I created class "platypus" with :

1.)private data members: float weight, short age, char name, char gender, bool alive, bool mutant.

2.)default constructor, which assigns all data members with '0' and constructor which allows to define object in driver file.

3)Public functions: void print(ostream & out);

                void age_me(); which increases age of alive platypus

                void fight(platypus & other); fight between only alive platypuses

                void eat(); feed only alive platypus

                void hatch(); hatch default platypus

in my driver file:

1)I define first platypus : platypus p1('m', 'F', 1.4, 5); then I create default platypus and print p1 and p2.

2) then I use hatch function to hatch p2 and see result by print p2.

3) then I increase age and feed p2 and attack each other p1 and p2. Output the results and see which one is dead

4) then I increase age and feed both platypus and see that dead one can't increase age and eat.

5) then I attack each other dead platypus and alive and see that nothing change, because dead platypus can't fight.