Point
+ Point() + Point() + Point() + operator=() + ~Point() + GetAbsis() + GetOrdinat() + SetAbsis() + SetOrdinat() + IsSame()
#pos
Animal
weight # food # tame
+ Animal() + Animal() + ~Animal() + GetWeight() + GetFood() + GetTame() + GetPos() + SetWeight() + SetFood() + SetTame() and 6 more
Herbivore