**FELINES (ABSTRACT)**

**PROPERTIES**

bool IsLiving [Override]

bool Breathes [Override]

bool Domestic [Virtual]

bool Simba [Abstract]

**METHODS**

Bool KingOfJungle [Virtual]

**SIBERIAN (CONCRETE)**

**PROPERTIES**

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**METHODS**

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**TIGERS (ABSTRACT)**

**PROPERTIES**

Bool HasStrips

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**METHODS**

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**LIONS (CONCRETE)**

**PROPERTIES**

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**METHODS**

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**BROWN BEAR (ABSTRACT)**

**PROPERTIES**

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**METHODS**

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**GRIZZLEY (CONCRETE)**

**PROPERTIES**

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**METHODS**

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**KODIAK (CONCRETE)**

**PROPERTIES**

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**METHODS**

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**STICKEEN (CONCRETE)**

**PROPERTIES**

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**METHODS**

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**ANIMALS (ABSTRACT)**

**PROPERTIES**

bool IsLiving [Abstract]

bool Breathes [Abstract]

**METHODS**

bool Eats [Abstract]

string Sounds() [Abstract]

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**BEARS (ABSTRACT)**

**PROPERTIES**

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**METHODS**

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