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

```cpp
57
58  void Cat::Eat()
59  {
60      cout << " 냥냥 사료를 먹습니다." << endl;
61  }
62
63
64
65  //—————————————————————————————————————————//
66
67
68  void Dog::Eat()
69  {
70      cout << " 왈왈 사료를 먹습니다." << endl;
71  }
72
73  void Dog::Sound()
74  {
75      cout << " 왈왈" << endl;
76  }
77
78  void Dog::Sound2()
79  {
80      cout << " 왈왈 있다봐" << endl;
81  }
82
83  void Dog::Sound3()
84  {
85      cout << " 왈왈 안녕" << endl;
86  }
87
88
89
```