1. Define an Animal with an initialize(name) constructor, exposing its name.
2. Define three Lion, Meerkat and Warthog classes
3. Implement a #talk instance method which returns a sentence like "Simba roars" for each animal. (Hint: Meerkats bark and Warthog grunt)
4. In another Ruby file, create an array with Simba, Nala, Timon & Pumbaa, iterate over it and puts the sound each animal make
5. Implement a ::phyla class method which will return an array of the four [phyla](https://simple.wikipedia.org/wiki/List_of_animal_phyla) of the animal kingdom.

Deuterostomia, Ecdysozoa, Lophotrochozoa, Radiata

1. Add an #eat(food) instance method in Animal which returns a sentence like “Timon eats a scorpion”. Then override this method for the Lion class, and return a sentence like “Simba eats a gazelle. Law of the Jungle!”