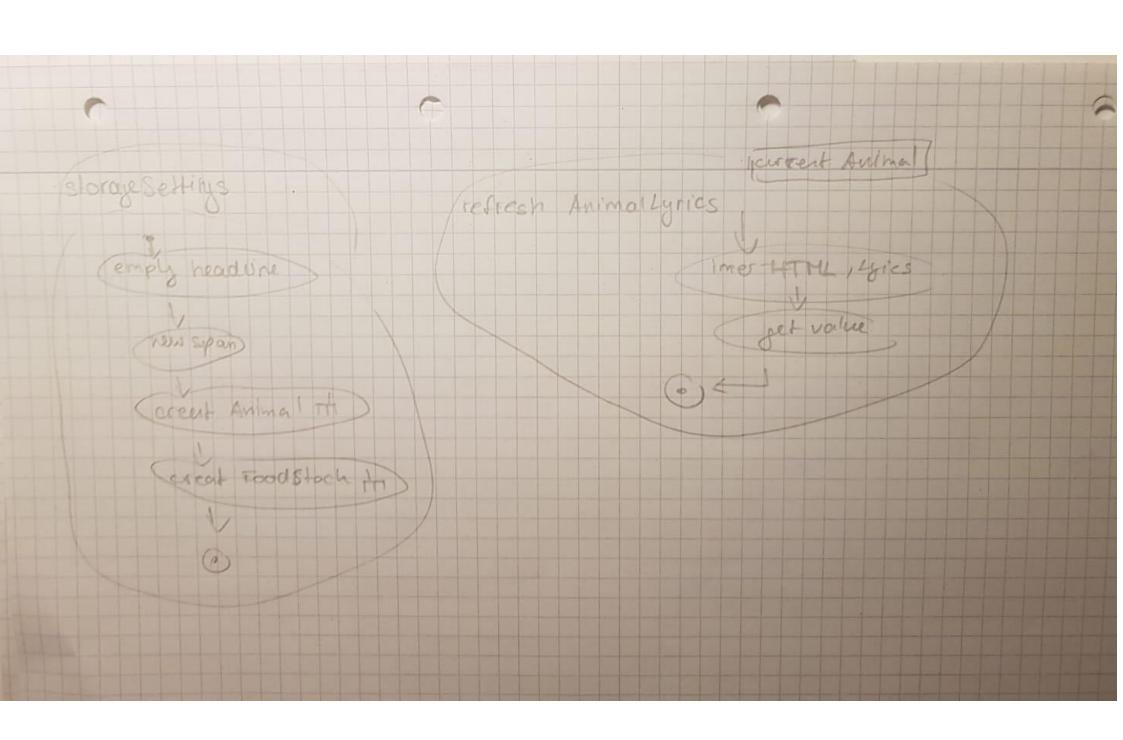
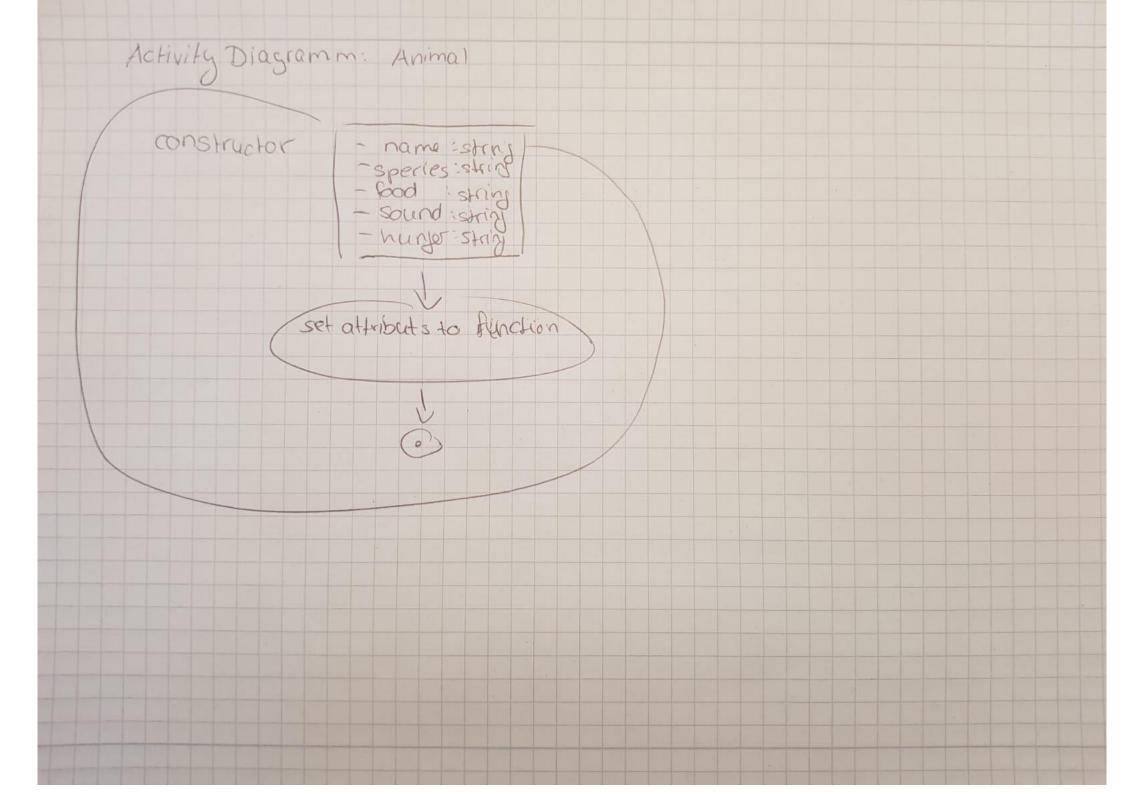
Activity Diagram : A09 Old Mac Donald Hain > load 1 refresh Stock decla innes HTM2 of handle Load + model and ever (form) jet values (9) (0) 0 from current Storage creat Animals mandle load 0 at curet animals = animal. news Array (creat street) variables of representa the constructor creat food Stock tretreshaminalyeine refesh Charaktories new Map to cwentstock get her and value 0 reset 0 Clean inner HTMD return to stord





000 Pig dospecialAction dospecialAction console log (I gave a lot of milletoday) console. log (I rolled in the mud today) (9) cat chicher do Special Action . dospecialAction dospeaalAction console log (1 caught console log (I laid six mice today four eggs today) consolety (I found a bore today)

classdiagramm: old Mac Donald Xnimal name: string species: string food 3 strong sound: string hunger: string constructor eat (-stock: void - name : word ... dospecialAction (): void cow name: string cat chicken 001 pig name: string name, string name: string name: string constructor() constructor() constructor () constructor () constructor dospecial Action (): void dospecial Action (): void dospecial Action (): void dospecial Action () woid dospecial-