

```
1 //=====
2 // Name      : eagle.h
3 // Author    : Sotheanith Sok
4 // Version   : 1.0
5 // Description : This is a concrete class from class bird which implement all the ↗
   necessary constructor and methods.
6 //=====
7 #ifndef EAGLE_H_
8 #define EAGLE_H_
9 #include <string>
10 #include "bird.h"
11 class eagle:public bird
12 {
13 public:
14     eagle();
15     //Precondition:
16     // _None.
17     //Postcondition:
18     // _Initilize the animalType to "eagle".
19
20     std::string talk();
21     //Precondition:
22     // _None.
23     //Postcondition:
24     // _Return eagle's talk.
25
26     std::string move();
27     //Precondition:
28     // _None.
29     //Postcondition:
30     // _Return eagle's move.
31 };
32 #endif
33
34
```