

```
1 # class_test.bo
```

```
2  
3 abstract class Animal {
```

```
4     string type;
```

```
5     virtual constructor() {}
```

```
6     virtual define say_hello() -> void {}
```

```
7 }
```

```
8 class Dog extends Animal {
```

```
9     override constructor() { this.type : "dog"; }
```

```
10    override define say_hello() -> void { println(this.type + " dddog"); }
```

```
11 }
```

```
12 class Cat extends Animal {
```

```
13     override constructor() { this.type : "cat"; }
```

```
14     override define say_hello() -> void { println(this.type + " cccat"); }
```

```
15 }
```

```
16  
17 Dog dog : new Dog();
```

```
18 Animal cat : new Cat();
```

```
19 dog.say_hello();
```

```
20 cat.say_hello();
```

```
zb@ubuntu: ~/cpp_projects/BO_LANG/main/test
```

```
zb@ubuntu:~/cpp_projects/BO_LANG/main/test$ boc cl
```

```
zb@ubuntu:~/cpp_projects/BO_LANG/main/test$ bo cla
```

```
dog dddog
```

```
cat cccat
```

```
zb@ubuntu:~/cpp_projects/BO_LANG/main/test$
```