

```
1
2 #ifndef ANIMAL_H
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4 #include <iostream>
5 #include <string>
6
7 using namespace std;
8 enum COLOR {
9     Green, Blue, White, Black, Brown
10 };
11
12 class Animal {
13 public:
14     Animal();
15     Animal(string n, COLOR c);
16     ~Animal();
17     virtual void speak() const;
18     virtual void move() = 0;
19
20 private:
21     string _name;
22     COLOR _color;
23 };
24
25 class Mammal : public Animal{
26 private:
27     string owner;
28 public:
29     void eat() const;
30     Mammal();
31     Mammal(string n, COLOR c);
32     ~Mammal();
33     void move();
34 };
35 #endif
```