```cpp
1  #define _CRT_SECURE_NO_WARNINGS
2  #pragma once
3  #include<iostream>
4  #include<string.h>
5
6
7  class Animal
8  {
9
10 private:
11     char* name;
12     char* type;
13     int age;
14 public:
15     Animal()
16     {
17         name = NULL;
18         type = NULL;
19         age = 0;
20     }
21     Animal(const char* _name, const char* _type, const int age = 0)
22     {
23         name = new char[strlen(_name) + 1];
24         strcpy(name, _name);
25
26         type = new char[strlen(_type) + 1];
27         strcpy(type, _type);
28
29         this->age = age;
30     }
31
32     virtual ~Animal()
33     {
34         delete[] name;
35         delete[] type;
36     }
37
38     int GetAge();
39     char* GetName();
40     char* GetType();
41
42     void SetName(char* _name); // 이름 입력하기
43     void SetType(const char* _type); // 타입 입력가기
44
45     virtual void Eat() {} // 밥먹기
46     virtual void Sound() {} // 소리내기
47     virtual void Sound2() {} // 있다봐
48     virtual void Sound3() {} // 안녕
49 };
50
51
52
53 class Dog : public Animal
54 {
55
56 public:
```

```
57        Dog() : Animal() {}
58        Dog(const char* _name, const char* _type, const int age = 0) : Animal      ₽
            (_name, _type, age)
59        {}
60        ~Dog() {}
61
62        void Eat();
63        void Sound();
64        void Sound3();
65        void Sound2();
66    };
67
68
69    class Cat : public Animal
70    {
71
72
73    public:
74        Cat() : Animal() {}
75        Cat(const char* _name, const char* _type, const int age = 0) : Animal      ₽
            (_name, _type, age)
76        {}
77        ~Cat() {}
78
79        void Eat();
80        void Sound();
81        void Sound2();
82        void Sound3();
83    };
```