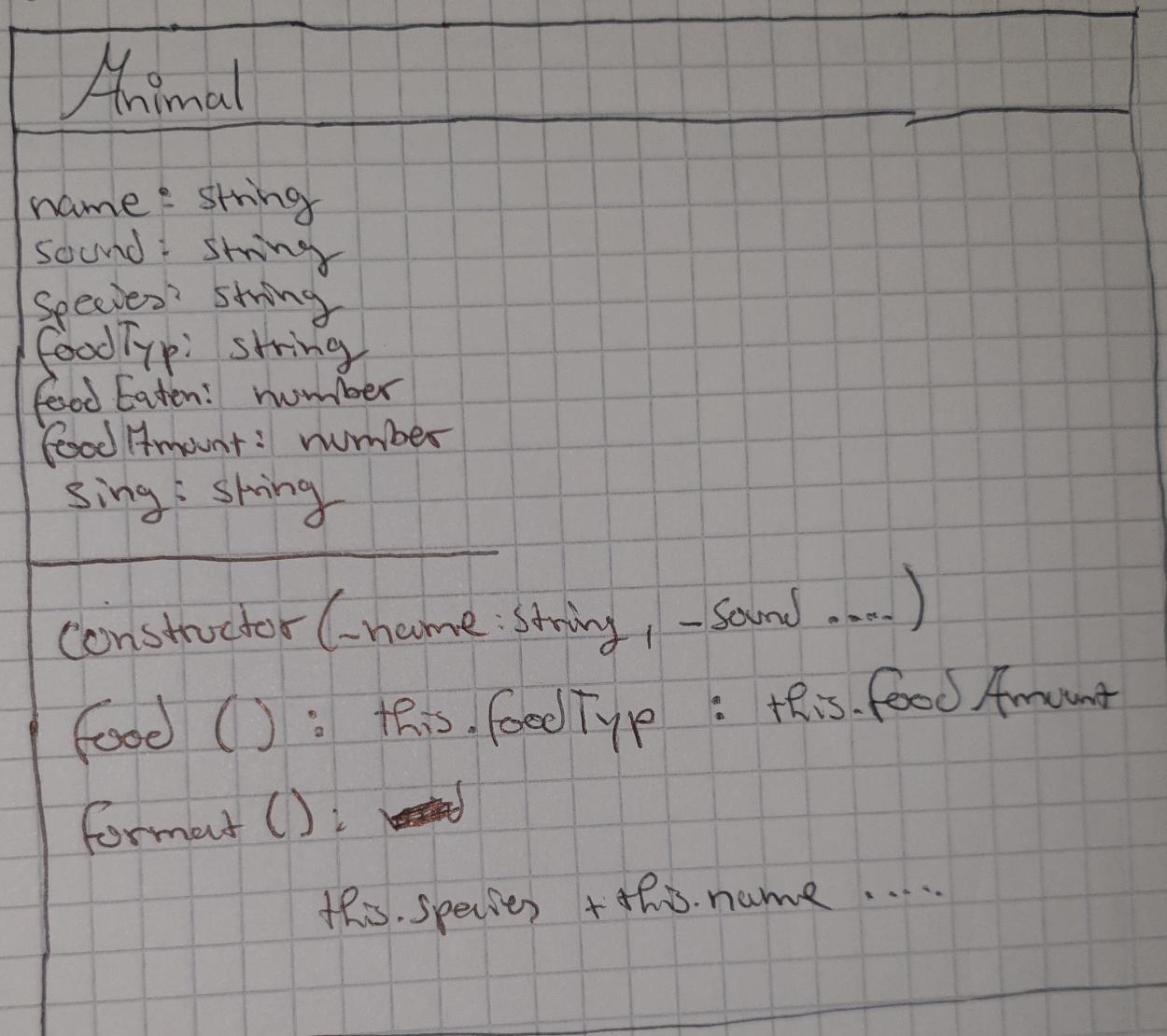
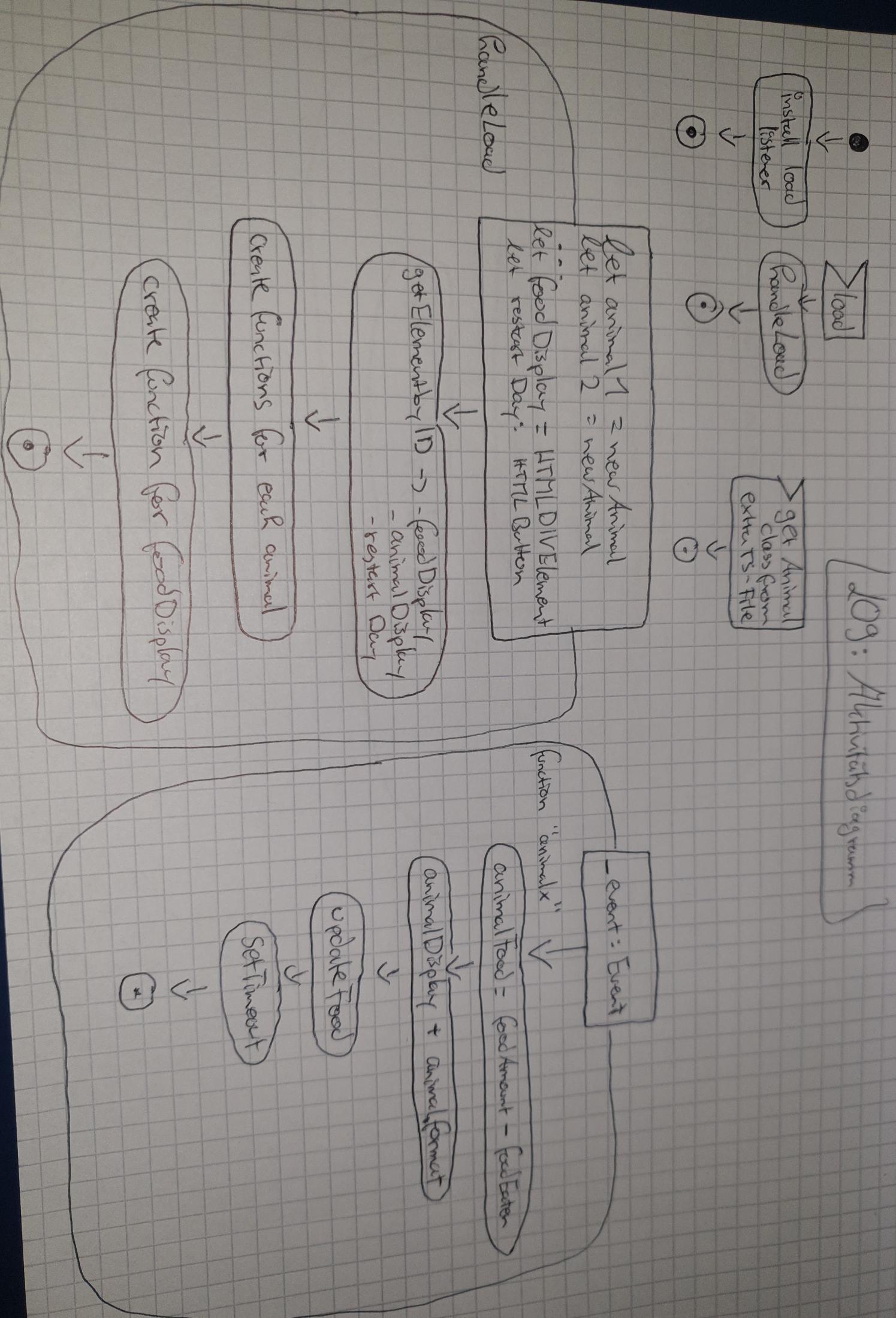


LOG - Old McDonald

Klassendiagramm: (Extra TS-Datei → export class)



Log: Aktivitätsdiagramm



-event: Event

function updateFood

FoodDisplay = animal1.food + animal2.food ...

(animalX.food)Amount ≤ 0

Alert: Foodempty!