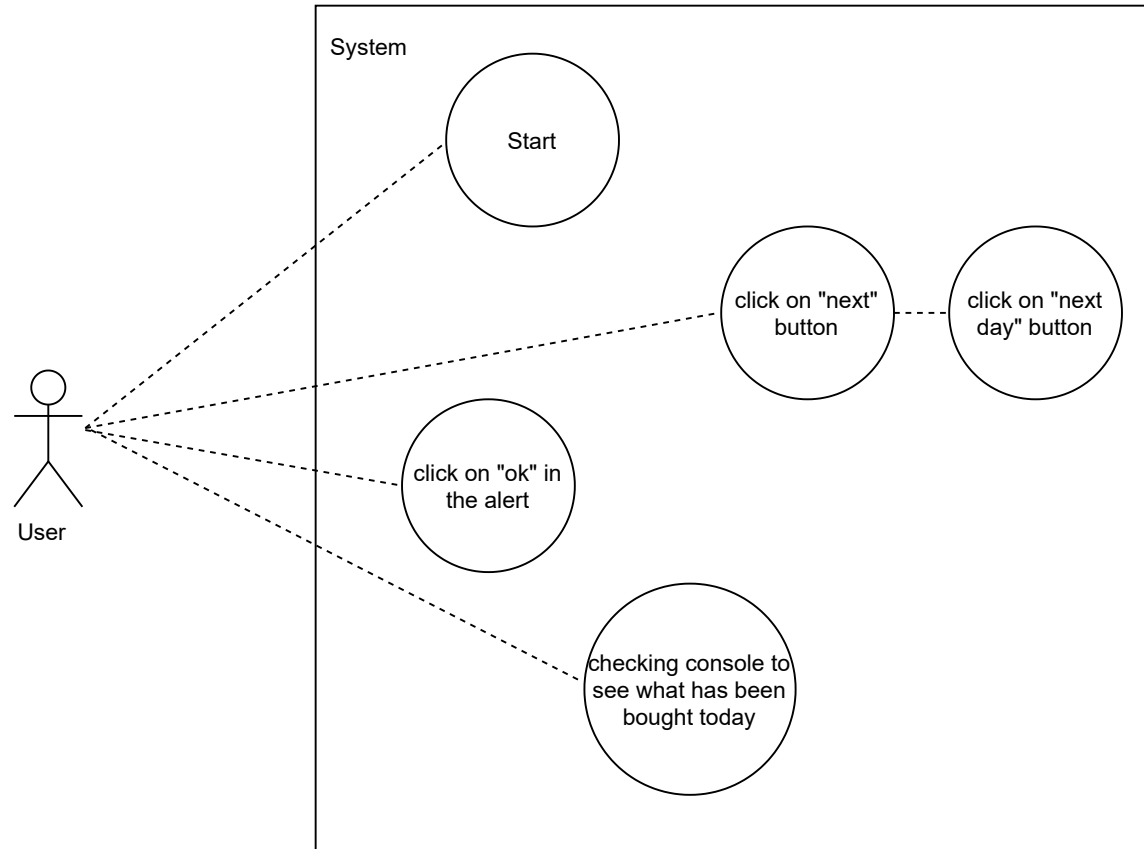
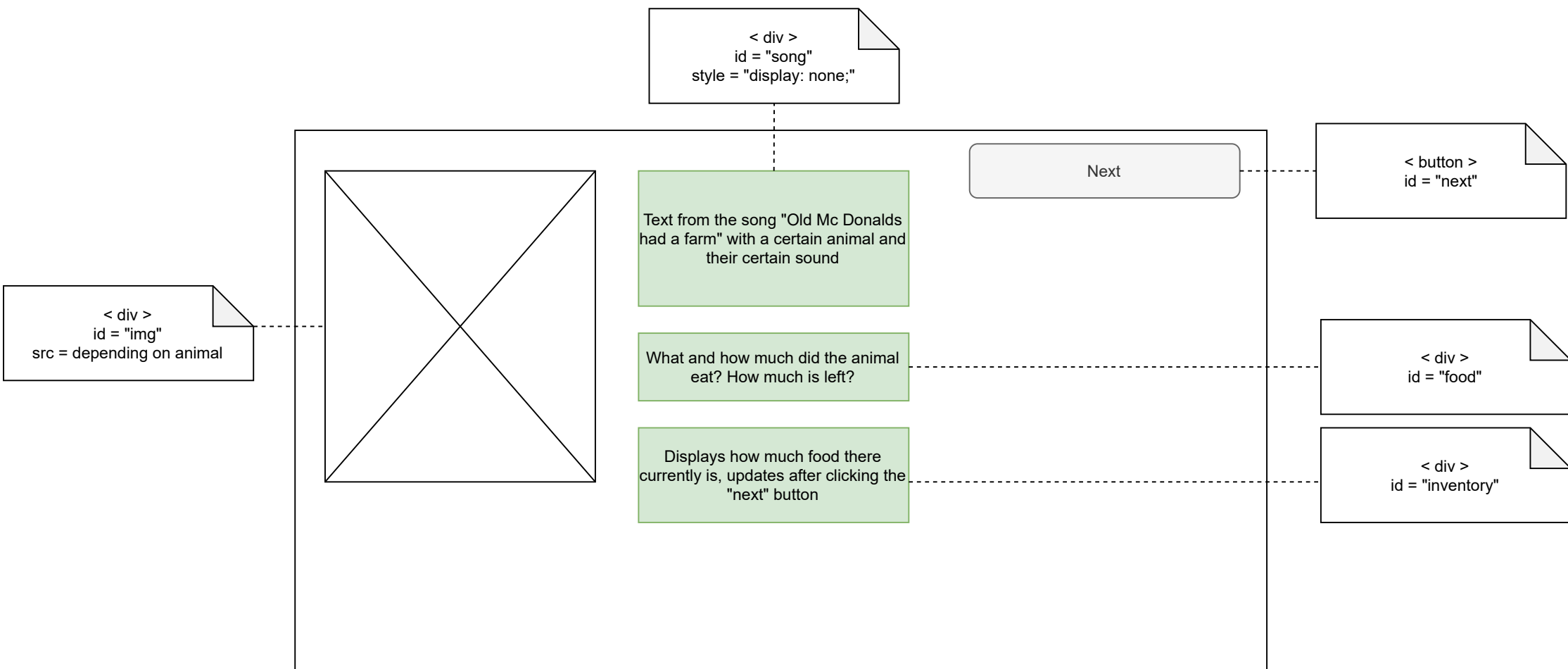


