/\*Animal\* array\_animal;

if (choice == 1)

{

array\_animal = new Cow[objectsAmount];

for (int j = 0; j < animalAmount; j++)

{

array\_animal[j] = Cow((drawn\_numbers[i] % width), drawn\_numbers[i] / width, 'K');

i++;

}

for (int i = 0; i < animalAmount; i++)

{

array\_animal[i].SaveInBoard(myBoard);

}

}

else if (choice == 2)

{

array\_animal = new Sheep[objectsAmount];

for (int j = 0; j < animalAmount; j++)

{

array\_animal[j] = Sheep((drawn\_numbers[i] % width), drawn\_numbers[i] / width, 'O');

i++;

}

for (int i = 0; i < animalAmount; i++)

{

array\_animal[i].SaveInBoard(myBoard);

}

}

else

{

array\_animal = new Lama[objectsAmount];

for (int j = 0; j < animalAmount; j++)

{

array\_animal[j] = Lama((drawn\_numbers[i] % width),( drawn\_numbers[i] / width), 'L');

i++;

}

for (int i = 0; i < animalAmount; i++)

{

array\_animal[i].SaveInBoard(myBoard);

}

}\*/