

Challenge 2: Implement an Animal Class

In this lesson, you will implement an animal class and its subclasses from scratch.

WE'LL COVER THE FOLLOWING ^

- Problem Statement
 - Input
 - Sample Input
 - Sample Output

Problem Statement

The code below has:

- A **parent class** named `Animal`.
 - Inside it *define*:
 - `name`
 - `sound`
 - `__init__()`
 - `Animal_details()` function:
 - It prints the `name` and `sound` of the `Animal`.
- Then there are **two derived classes**
 - `Dog` class
 - has a *property* `family`
 - has an initializer that calls the parent class initializer in it through `super()`
 - has an *overridden method* named `Animal_details()` which prints detail of the dog.
 - `Sheep` class

- has a *property* `color`
 - has an initializer that calls the parent class initializer in it through `super()`
 - has an *overridden method* named `Animal_details()` which prints detail of the sheep.
- The **derived classes** should override the `Animal_details()` method defined in the `Animal` class.
 - The overridden method in `Dog` class should print the value of `family` as well as the `name` and `sound`.
 - The overridden method in `Sheep` class should print the value of `color` as well as the `name` and `sound`

Input

- `name` of `Dog` is set to **Pongo**, `sound` is set to **Woof Woof** and `family` is set to **Carnivore** in the initializer of `Dog` object.
- `name` of `Sheep` is set to **Billy**, `sound` is set to **Baaa Baaa** and `color` is set to **White** in the initializer of `Sheep` object.
- Now, call `Animal_Details()` from their respective objects.

Here's a sample result which you should get.

Sample Input


```
d = Dog("Pongo", "Woof Woof", "Husky")
d.Animal_details()
print(" ")
s = Sheep("Billy", "Baaa Baaa", "White")
s.Animal_details()
```

Sample Output

```
Name: Pongo
Sound: Woof Woof
Family: Husky

Name: Billy
Sound: Baa Baa
```

Color: White

 problem

 solution

```
class Animal:
    pass
    # write your class here

class Dog(Animal):
    pass
    # write your class here

class Sheep(Animal):
    pass
    # write your class here

print("Write your solution in the classes above.")
```



Solution will be reviewed in the next lesson.