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

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