```
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...
```