**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