## Wild Farm

Your task is to create a **class** **hierarchy** like the **described** **below**. The **Animal**, **Bird**, **Mammal**, **Feline** and **Food** classes should be **abstract**. Override the method **ToString()**.

* **Food – int Quantity;**
  + **Vegetable;**
  + **Fruit;**
  + **Meat;**
  + **Seeds;**
* **Animal – string Name, double Weight, int FoodEaten;**
  + **Bird – double WingSize;**
    - **Owl;**
    - **Hen;**
  + **Mammal – string LivingRegion;**
    - **Mouse;**
    - **Dog;**
    - **Feline – string Breed;**
      * **Cat;**
      * **Tiger;**

All **animals** should also have the **ability** to ask for food by **producing** a **sound**.

* **Owl – "Hoot Hoot";**
* **Hen – "Cluck";**
* **Mouse – "Squeak";**
* **Dog – "Woof!";**
* **Cat – "Meow";**
* **Tiger – "ROAR!!!";**

Now use the **classes that** you have created to **instantiate** some **animals** and **feed** **them**.  
Input should be read from the console. Every **even** line (starting from 0) will **contain** **information** about an **animal** in the following format:

* **Felines - "{Type} {Name} {Weight} {LivingRegion} {Breed}";**
* **Birds - "{Type} {Name} {Weight} {WingSize}";**
* **Mice and Dogs - "{Type} {Name} {Weight} {LivingRegion}";**

On the **odd** lines, you will receive **information** about a piece of **food** that you should **give** to that **animal**. The line will consist of a **FoodType** and **quantity**, separated by a whitespace.

Animals will only eat a certain type of food, as follows:

* **Hens** eat **everything**;
* **Mice** eat **vegetables** and **fruits**;
* **Cats** eat **vegetables** and **meat**;
* **Tigers**, **Dogs** and **Owls** eat **only** **meat**;

If you try to give an animal a different type of food, it will not eat it and you should print:

* **"{AnimalType} does not eat {FoodType}!"**

The **weight** of an **animal** will **increase** with **every** **piece** of **food** it **eats**, as follows:

* **Hen – 0.35;**
* **Owl – 0.25;**
* **Mouse – 0.10;**
* **Cat – 0.30;**
* **Dog – 0.40;**
* **Tiger – 1.00;**

Override the **ToString()** method to print the information about an animal in the formats:

* **Birds –** **"{AnimalType} [{AnimalName}, {WingSize}, {AnimalWeight}, {FoodEaten}]"**
* **Felines – "{AnimalType} [{AnimalName}, {Breed}, {AnimalWeight}, {AnimalLivingRegion}, {FoodEaten}]"**
* **Mice and Dogs –** **"{AnimalType} [{AnimalName}, {AnimalWeight}, {AnimalLivingRegion}, {FoodEaten}]"**

After you have read the **information** about the **animal** and the **food**, the **animal** will **produce a** **sound** (**print** it on the **console**). Next, you should **try** to **feed** it. After receiving the “**End**” command, **print** information about **every** **animal** in **order** of **input**.

## Example

|  |  |
| --- | --- |
| **Input** | **Output** |
| Cat Pesho 1.1 Home Persian  Vegetable 4  End | Meow  Cat [Pesho, Persian, 2.3, Home, 4] |
| Tiger Typcho 167.7 Asia Bengal  Vegetable 1  Dog Doncho 500 Street  Vegetable 150  End | ROAR!!!  Tiger does not eat Vegetable!  Woof!  Dog does not eat Vegetable!  Tiger [Typcho, Bengal, 167.7, Asia, 0]  Dog [Doncho, 500, Street, 0] |
| Mouse Jerry 0.5 Anywhere  Fruit 1000  Owl Toncho 2.5 30  Meat 5  End | Squeak  Hoot Hoot  Mouse [Jerry, 100.5, Anywhere, 1000]  Owl [Toncho, 30, 3.75, 5] |