

```
class Animal
  attr_accessor :feets,:color

  def self.with_feet(number_of_feets)
    new_animal = self.new
    new_animal.feets = number_of_feets
    new_animal
  end

  def eat
    puts "mmmmppffffm"
  end
end

lassy = Animal.with_feet(4)

mortuus = Animal.with_feet(4)

def mortuus.speak
  puts 'miaow'
end
```

