Klassendiagramm

10.1 old Mac Donalds Farm

Animal

name
food

constructor (_name: string, _food: string)
sing ():void
eat (_resources: foodresources, _amount: number):void
do special action ():void

Cow

sound: string
action: string

constructor (_name:string, _food:string)
sing ():void
do special action ():void

Cat

sound: string
action: string

constructor (_name:string, food: string)
sing ():void
do special action

Aktivitätsdiagramm