

# Old MacDonald's Heritage

Animal

Name: string

Food: string

FoodAmount: number

Sound: string

Constructor (Name, -Food,  
-FoodAmount, -Sound)

eat (): void

sing (): void()

Cow:

doSpecialActivity (): void

do SpecialActivity

give milk

Sheep

doSpecialActivity (): void

doSpecialActivity

give wool

Cat

doSpecialActivity (): void

doSpecialActivity

catch mice

The eat and sing methods are the  
same as in Log.1

Dog

doSpecialActivity (): void

Chicken

doSpecialActivity (): void

doSpecialActivity

watch over  
the sheep

doSpecialActivity

lay an egg

Name: string, -Food: string,  
-FoodAmount: number, -Sound: string

Animal Constructor

this.name = -name

this.food = -food

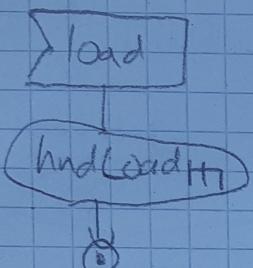
this.foodamount = -Foodamount

this.sound = -sound

## Main Program

```
let animals[]: Animal = []
```

```
install load listener on  
window
```



## hndlLoad

```
let cow: Cow = new Cow("Petra", "grass", 10, "moo");
let dog: Dog = new Dog("Max", "dogfood", 0.5, "woof");
let chicken: Chicken = new Chicken("Albert", "grains", 0.3, "baa");
let sheep: Sheep = new Sheep("Shaun", "hay", 2, "baah");
let cat: Cat = new Cat("Robert", "catfood", 0.5, "meow");
```

```
animals.push(cow);
animals.push(dog);
animals.push(chicken);
animals.push(sheep);
animals.push(cat);
```

[animal of animals]

```
animal.eat();
animal.sing();
animal.despecialActivity;
```