**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