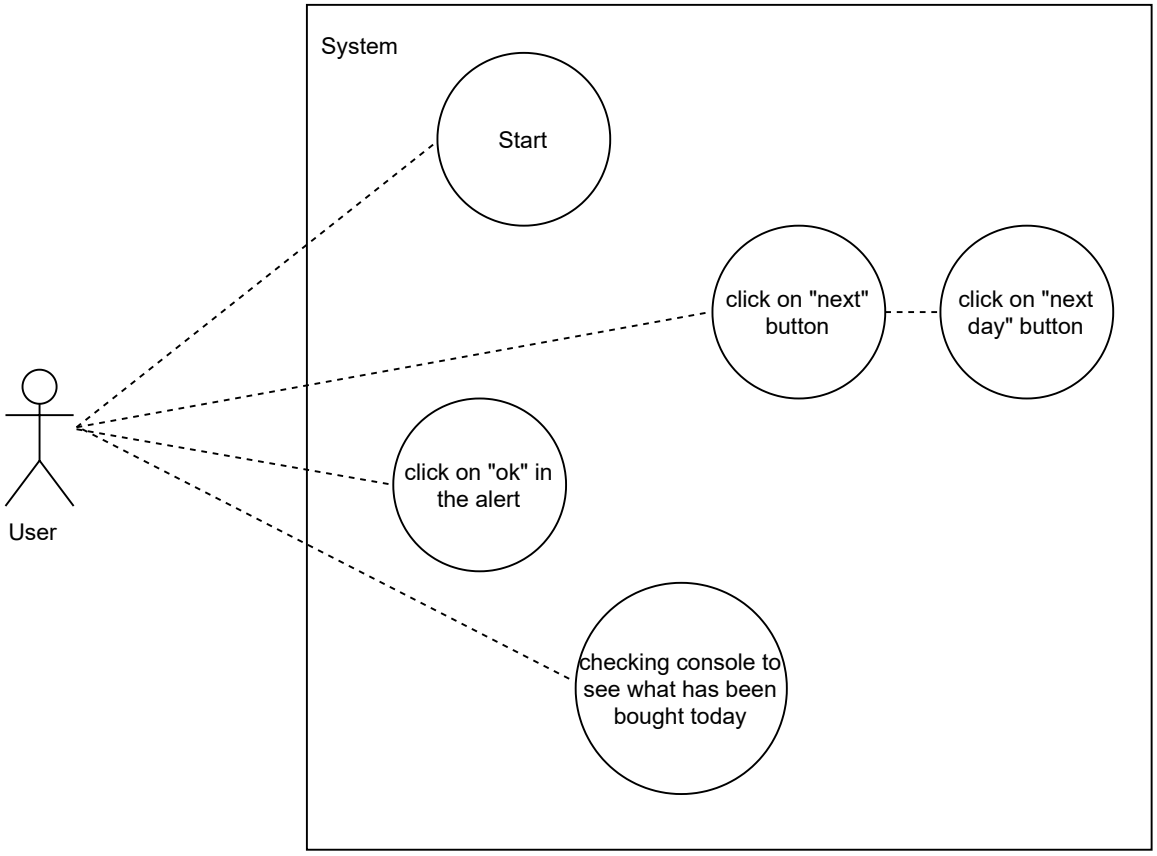
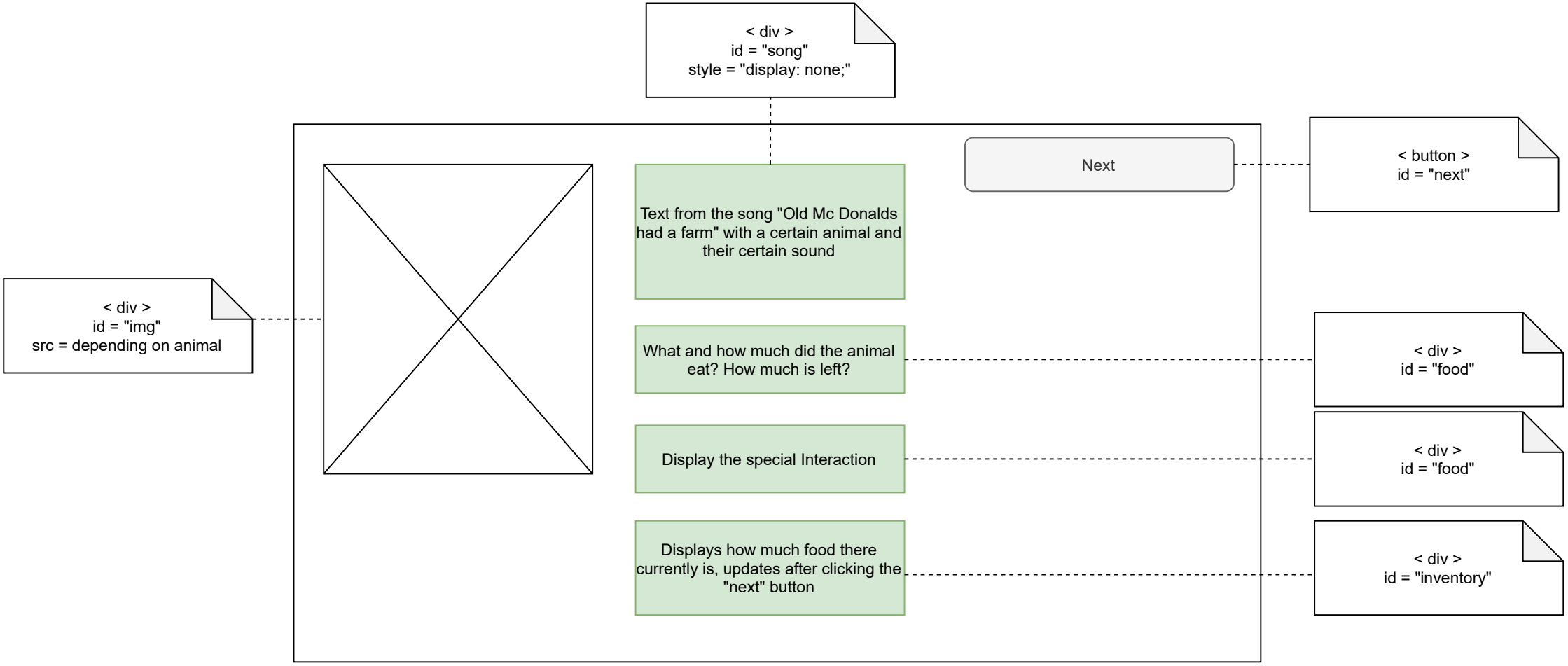
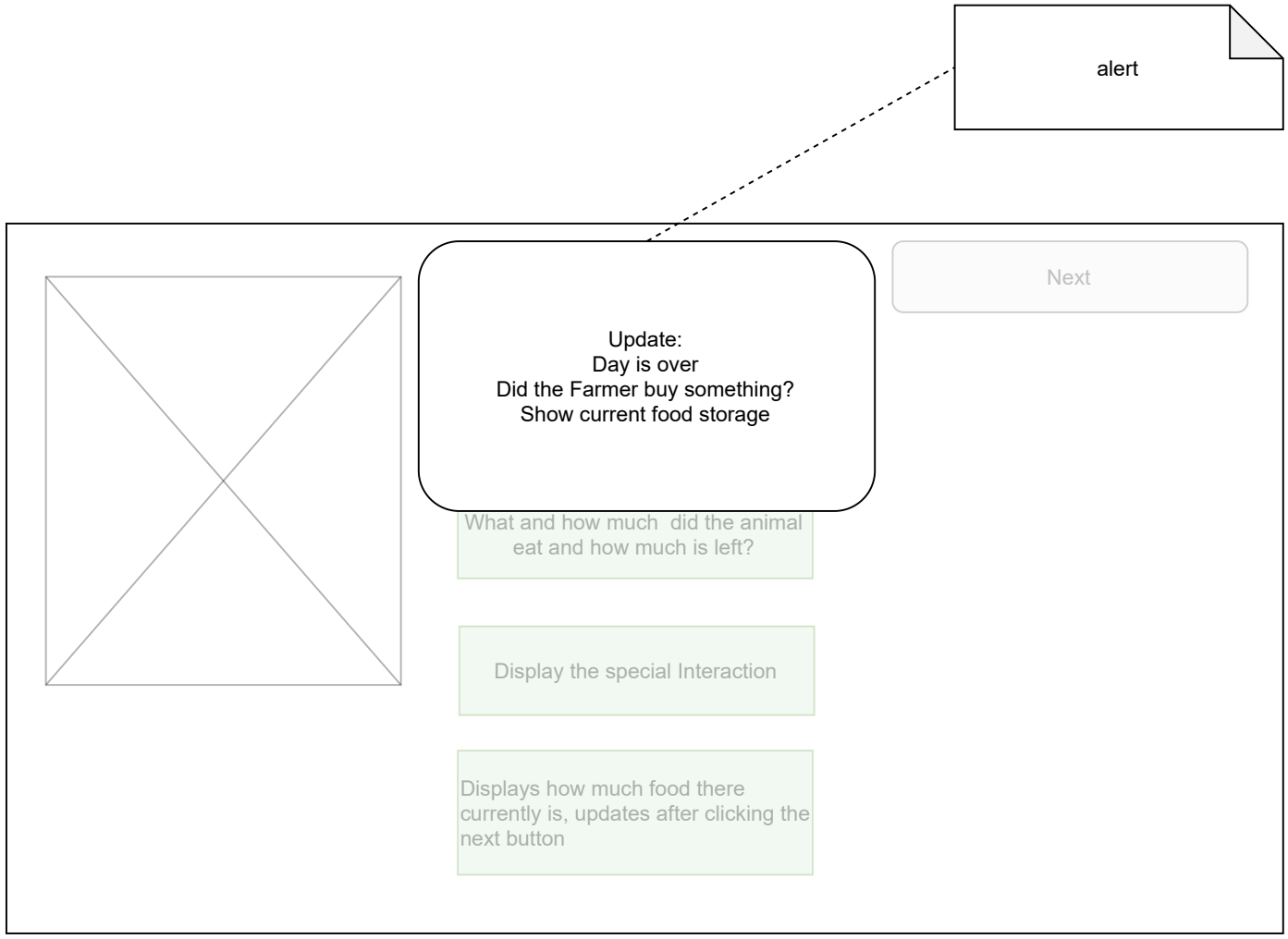
Use-Case Diagramm



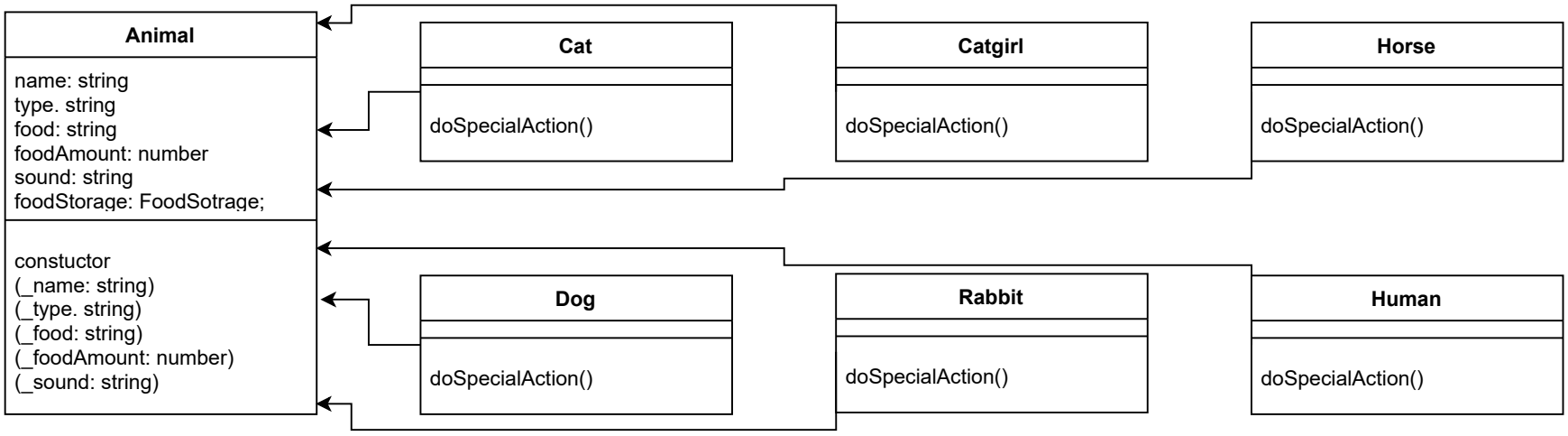
