

Abstract Classes - Lab

1. Zoo

Example: Zoo of **Organisms**

- Can act (move, stop, ...), have a position, image (sequence of **chars**)
- Code provided for **Cat, Mouse**
- Task: edit the code to initialize and animate objects of the above

Approach: Several classes have common methods

- One or more methods behave differently per class
- Make base abstract class with common members
- Pure-virtual for the ones with unique implementations per class