

```
1 //=====
2 // Name      : eagle.cpp
3 // Author    : Sotheanith Sok
4 // Version   : 1.0
5 // Description : This is a concrete class from class bird which implement all the ↗
6 //              necessary constructor and methods.
7 //=====
8 #include "eagle.h"
9
10 //Precondition:
11 // _None.
12 //Postcondition:
13 // _Initilize the animalType to "eagle".
14 eagle::eagle()
15 {
16     animalType = new std::string("eagle");
17     count++;
18 }
19
20 //Precondition:
21 // _None.
22 //Postcondition:
23 // _Return eagle's talk.
24 std::string eagle::talk()
25 {
26     return "call";
27 }
28
29 //Precondition:
30 // _None.
31 //Postcondition:
32 // _Return eagle's move.
33 std::string eagle::move()
34 {
35     return "fly";
36 }
37
38
39
```