```
public class Animal{
    // Fields/Proprties/State
    private string name;
    private int weight;
    private int noOfLegs;

    // Default Constructor
    public Animal(){
        this.name = "Dinosaur";
        this.weight = 4600;
        this.noOfLegs = 2;
    }

    // Parameterized Constructor
    public Animal(string _name, int _weight, int _noOfLegs){
        this.name = _name;
        this.weight = _weight;
        this.noOfLegs = _noOfLegs;
    }

    // Getter and Setter - Name Field
    public string getName() {
        return this.name;
    }

    public void setName(string _name) {
        if (_name != "") {
            this.name = _name;
        }
        else {
            this.name = "Dinosaur";
        }
    }


    // Getter and Setter - Weight Field
    public int getWeight(){
        return this.weight;
    }

    public void setWeight(int _weight) {
        if (_weight >= 0) {
            this.weight = _weight;
        }
        else {
            this.weight = 4600;
        }
    }

    // Getter and Setter - NoOfLegs Field
    public int getNoOfLegs() {
        return this.noOfLegs;
    }

    public void setNoOfLegs(int _noOfLegs) {
        if (_noOfLegs >= 2 && _noOfLegs <= 4) {
            this.noOfLegs = _noOfLegs;
        }
}
```

```java
 59            else {
 60                this.noOfLegs = 2;
 61            }
 62        }
 63
 64        // Parent Methods
 65        public void eat(){
 66            System.out.println("I am eating");
 67        }
 68
 69        public void sleep(){
 70            System.out.println("I am going to sleep");
 71        }
 72    } // End of Parent Class "Animal"
 73
 74
 75    public class pet extends Animal {
 76
 77        // Fields of Child Class
 78        private bool isVaccinated;
 79        private bool isBathed;
 80
 81        // Default Constructor of Child Class
 82        public pet(){
 83            this.isVaccinated = false;
 84            this.isBathed = false;
 85        }
 86
 87        // Parameterized Constructor of Child Class
 88        public pet(string _name, int _weight, int _noOfLegs, bool _isVaccinated,
             bool _isBathed){
 89            super(_name, _weight, _noOfLegs);
 90            this.isVaccinated = _isVaccinated;
 91            this.isBathed = _isBathed;
 92        }
 93
 94        // Getter and Setter - IsVaccinated Field
 95        public bool getVaccinated(){
 96            return this.isVaccinated;
 97        }
 98        public void setVaccinated(bool _isVaccinated){
 99            this.isVaccinated = _isVaccinated;
100        }
101
102        // Getter and Setter - IsVaccinated Field
103        public bool getBathed(){
104            return this.isBathed;
105        }
106        public void setBathed(bool _isBathed){
107            this.isBathed = _isBathed;
108        }
109
110        // Child Methods
111        public void play(){
112            System.out.println("I am playing with human");
113        }
114    } // End of Child Class "Pet"
```