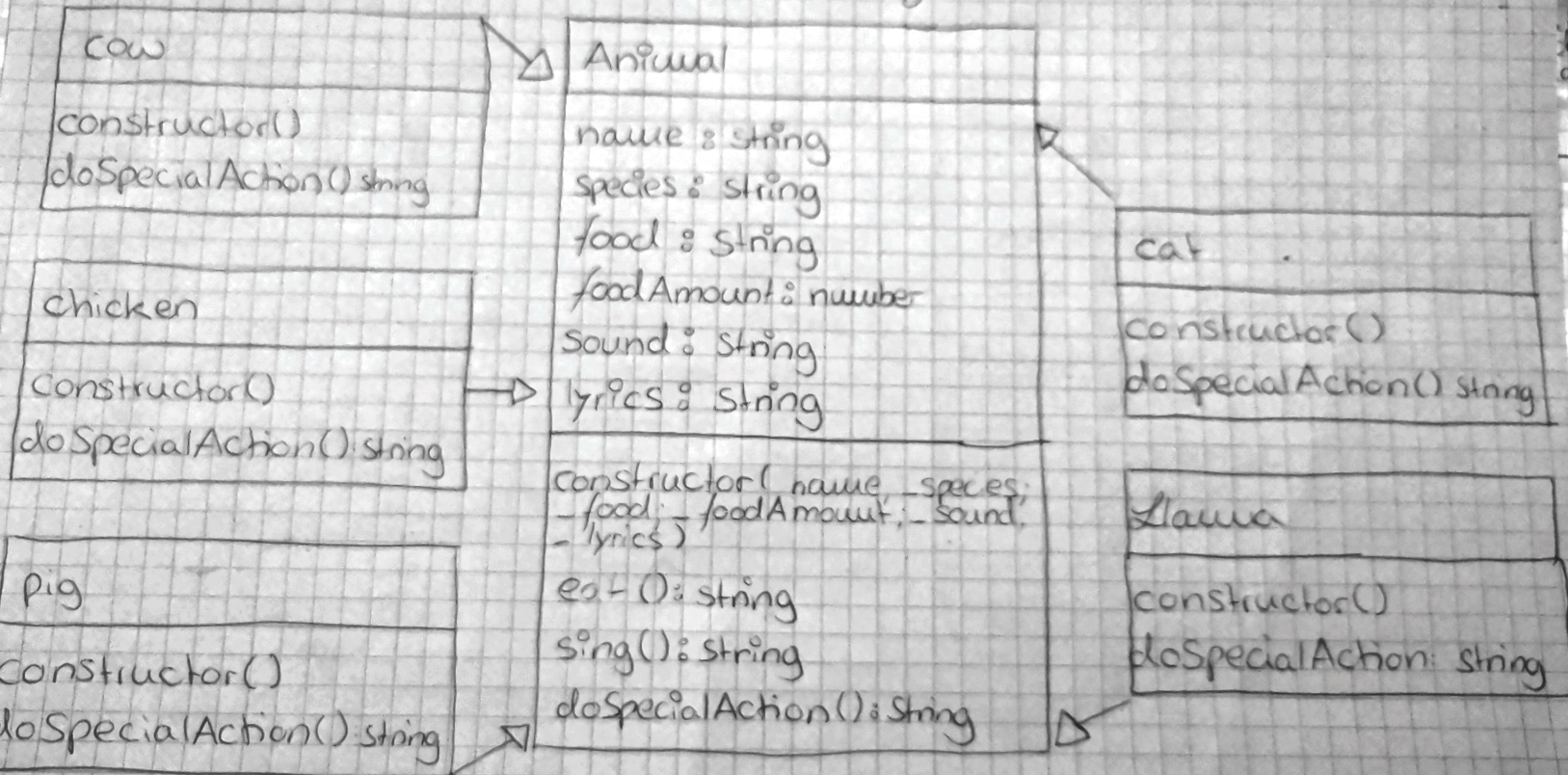


L10.1 Old Mac Donalds Heritage



Activity Diagram: Animal Superclass

constructor

- name: string
- species: string
- food: string
- foodAmount: number
- sound: string
- lyrics: string

