# CSCI 345 - Object Oriented Design

# Assignment 05

# Class Inheritance, Abstract Base Classes, and Interfaces

# Program Specification

Mr. Pumphry, the renowned project manager of all quirky projects, has tasked you, the newly hired junior software developer, to implement the following UML Class Diagram:

Diagram

Description automatically generated

1. Create an abstract class named Animal. Define a constructor that receives a string and assigns the string parameter to a protected string field named name that represents the Animal’s name.
2. Create a class named Hawk that inherits from Animal and implements the IFlyable interface.
3. Create a class named Horse that inherits from Animal and implements the ISwimable interface.
4. A test program is uploaded.