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1 //=====
2 // Name      : bear.cpp
3 // Author    : Sotheanith Sok
4 // Version   : 1.0
5 // Description : This is a concrete class from class mammal which implement all the necessary constructor and methods.
6 //=====
7 #include "bear.h"
8
9 //Precondition:
10 // _None.
11 //Postcondition:
12 // _Initilize the animalType to "bear".
13 bear::bear()
14 {
15     animalType = new std::string("bear");
16     count++;
17 }
18
19 //Precondition:
20 // _None.
21 //Postcondition:
22 // _Return bear's talk.
23 std::string bear::talk()
24 {
25     return "growl";
26 }
27
28 //Precondition:
29 // _None.
30 //Postcondition:
31 // _Return bear's move.
32 std::string bear::move()
33 {
34     return "walk";
35 }
36
37
```