initialize to parameters
variables



doSpecialThing

- doSpecialThing: string

do special action
for each animal



giveFeed
eat

- food: string
- foodAmount: number

get information of
food for each
animal

Subtract - food
Amount for each
Animal from
Stock

Set inner-HTML
to - species + "has
eaten" + - foodAmount



sing

- sound: string
- lyrics: string

get information of
each sound for
each animal

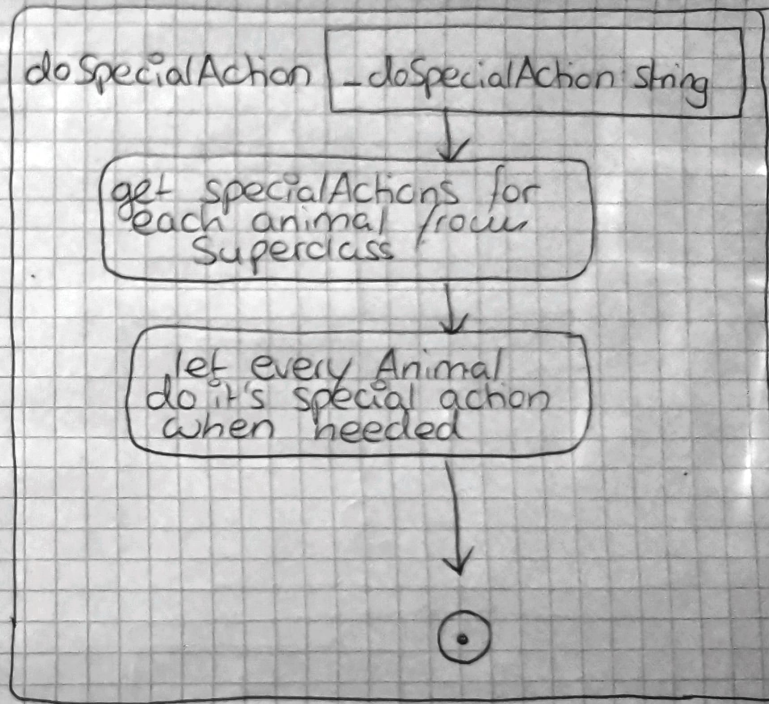
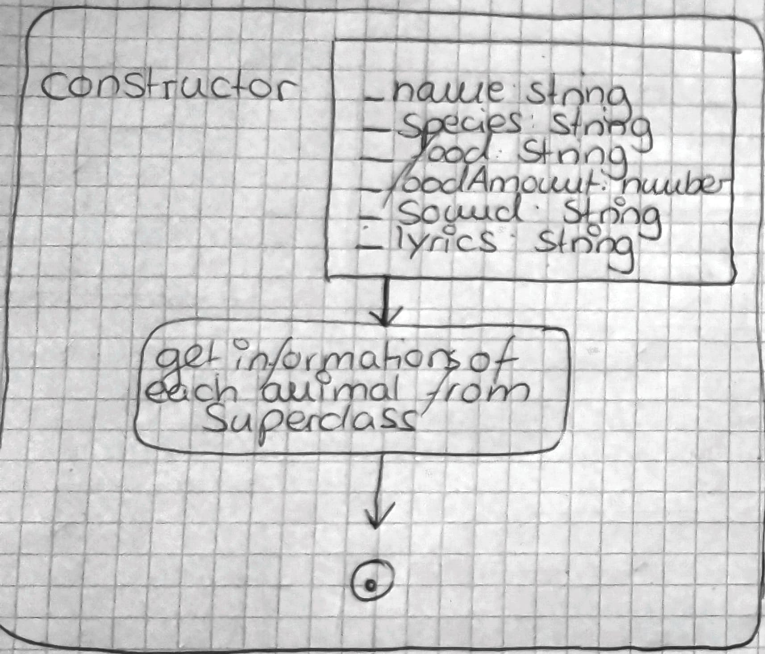
Click Event when
clicked * make
sound

