Zoo Exercise

We are building a zoo inside a computer. Each animal species in our zoo has lots of different, particular, behaviors, but all animals talk to each other in a similar way. Specifically, they all implement a `speak` method, the output of which is the arbitrary input string interspersed with an "animal sound" that is particular to that type of animal. For example, the lion's `speak` function behaves like so:

```
> lion.speak( "I'm a lion" );
< "I'm roar a roar lion roar"
```

The tiger's speak function behaves similarly but with a different sound:

```
> tiger.speak( "Lions suck" );
< "Lions grrr suck grrr"
```

Please write logic and classes to support our zoo in JavaScript (using whatever class model you like) *with attention to code structure and readability*.