**Entity**

**Name** String

The name that should be used when doing actions.

**Speed**

The speed of the actions.

**Can\_Walk** Bool

**Can\_Make\_sound** Bool

**Can\_Swim** Bool

**Walk**() an action

If can\_walk is true, print that the entity is walking and the speed

If can\_walk is false, print that the entity cannot walk

**Make\_sound**() an action

If Can\_Make\_sound is true, print that the entity is making a certain sound

If Can\_Make\_sound is false, print that the entity cannot make sound

**Swim**() an action

If can\_swim is true, print that the entity is swimming and the speed.

If can\_swim is false, print that the entity cannot swim

**Action\_Printer**

**Print\_Action(**Entity entity**,** String action**)**

Print that the entity is doing and action

**Print\_Cannot(**Entity entity**,**String action**)**

Print that the entity is cannot do that action

**Print\_Actions((**Entity entity**)**

Prints all the actions that the entity can do.

**Animal**

**Is\_Injured** Bool

If true, Make\_sound, adds “painfully” and the end.

If true, Animal cannot walk or swim.

**Injure**() an action

If Is\_Injured is false, set to true, and prints that the animal was injured

If Is\_Injured is true, print that the animal is already injured.

**Heal**() an action

If Is\_Injured is true, set to false, and prints that the animal was healed

If Is\_Injured is false, print that the animal is not injured.

**Robo**

**Is\_Charged** Bool

If false, the robot cannot do any actions.

**Charge**() an action

If Is\_Charged is false, set to true and print that it was charged.

If Is\_Charged is true, print that the robot is already charged.

**Sound** can be Meowing, Barking and Beeping

**Speed** can beSlow, Normal and Fast

**Cat** is Animal, can walk and meow

**Dog** is Animal, can walk, swim and bark

**Fish** is Animal, can only swim

**Human\_Robot** is robot, can walk and beep

**Robot\_Dog** is robot, can walk and beep

**Fish\_Robot** is robot, can swim and beep