Class: Car

Attributes:

-wings

-legs

-color

Behaviors:

-fly

-eat

Class: Birds

Attributes:

-brand

-color

Behaviors:

-print

-scan

Class: Printer

Class: Animal

Attributes:

-eyes

-legs

-size

Behaviors:

-walk

-sleep

Class: Phone

Attributes:

-color

-brand

-storage

Behaviors:

-call

-take picture

Attributes:

-color

-model

-brand

Behaviors:

-accelerate

-stop

-wings: int

-legs: int

-color: string

-brand: string

-color: string

-price: double

-color: string

-model: string

-brand: string

Object: Eagle

Object: MyPrinter

Object: Dog

Object: MyPhone

Object: MyCar

-eyes: int

- legs: int

-size: char

-color: string

-brand: string

-storage: int

+print(): void

+scan(): void

+photocopy(): void

+fly(): void

+eat(): void

+sleep(): void

+walk(): void

+sleep(): void

+bark(): void

+makeCall(): void

+takePicture(): void

+playMusic(): void

+move(): void

+stop(): void

+accelerate(): void