!"` for Dogs taller than 60 emote and for others it simply returns `"Woof! Woof!"`.

```
Console

"Fang is a boarhound dog measuring 75"

"Look, a cat! Fang barks: Grrr! Grrr!"

"Snowy is a terrier dog measuring 22"

"Look, a cat! Snowy barks: Woof! Woof!"
```

```
1  class Dog{
2      // Write - Your - Code
3  }
```