12   COMPANIES   12   COMPANIES   12   COMPANIES   12   COMPANIES   12   COMPANIES   12   COMPANIES   13   COMPANIES   14   COMPANIES   14   COMPANIES   14   COMPANIES   14   COMPANIES   15	[:	:Dinosaur
[for all lines in other Actor getinventory()]  AN. [this has Capability (Dirac Capability (S. CARNVORE) && iren. has Capability (Dirac Cap	1: getAllowableActions(otherActor:Actor;direction:String,map:GameMap):Actions	attackAction: AttckAction
[for all ixems in other Actor, ged Inventory()]  Alt [mis. has Capability (Dino Capability, IS, CARNIVORE) & As item. has Capability (Dino Capability, FEED_CARNIVORE)]  [this. has Capability (Dino Capability, IS, HERBIVORE) & As item. has Capability (Dino Capability, FEED_HERBIVORE)]  [this. has Capability (Dino Capability, IS, HERBIVORE) & As item. has Capability (Dino Capability, FEED_HERBIVORE)]  [this. has Capability (Dino Capability, IS, HERBIVORE) & As item. has Capability (Dino Capability, FEED_HERBIVORE)]  [this. has Capability (Dino Capability, IS, HERBIVORE) & As item. has Capability (Dino Capability, FEED_HERBIVORE)]  [this. has Capability (Dino Capability, IS, HERBIVORE) & As item. has Capability (Dino Capability, FEED_HERBIVORE)]  [this. has Capability (Dino Capability, IS, HERBIVORE) & As item. has Capability (Dino Capability, FEED_HERBIVORE)]  [this. has Capability (Dino Capability, IS, HERBIVORE) & As item. has Capability (Dino Capability, FEED_HERBIVORE)]  [this. has Capability (Dino Capability, IS, HERBIVORE) & As item. has Capability (Dino Capability, FEED_HERBIVORE)]	Tagn	1.4: < <create>&gt; feedAction:FeedAction</create>
[this.hasCapability(DinoCapability,IS_CARNIVORE) && item.hasCapability(DinoCapability,FEED_CARNIVORE)]  [this.hasCapability(DinoCapability,IS_HERBIVORE) && item.hasCapability(DinoCapability,FEED_HERBIVORE)]		
[this.hasCapability(DinoCapability.IS_HERBIVORE) && item.hasCapability(DinoCapability.FEED_HERBIVORE)]  1.8: add(feedAction:FeedAction):boolean  1.9: returns a boolean		1.7: returns a boolean
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