Point

- absis
- ordinat

+ Point()
+ Point()
+ Point()
+ operator=()
+ ~Point()
+ GetAbsis()
+ GetOrdinat()
+ SetAbsis()
+ SetOrdinat()
+ IsSame()

-pos

Animal

- species
- sound
- food_type
- habitat
- weight
- food
- number_habitat
- tame
- render

+ Animal()
+ Animal()
+ Animal()
+ operator=()
+ ~Animal()
+ GetPos()
+ SetPoint()
+ SetPoint()
+ GetSpecies()
+ GetFoodType()
and 8 more...

-Loc

-a

Cage

- MaxSize
- size
- TotalAnimal

+ Cage()
+ Cage()
+ Cage()
+ Cage()
+ operator=()
+ ~Cage()
+ IsFull()
+ GetSize()
+ GetAnimal()
+ GetTotalAnimal()
and 12 more...