In [1]: class Animals:

...: def \_\_init\_\_(self,legs=4,eyes=2):

...: self.legs=legs

...: self.eyes=eyes

...:

In [2]: class domestic\_animals(Animals):

...: def place(self):

...: print("Area habitated by Human Beings")

...:

In [3]: class cow(domestic\_animals):

...: def speak(self):

...: print("Moo")

...: def color(self):

...: print("White,Black,Brown,etc")

…:

In [4]: class dog(domestic\_animals):

...: def speak(self):

...: print("Bark")

...: def color(self):

...: print("White, Black, Brown, etc")

...:

In [5]: class goat(domestic\_animals):

...: def speak(self):

...: print("Maa")

...: def color(self):

...: print(“White, Black, Brown, etc”)

...:

In [6]: class horse(domestic\_animals):

...: def speak(self):

...: print("Whinny")

...: def color(self):

...: print("White, Black, Brown, etc")

...:

In [7]: class sheep(domestic\_animals):

...: def speak(self):

...: print("Baa")

...: def color(self):

...: print("White")

...:

In [8]: class wild\_animals(Animals):

...: def place(self):

...: print("Jungle")

...:

In [9]: class herbivores(wild\_animals):

...: def food(self):

...: print("Plants")

...:

In [10]: class deer(herbivores):

...: def speak(self):

...: print("bellow")

...: def color(self):

...: print("reddish brown, grayish brown")

...:

In [11]: class elephant(herbivores):

...: def speak(self):

...: print("trumpet")

...: def color(self):

...: print("grayish black")

...:

In [12]: class giraffe(herbivores):

...: def speak(self):

...: print("bleat")

...: def colour(self):

...: print("dark brown, orange, stc")

...:

In [13]: class carnivores(wild\_animals):

...: def food(self):

...: print("meat, flesh")

...:

In [14]: class lion(carnivores):

...: def speak(self):

...: print("roar")

...: def color(self):

...: print("white, tawny yellow, ash brown, ochre, deep orange-brown")

...:

In [15]: class tiger(carnivores):

...: def speak(self):

...: print("roar")

...: def color(self):

...: print("dark brown, grey to black")

...:

In [16]: class wolf(carnivores):

...: def speak(self):

...: print("howl")

...: def color(self):

...: print("white, grizzled with browns, greys, black")

...:

In [17]: p1=Animals(4, 3)

In [18]: sheru=dog()  
In [19]: sheru.speak()

In [20]: sheru.place()

In [21]: sheru.color()

In [22]: print(sheru.legs)

In [23]: print(sheru.eyes

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