**UML DIAGRAM**

**ANIMAL**

|  |
| --- |
| **Animal** |
|  |
| **+my\_features():void** |

|  |
| --- |
| **Reptile** |
|  |
| **+my\_features():void** |

|  |
| --- |
| **Mammal** |
|  |
| **+my\_features():void** |