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...

WaterAnimal