```
 1  //=============================================================================
 2  // Name        : lizard.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 LIZARD_H_
 8  #define LIZARD_H_
 9  #include <string>
10  #include "repitle.h"
11  class lizard:public repitle
12  {
13  public:
14      lizard();
15      //Precondition:
16      //  _None.
17      //Postcondition:
18      //  _Initilize the animalType to "lizard".
19
20      std::string talk();
21      //Precondition:
22      //  _None.
23      //Postcondition:
24      //  _Return lizard's talk.
25
26      std::string move();
27      //Precondition:
28      //  _None.
29      //Postcondition:
30      //  _Return lizard's move.
31  };
32  #endif
33
```