#include <iostream>

using namespace std;

class Animal

{

public:

void eat()

{

cout << "I can eat!" << endl;

}

void sleep()

{

cout << "I can sleep!" << endl;

}

};

class Dog : public Animal

{

public:

void bark()

{

cout << "I can bark!!" << endl;

}

};

int main()

{

Dog d;

d.eat();

d.sleep();

d.bark();

return 0;

}