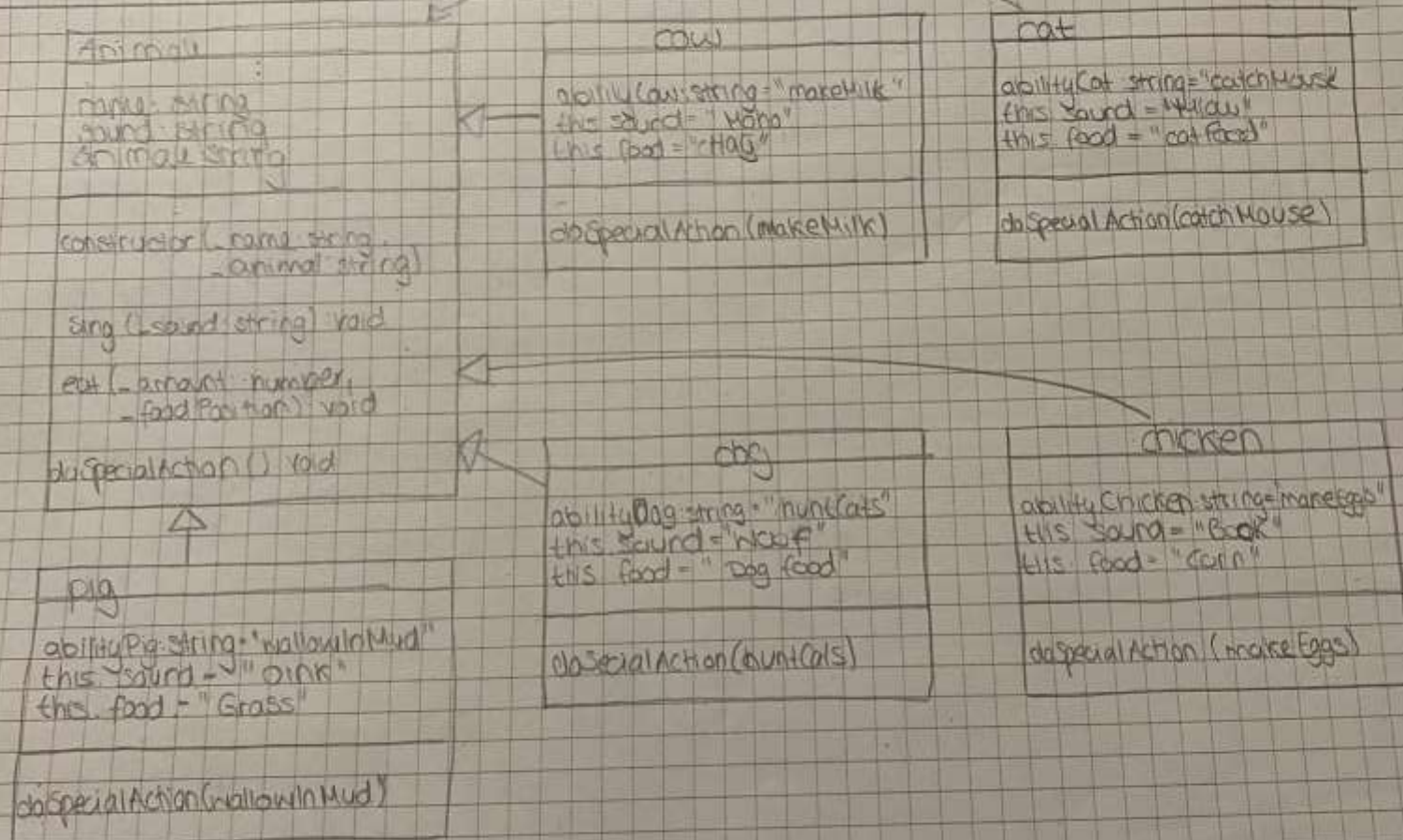
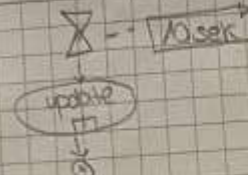
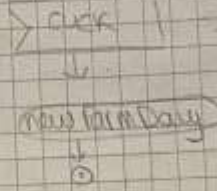
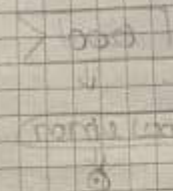
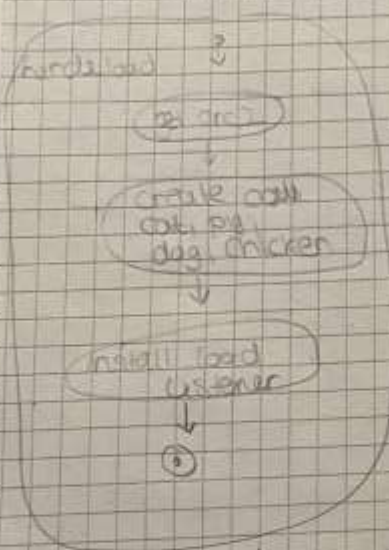


Class Diagram: Farm



Activity: MAIN



newFormDialog

```

let cow:Animal = newAnimal("Chris", "cow", "red")
let cat:Animal = newAnimal("Chris", "cat", "black")
let pig:Animal = newAnimal("Chris", "pig", "pink")
let dog:Animal = newAnimal("Chris", "dog", "brown")
let chicken:Animal = newAnimal("Chris", "chicken", "yellow")
  
```

exit() x sing() + 10 sek Timer

Activity: @US

(for all
there)

let doMyCow: string = "Make Milk"

doSpecial Action

- doMyCow

let doMyCow: HTMLDocument = "no milk" + doMyCow

Class-Diagram Animal

name: String
food: String
sound: String
Animal: String

constructor

name: String
sound: String
animal: String

this.name = name;
this.sound = sound;
this.animal = animal;

constructor Action

name: String
animal: String
sound: String

sing

let onCallTime: HTML Element
let context: HTML Element

update singing with
this.animal, this.name &
this.sound

eat

food Amount

stockAmount = foodAmount

update Text

update

update Text after
10 sek

all Animals shown

show new
Animal

to MAIN