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