


```
class Animal {  
    walk() {
```

```
    }  
}
```

```
"use strict";
```

```
var _createClass = function () { function defineProperties(target, props) { for (var i = 0; i  
< props.length; i++) { var descriptor = props[i]; descriptor.enumerable =  
descriptor.enumerable || false; descriptor.configurable = true; if ("value" in descriptor)  
descriptor.writable = true; Object.defineProperty(target, descriptor.key, descriptor); } }  
return function (Constructor, protoProps, staticProps) { if (protoProps)  
defineProperties(Constructor.prototype, protoProps); if (staticProps)  
defineProperties(Constructor, staticProps); return Constructor; }; }();
```

```
function _classCallCheck(instance, Constructor) { if (!(instance instanceof Constructor))  
{ throw new TypeError("Cannot call a class as a function"); } }
```

```
var Animal = function () {  
  function Animal() {  
    _classCallCheck(this, Animal);  
  }  
}
```

```
  _createClass(Animal, [{  
    key: "walk",  
    value: function walk() {}  
  }]);
```

```
  return Animal;  
}();
```

```
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  walk() {  
  
  }  
}
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var Animal = function () {  
  function Animal() {  
    _classCallCheck(this, Animal);  
  }  
}
```

```
_createClass(Animal, [{  
  key: "walk",  
  value: function walk() {}  
}]);
```

```
return Animal;  
})();
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