+Dog(int idNumer, string name, int birthYear)

+void Scoring( int beautyPoint, int behaviourPoint)

+void RelationScoring(int relationPoint)

+Cat(int idNumer, string name, int birthYear, bool hasSupplierBox)

+void Scoring( int beautyPoint, int behaviourPoint)

-bool hasSupplierBox

-int relationPoint

-bool getRelPoint

Cat

Dog

+Animal(int idNumber, string name, int birthYear)

+int Age()

+void Scoring( int beautyPoint, int behaviourPoint)

+string ToString()

properties

-string name

-int birthYear

-int beautyPoint

-int behaviourPoint

-int idNumber

#scorePoint

-int ageLimit

-int currentYear

Animal