when feeded
play - sound in
specified - lyrics

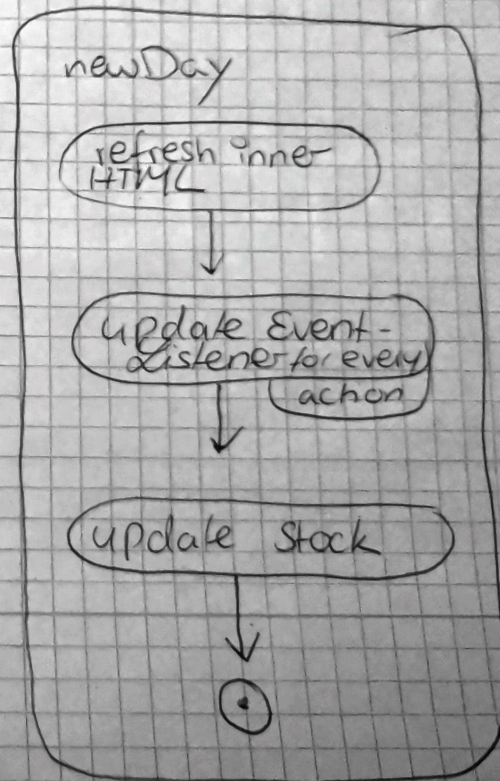
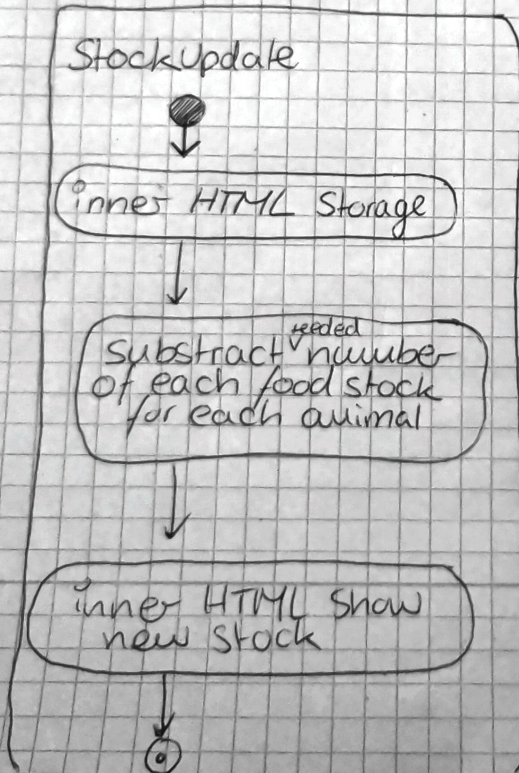
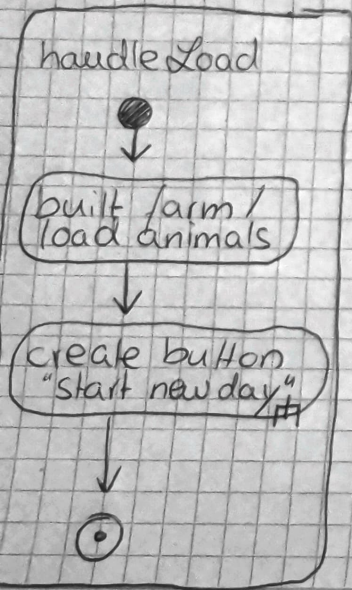
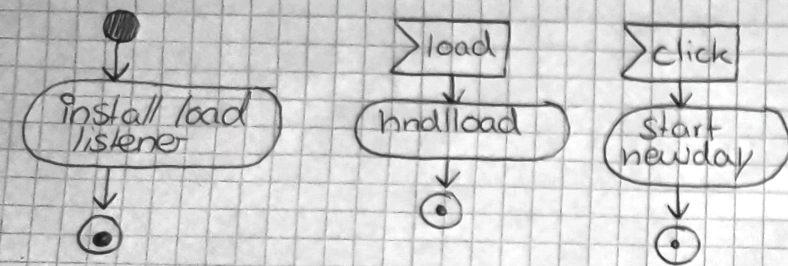
repeat for each
day / feed



Activity Diagram: Subclass (for each animal)



Activity Diagram: Main



Animal	Storage
class cow	grass
class chicken	breadCrumbs
class pig	vegetables
class cat	fish
class llama	oats