Renderable

id
color

+ Renderable()
+ Renderable()
+ Renderable()
+ ~Renderable()
+ operator=()
+ render()
+ getColor()

Cage

+ Cage()
+ Cage()
+ Cage()
+ ~Cage()
+ operator=()
+ getSize()
+ getTotalAnimal()
+ getRow()
+ getCol()
+ getHabitat()
and 12 more...