

Classes

Animal	
name	: string
species	: string
feed	: Feed
amountfeed	: number
sound	: string
constructor (-name: string, species: string, feed: Feed, amountfeed: number, -sound: string)	
sing(): void	
eat(): void	



Feed	
name	: string
amount	: number
maxamount	: number
minamount	: number = 0
constructor (-name: string, -amount: number, -maxamount: number, -minamount: number)	
reducefeed (-amount: number, -amountfeed: number) { this.amount = -amount - amountfeed } refillSilo (-amount: number, -maxamount: number) { if (-amount >= -maxamount) { console.log("Silo is full") } else { -amount + 1 } } 	