Speed is an enum with 3 values: Slow, Normal, Fast
Volume is an enum with 3 values: Quiet, Normal, Loud

Bark_Command(Volume)

If **Is_Valid()** prints "#Name was barking"
else prints "#Name can't bark"

Meow_Command(Volume)

If **Is_Valid()** prints "#Name was meowing"
else prints "#Name can't meow"

Walk_Command(Speed)

If **Is_Valid()** prints "#Name was walking"
else prints "#Name can't walk"

Swim_Command()

If **Is_Valid()** prints "#Name was swimming"
else prints "#Name can't swim"

Heal_Command()

If **Is_Valid()** prints "#Name was healed", and sets **Hp** to **Max_Hp**
else prints "#Name can't heal"
Is_Valid() is true if **Is_Injured**

Injure_Command()

If **Is_Valid()** prints "#Name was injured", and reduced one from **Hp.**
else prints "#Name can't injure"
Is_Valid() is true if **Is_Alive**

Charge_Command()

If **Is_Valid()** prints "#Name was charged" and sets **Charges** to **Max_Charges**
else prints "#Name can't charge"
Is_Valid() is true if **!Has_Charges**

Print_Action_Command

Action **Action**
    The action that should be printed
Bool **Is_Was**
    Should the action print 'was' or 'can't'
Speed **Speed** optional
Volume **Volume** optional

IHp_Component(int **Max_Hp)**

int **Hp**

> How much hp is left, default is set to **Max_Hp**

Int **Max_Hp**

> What is the maximum amount that hp can be set.

bool **Is_Alive**

> Return true if **Hp** is above zero.

bool **Is_Injured**

> Return true if **Is_Alive** and **Hp** is below **Max_Hp**.

ICharges_Component(int **Max_Charges)**

> int **Charges**
>
> > How many charges are left, default is zero**.**
>
> Int **Max_Charges**
>
> > What is the maximum amount of **Charges** that can be set.
>
> bool **Has_Charges**
>
> > Return true **Charges** above zero.

Bark_Component()

> Handles **Bark_Command,** create a **Print_Action_Command** with volume
>
> Validates **Bark_Command,** if parent have **Hp_Component** and **Is_Injured,** return true only if volume is quiet

Meow_Component()

> Handles **Meow_Command,** create a **Print_Action_Command** with volume
>
> Validates **Meow_Command,** if parent have **Hp_Component** and **Is_Injured,** return true only if volume is quiet