```cpp
1  #include<iostream>
2  #include "Animal.h"
3
4
5  using namespace std;
6
7  void Animal::SetName(char * _name)
8  {
9      int len = strlen(_name);
10     this->name = new char[len + 1];
11     strcpy(this->name, _name);
12 }
13
14 char* Animal::GetName()
15 {
16     return this->name;
17 }
18 int Animal::GetAge()
19 {
20     return age;
21 }
22
23
24 void Cat::Sound3()
25 {
26     cout << " 냥냥 안녕" << endl;
27 }
28 void Cat::Sound2()
29 {
30     cout << " 냥냥 있다봐" << endl;
31 }
32 void Cat::Sound()
33 {
34     cout << " 냥냥" << endl;
35 }
36
37 void Cat::Eat()
38 {
39     cout << " 냥냥 사료를 먹습니다." << endl;
40 }
41
42 char* Cat::GetType(){
43     return type;
44 }
45
46
47
48
49 void Dog::Sound()
50 {
51     cout << " 왈왈" << endl;
52 }
53
54 void Dog::Eat()
55 {
56     cout << " 왈왈 사료를 먹습니다." << endl;
```

```
57  }
58
59
60  char* Dog::GetType()
61  {
62      return type;
63  }
64
65  void Dog::Sound3()
66  {
67      cout << " 왈왈 안녕" << endl;
68  }
69  void Dog::Sound2()
70  {
71      cout << " 왈왈 있다봐" << endl;
72  }
```