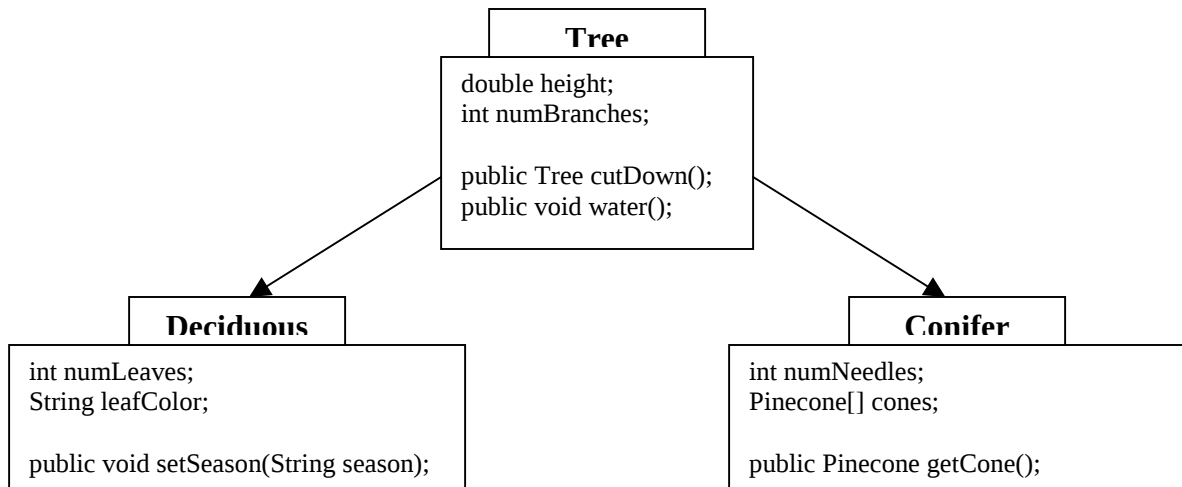


CS 100 Exercise 12: Class Hierarchies
Summer 2001
Due in lecture, Friday July 27

Name: _____ **CUID:** _____

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:



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.

Pet