Exercise 1:
Implement the following classes.

**Zoo**
- Name. (String)
- Place. (String)

+ Zoo(Maximam Animals)
+ isFull() Boolean.
+ isEmpty() Boolean.
+ AddAnimal(Animal)
+ DelAnimal(Animal)
+ NumOf(String) int
+ DisplayGroup(String)

**Animal**
# Name (String).
# Age (int).
# Speed (int).

+ Animal(Name, Age).
+ Display()
+ Voice()
+ Eat(Animal) Boolean
+ NumberOfLegs() int
+ Setters & Getters

**Mammal**
# FeedingPer. (int)

+ Mammal(FeedingPer)
+ Feeding() int

**Reptiles**
# EggsNum. int

+ Reptiles(EggsNum)
+ EggsNum() int

**Horse**

**Rabbit**

**Lizard**

**Snake**
- Poison (Boolean)
+ HasPoison() boolean
The function `DisplayGroup(String)` accepts one of these classes (Mammal, Reptiles, Horse, Rabbit, Snake, Lizard) and then displays all the Animals belonging to this group [the same thing in `NumOf(String)`]. The function `Eat()` returns true if the sent animal can be eaten by the current Animal.

Then implement the following menu:

1. Add Animal (add at least 15 Animals).
2. Delete Animal.
3. Is the Rabbit can be eaten by the Snake.
4. Is the Horse can be eaten by the Snake.
5. Is the Lizard can be eaten by the Snake.
6. Is the Rabbit can be eaten by the Lizard.
7. Give Number of the Animal in the Zoo.
8. Give Number of Animals of a specific group.
9. Give Number of Poison Snakes.
10. Display Animals of a specific group.
11. Display All the Animals in the Zoo.
12. Exit.