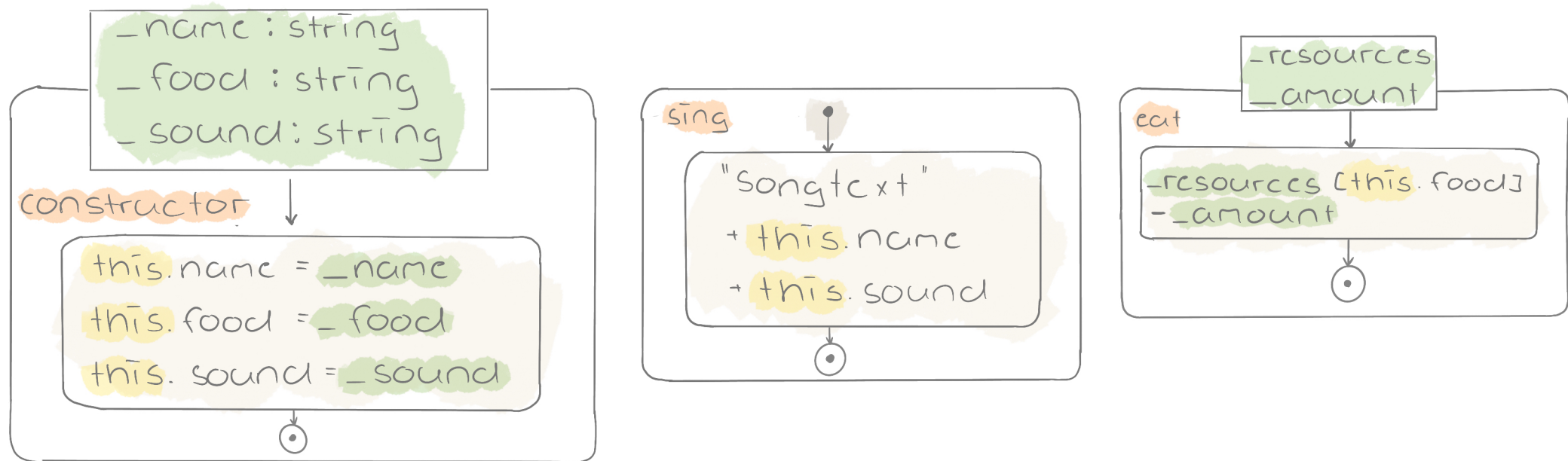
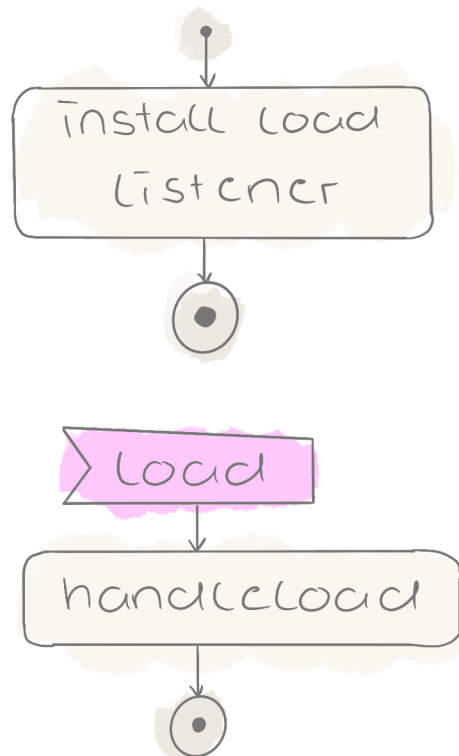


