Entity(Name)

    Name is an string

        The name that should be used when doing actions.

    Actions is a list of string

        A list of all the actions that the entity can perform.

Animal is an **Entity**

    Is_Injured is a bool with **False** as default

    Injure() is an action

        If !**Is_Injured** ,sets **Is_Injured** to True

    Heal() is an action

        If **Is_Injured** , sets **Is_Injured** to False

Robot() is an **Entity**

    Is_Charged is a bool with **False** as default

    Charge() is an action

        If !**Is_Charged ,**sets **Is_Charged** to True

Fish is an **Animal**

    If !**Is_Injured** can do this this actions: **Swim()**

Cat is an **Animal**

    If !**Is_Injured** can do this this actions: **Walk(),Meow()**

    When **Injure()** and **!Is_Injured** it also **Meow()**

Dog is an **Animal**

    If !**Is_Injured** can do this this actions: **Walk(),Swim(),Bark()**

    When **Injure()** and **!Is_Injured** it also **Bark()**

Robot_Fish is an **Robot**

    If **Is_Charged** can do this this actions: **Swim()**

Robot_Dog is an **Robot**

    If **Is_Charged** can do this this actions: **Walk(),Swim(),Bark()**

    When **Charge()** it also **Bark()**

Action_Printer is a utility for printing

    Print_Action(Entity entity**,** string action**)**

        Print that the entity is doing an action

    Print_Cannot(Entity entity**,**string action**)**

        Print that the entity is cannot do that action