We've discussed class hierarchies for the purposes of inheritance. For example, given a Tree class, we could define Conifer and Deciduous classes that inherit from it in the following way:

```
Tree
  double height;
  int numBranches;
  public Tree cutDown();
  public void water();

Deciduous
  int numLeaves;
  String leafColor;
  public void setSeason(String season);

Conifer
  int numNeedles;
  Pinecone[] cones;
  public Pinecone getCone();
```

For this exercise, you should come up with a similar class hierarchy for Pets. You can have whatever subclasses you think would be useful, but your hierarchy should have at least three levels (the top class, Pet, counts as the first level). Include variables and methods (at least one of each) for each class you design, as in the above example.