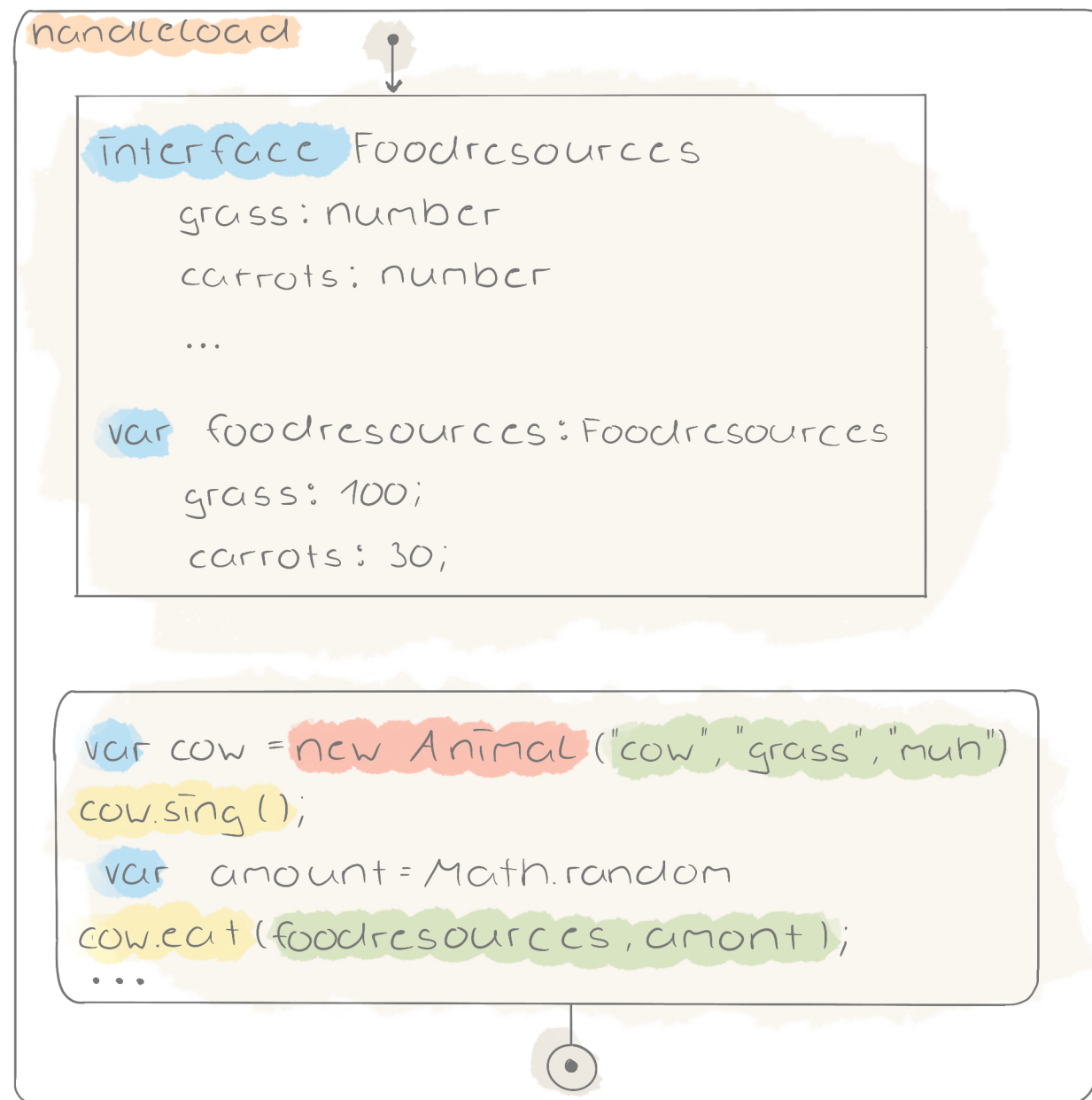
EIA2_09_Classes_AD



Klasse



Haupt-
programm



EIA 2_09_Classes - Classdiag

Animal

name: string

food: string

sound: string

constructor (_name: string,
 _food: string
 _sound: string)

sing()

eat (amount: number, _ressources: Foodresources)

= Interface mit:

grass: number

carrots: number

...