**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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