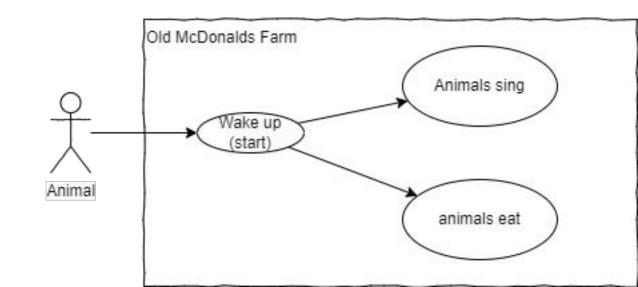
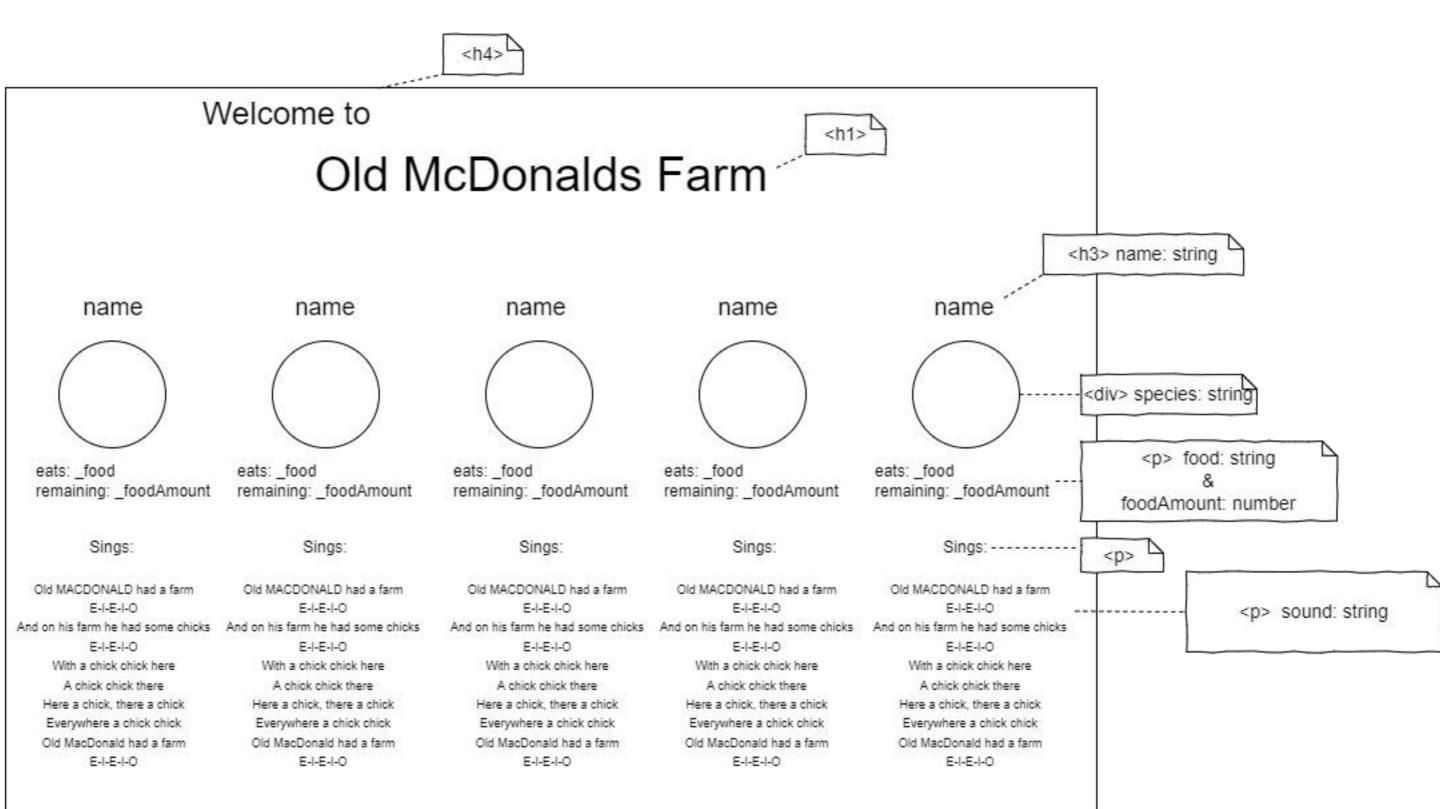
Use Case Diagramm





Class Diagramm

Animal

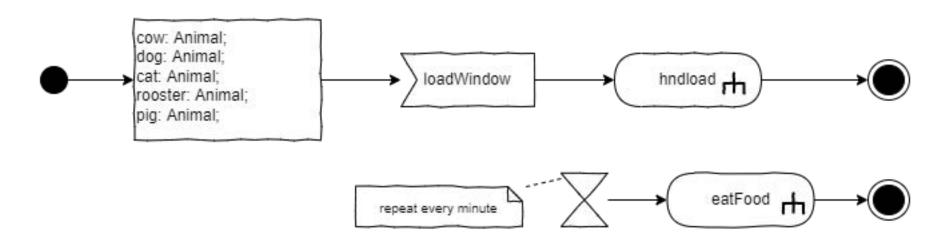
name: string; sound: string; food: string; foodAmount: number;

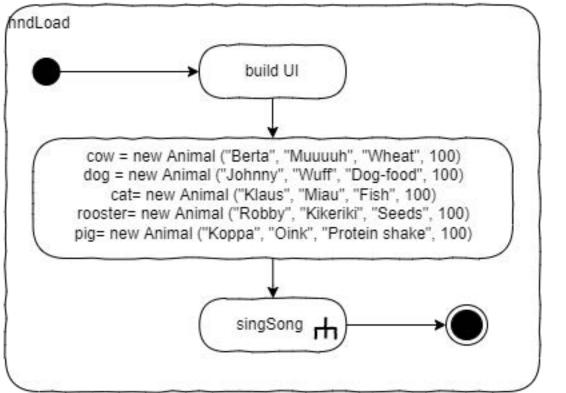
constructor(_species: string) sing(_tone: string): void

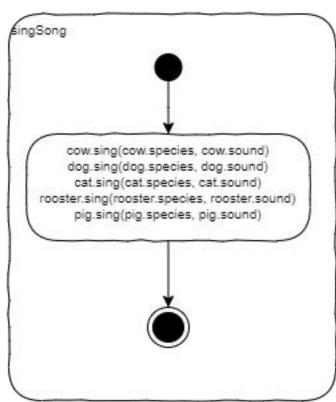
eat(_food: string, _foodAmount: number): void

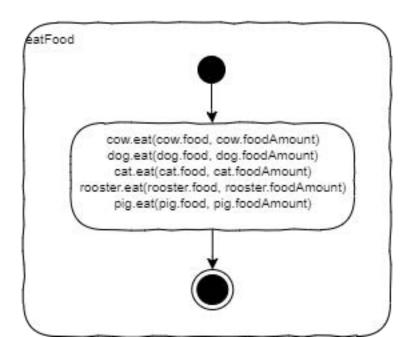
knowName(_name: string):void

Activity Diagram script.ts









Activity Diagram Animal

