# Lab: Abstract Classes

## Zoo

Example: Zoo of **Organism**s

* + Can act (move, stop, …), have a position, image   
    (sequence of **char**s)
  + Code provided for **Cat**, **Mouse**
  + Task: edit the code to initialize and animate objects of the above

Approach: Several classes have common methods

* + One or more methods behave differently per class
  + Make base abstract class with common members
  + Pure-virtual for the ones with unique implementations per class