User Interface Diagramm



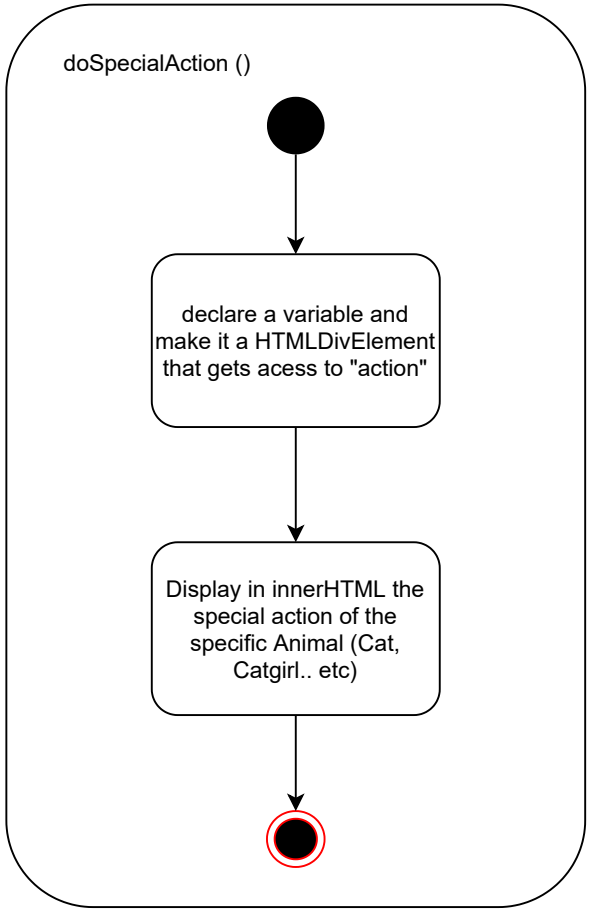
User Interface Diagramm (with alert)

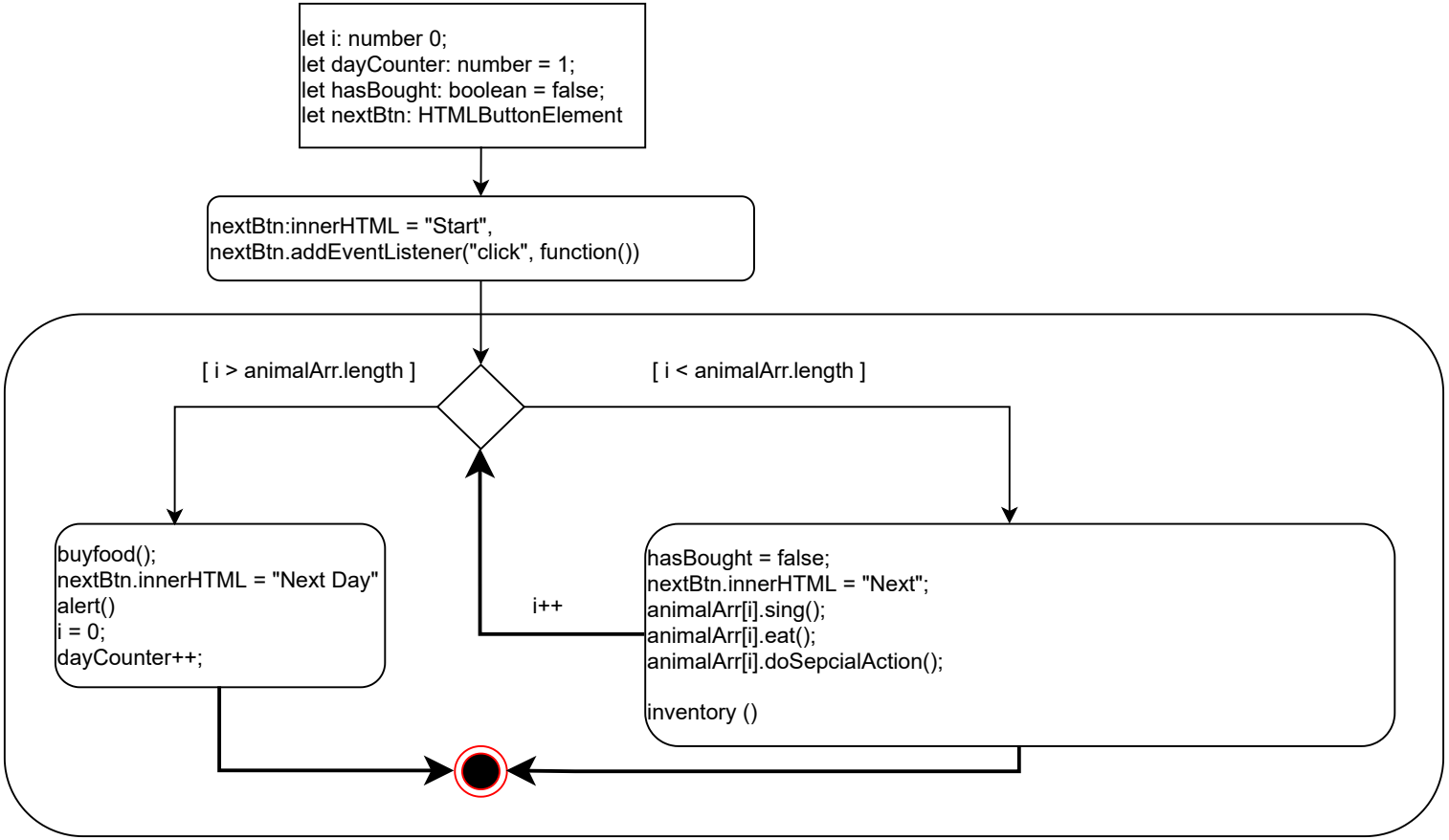


Class Diagramm



Activity Diagram updated from L08 - OldMcDonald




```
makeAnimals()
animalArr.push(new Cat ("Bella", "cat", "meat", 2, "meow", foodStorage));
animalArr.push(new Dog ("Niko", "dog", "meat", 3, "niko-niko-nii", foodStorage));
animalArr.push(new Catgirl ("Shiro", "catgirt", "sweets", 10, "nya~", foodStorage));
animalArr.push(new Rabbit ("Pfote", "rabbit", "carrot", 3, "nom-nom", foodStorage));
animalArr.push(new Horse ("Daily", "horse", "weed", 5, "wheeeaaa", foodStorage));
animalArr.push(new Human ("Eva", "human", "sushi", 5, "omae wa mo shindeiru", foodStorage));
```