**GRIZZLEY (CONCRETE)**

**PROPERTIES**

bool NorthAmerican

-

-

-

**METHODS**

string Sound() [Override]

-

-

-

**AMERICAN (CONCRETE)**

**PROPERTIES**

bool HasTeeth

bool CaveLion

-

-

**METHODS**

bool Extinct()

string Sounds() [Override]

-

-

**LIONS (CONCRETE)**

**PROPERTIES**

bool HasNoStrips

bool Simba [Override]

-

-

**METHODS**

string Sounds() [Override]

-

-

-

**KODIAK (CONCRETE)**

**PROPERTIES**

bool Alaska

-

-

-

**METHODS**

bool Eat() [Override]

-

-

-

**BROWN BEAR (ABSTRACT)**

**PROPERTIES**

bool HasFur

int Legs [Override]

-

-

**METHODS**

bool ClimbsTrees()

-

-

-

**FELINES (ABSTRACT)**

**PROPERTIES**

bool IsLiving [Override]

bool Breathes [Override]

bool Domestic [Virtual]

bool Simba [Abstract]

**METHODS**

bool KingOfJungle [Virtual]

**SIBERIAN (CONCRETE)**

**PROPERTIES**

bool IsWhite

-

-

-

**METHODS**

-string Sounds() [Override]

-

-

-

**TIGERS (ABSTRACT)**

**PROPERTIES**

bool HasStrips

bool Simba [Override]

-

-

**METHODS**

bool EndangeredList()

-

-

-

**STICKEEN (CONCRETE)**

**PROPERTIES**

bool Dark Brown

-

-

-

**METHODS**

bool American()

-

-

-

**ANIMALS (ABSTRACT)**

**PROPERTIES**

bool IsLiving [Abstract]

bool Breathes [Abstract]

**METHODS**

bool Eats [Abstract]

string Sounds() [Abstract]

-

-

**BEARS (ABSTRACT)**

**PROPERTIES**

bool IsLiving [Override]

bool Breathes [Override]

bool HasFur [Virtual]

Int Legs [Abstract]

**METHODS**

bool WinnieThePooh()

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