Name of Animal : Owl

Data Items:  
1. String species; // species of the owl

2. double wingspan; // length of the owls wings

3. string call; // get the noise the owl makes

4. bool isAsleep; // owls sleep during the day used to check if the owl is asleep

5. bool isHunting; // owls are birds of prey used to tell us if the owl is hunting

Behaviors:

1. Bool isAsleep( Time) // if time is during the day return True if time is at night return False
2. Bool isHunting(time) // If time is at night return True if time is during the day return false
3. String getCall() // return the owls call in string format