**NAMING SCHEME**

My class hierarchy is as follows:

1. Animal (base)
   1. I started with a general term that defines a general relationship amongst all members of the class: animals.
2. Wildlife & Pets (parent)
   1. I then specified the living environment of the class members to emphasize the contrast between the two groups species.
3. Mammals, Reptiles (children of wildlife); Dogs, Cats (children of pets)
   1. I then broke them down into two general pet categories and two general wildlife categories.

**CLASS DIAGRAM**

Here are some features of the Class Diagram you should become familiar with:

1. On the top-left corner of the Class Diagram viewing screen is the Toolbox. There, you are able to add classes, abstract classes, interfaces, associations amongst classes, inheritance and more. To add an item, click and drag into the viewing screen – you will be prompted with a dialog box to fill out details about your new item.
2. Inheritance allows you to define the hierarchy amongst classes. Once all your classes have been established, select which classes you want to be related and use the inheritance item to link them.

When using the Class Diagram, code is generated for you, while you are visually building your class hierarchy. This gives you the opportunity to “visualize the code”. It can help you understand concepts that may not be so easy to grasp when simply coding.