

```
1
2 #ifndef CHILD_ANIMAL_H
3 #define CHILD_ANIMAL_H
4 #include "Animal.cpp.h"
5
6 class Dog : public Mammal {
7 public:
8     Dog(string n, COLOR c, string owner);
9     ~Dog();
10    void speak() const;
11    void move();
12 };
13
14 class Cat : public Mammal {
15 public:
16     Cat(string n, COLOR c, string owner);
17     ~Cat();
18     void speak() const;
19     void move();
20 };
21
22 class Lion : public Mammal {
23 public:
24     Lion(string n, COLOR c, string owner);
25     ~Lion();
26
27     void speak() const;
28     void move();
29 };
30 #endif
```