

05.1 - Klassen diagramme

Animal

species: string

name: string

food: string

sound: string

hasEaten: boolean

constructor(parameters)

public eat(): void

public sing(): void

Food

type: string

totalAmount: number

constructor(parameter)

public manageAmount(-eatenAmount: number): void

print(-eatenAmount: number): void

LOS.1 - Activity Diagram







