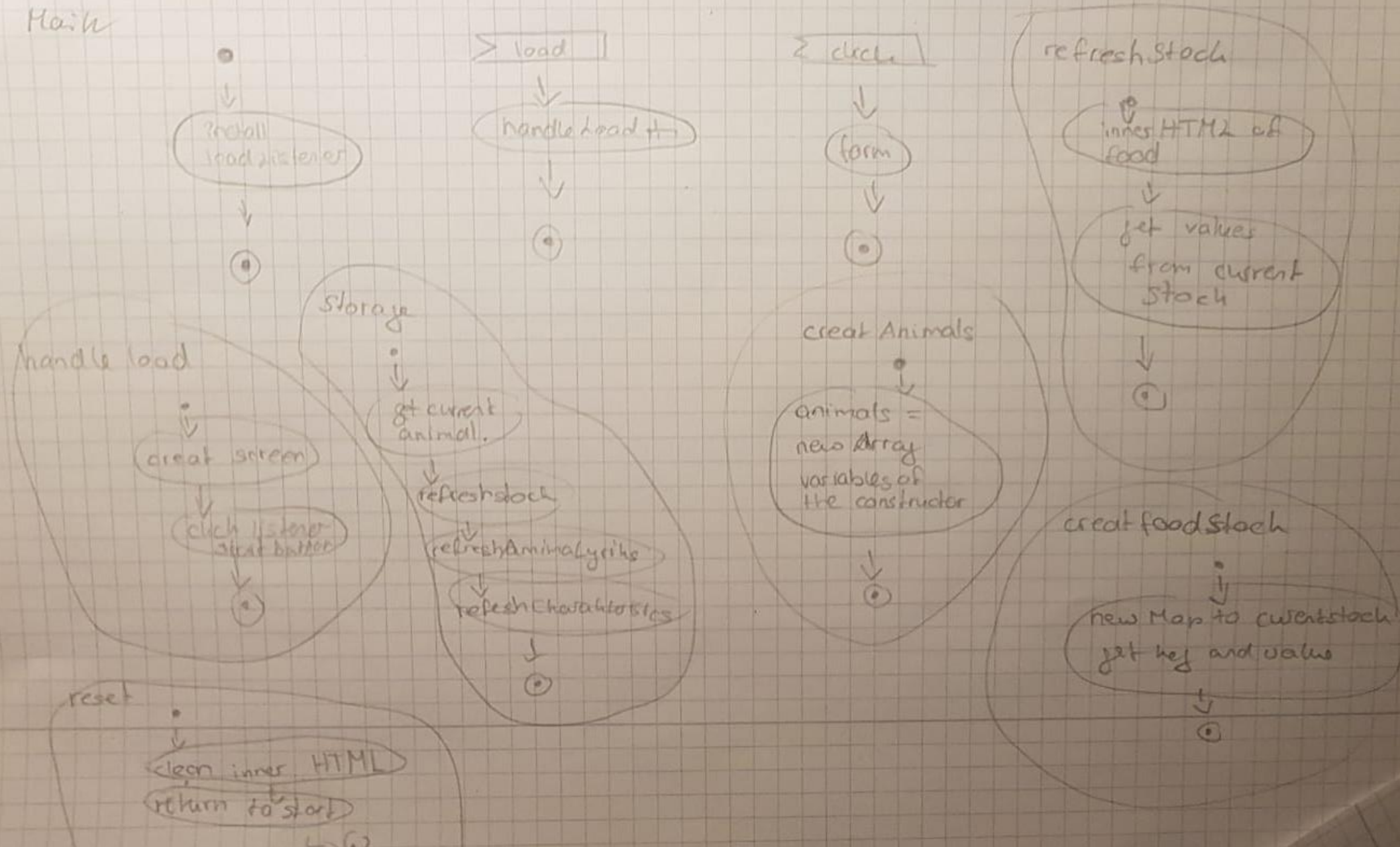


# Activity Diagrams A09 - old MacDonald

Main



Storage Settings

↓  
empty headline

↓  
new span

↓  
create Animal  $\Pi$

↓  
create FoodStock  $\Pi$

↓  
⊙

refresh Animal Lyrics

↓  
insert HTML, lyrics

↓  
get value

⊙ ←

current Animal

## Screen ①

Welcome to old Mac Donalds ↙

Let's go

button

## Screen ②

2 Prgs . . . .

Animal characteristics

- 
- 
- 
- sound

Food

Fish:

Screens

Food

—  
—  
—

Old MacDonald needs:

—  
—  
—

Restart

button

characteristics  
name  
species . . .

## class - Diagrams old - MacDonalds

### Animal

name: string

species: string

food: string

sound: string

lyrics: string

hunger: string

constructor

eat(- stock: void -  
- name, - food ...)