Class : Name / Eigenschaften / Aktivitäten

Old Mc Donald : Class Diagram 20.05.2023

CanvasRenderingContext

Farm

animals : Animal[]

food : FoodSupply = {

grass : 50,
oats : 50,
grains : 50,
bone : 50,
cereals : 50

constructor(Animal[])

checkFoodSupply()

simulateDay()

Animals

type : string
positionX : number
positionY : number
sizeX : number
sizeY : number
color : string
name : string
food : string
foodAmount : number
sound : string

constructor(allParams)

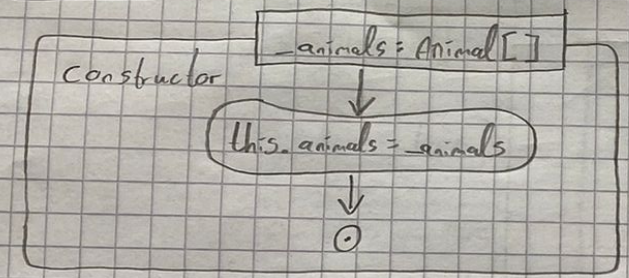
sing() → async

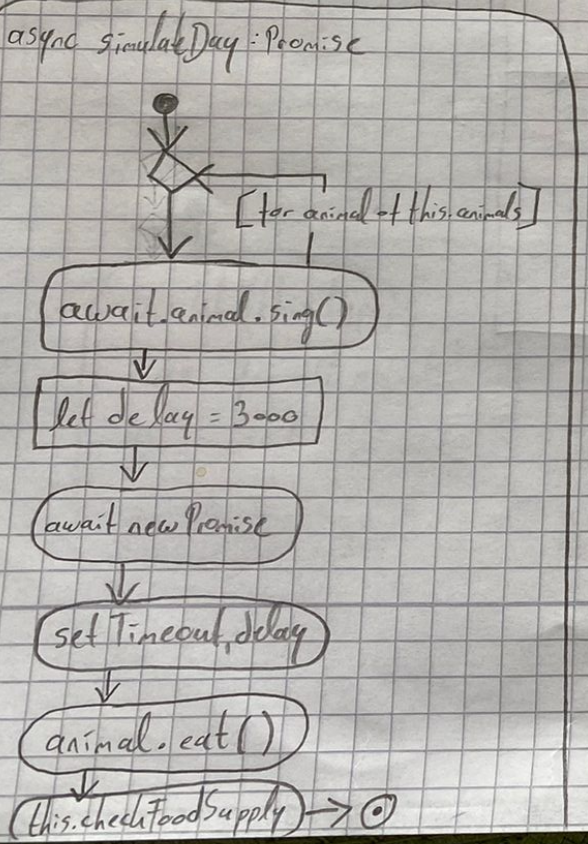
eat()

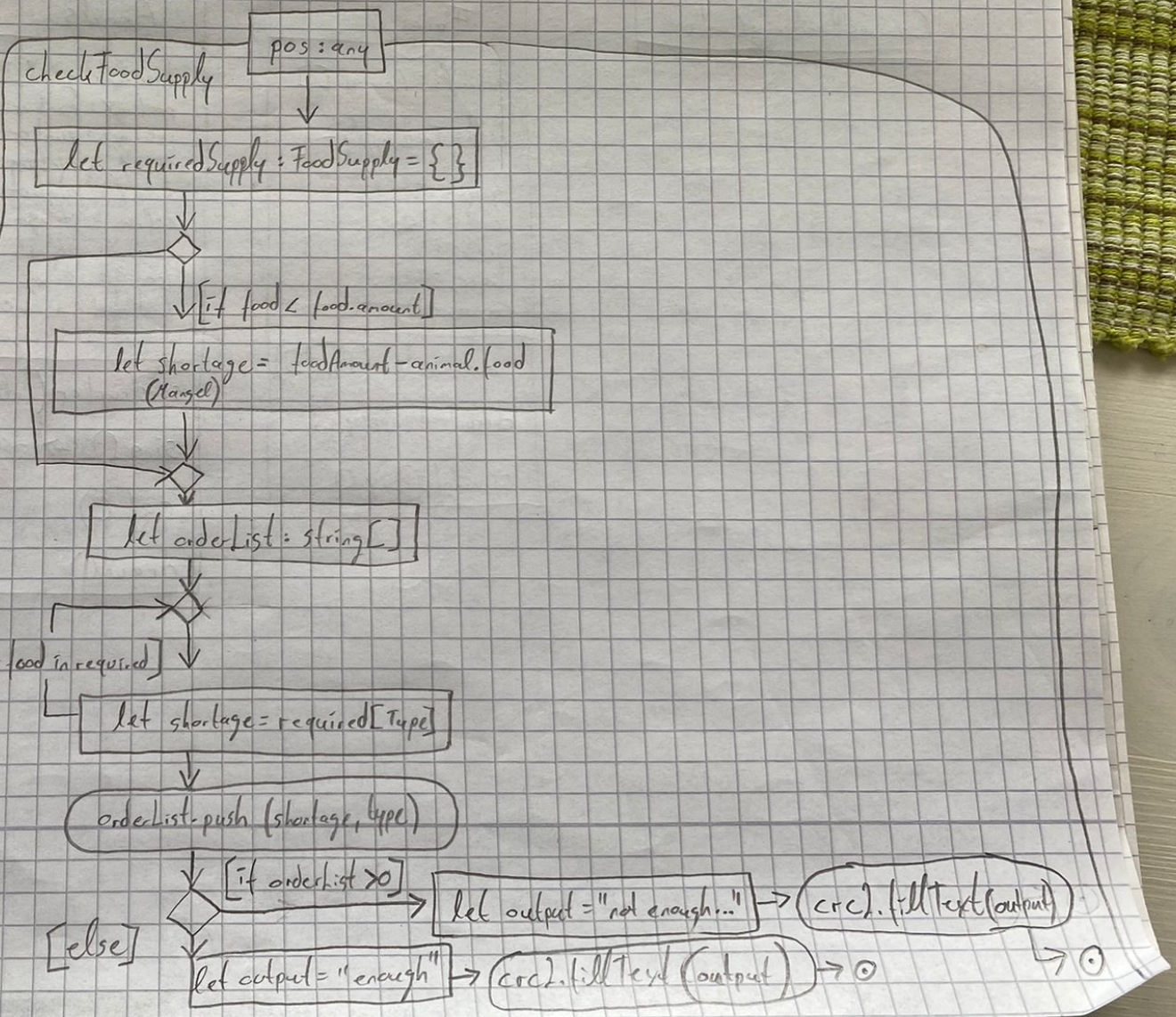
draw()

