Ej3 UML

|  |
| --- |
| <<abstract>>  Animal |
| - nombre: String  - edad: int |
| + desplazarse(): void |

|  |
| --- |
| Canguro |
| +desplazarse() |

|  |
| --- |
| Leon |
| +desplazarse() |

|  |
| --- |
| Pinguino |
| +desplazarse() |

Corrida Ej3

