Problem Statement :

* Create a domain model with an abstract Animal class and cocrete implementation of each animal. (turtle, dog, cat, gila monster, gold fish, trout, finch, eagle)
* More hierarchy could be invloved : Invertebrates/Vertebrates, Fish, Mammal, Bird, Reptile, Amphibian
* Animal might have different behaviors : Flying Animal, Swimming Animal, Walking Animal
* Create the Appropriate test cases for java.lang.object
* Create a habitat capable of interacting with your animals. Your habitat should be able to restrict what types of animals are allowed inside.

Expectations Habitat<T extends Animal> interface with at least one concrete implementation like BirdHabitat<Bird>

Interface might include:

1. Put(String name, T animal)

2. Map<String, T> getAnimals() // key:name; value:animal

Extra credit abstract AbstractHabitat<T extends Animal> with generic implementations allowing concrete classes to reuse the implementation