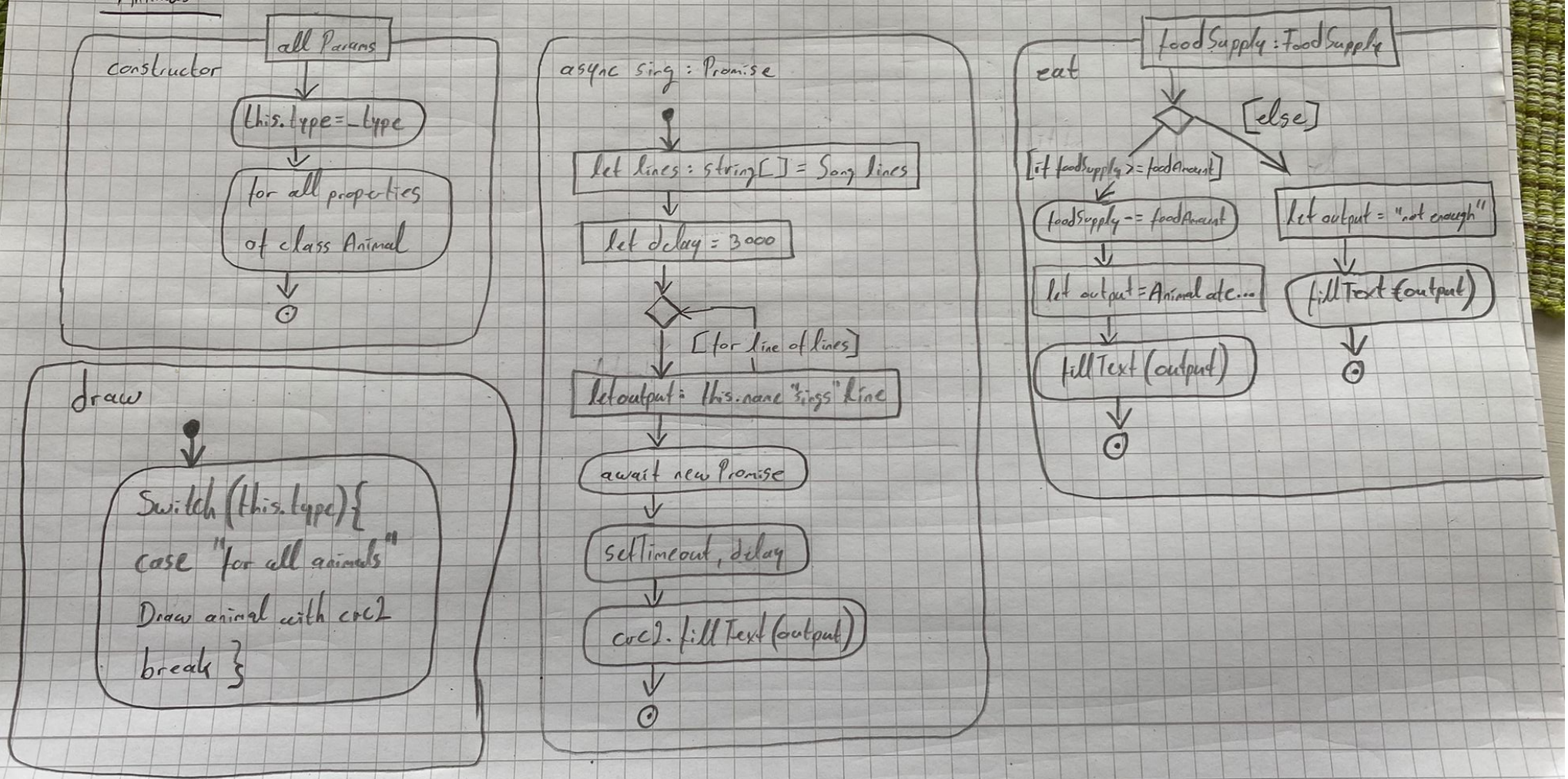
Old McDonald : Activity Diagram 20.05.2023

Farm







Old McDonald: Activity Diagramm 20.05.2023

Animals