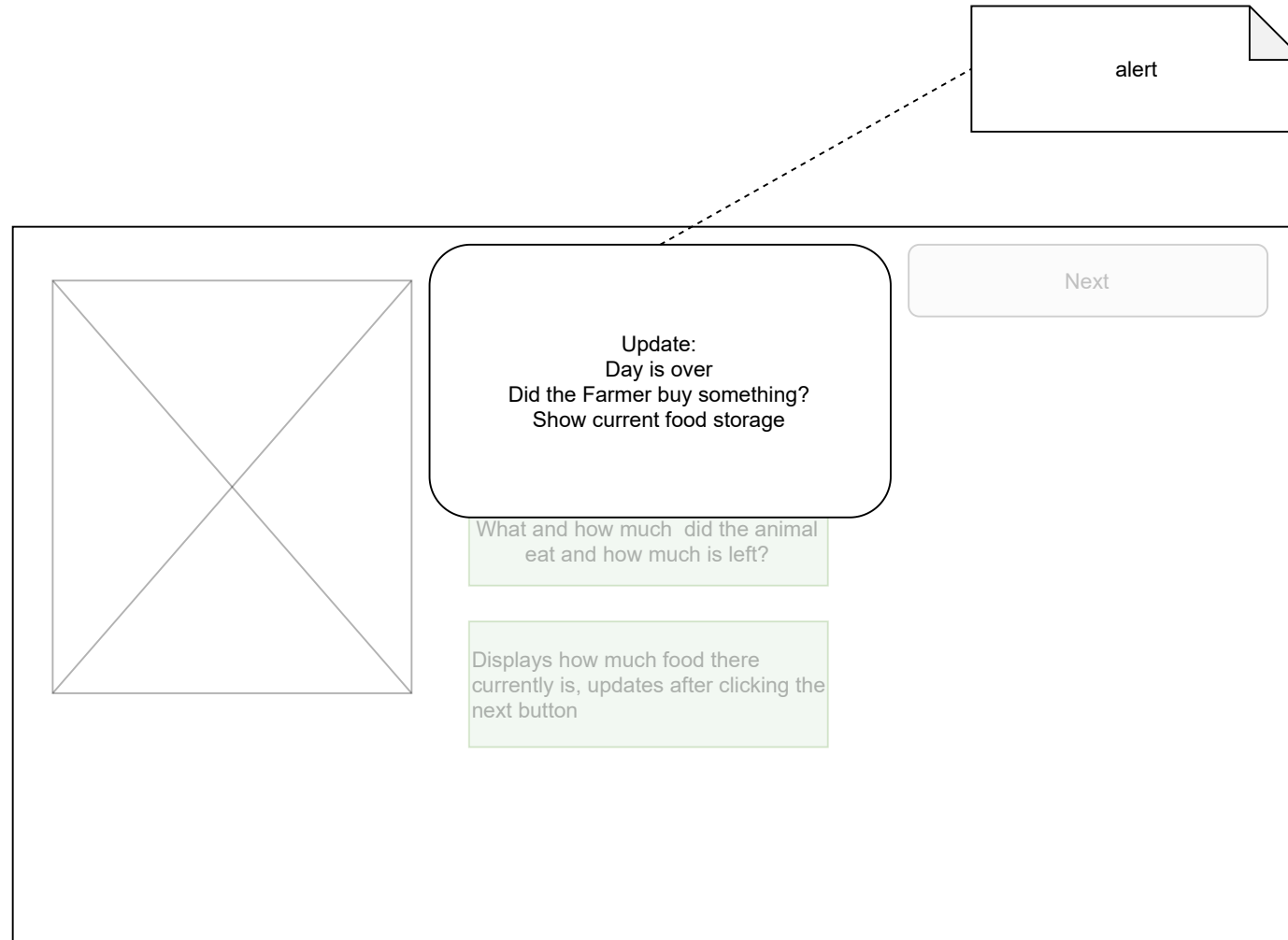
Use-Case Diagramm



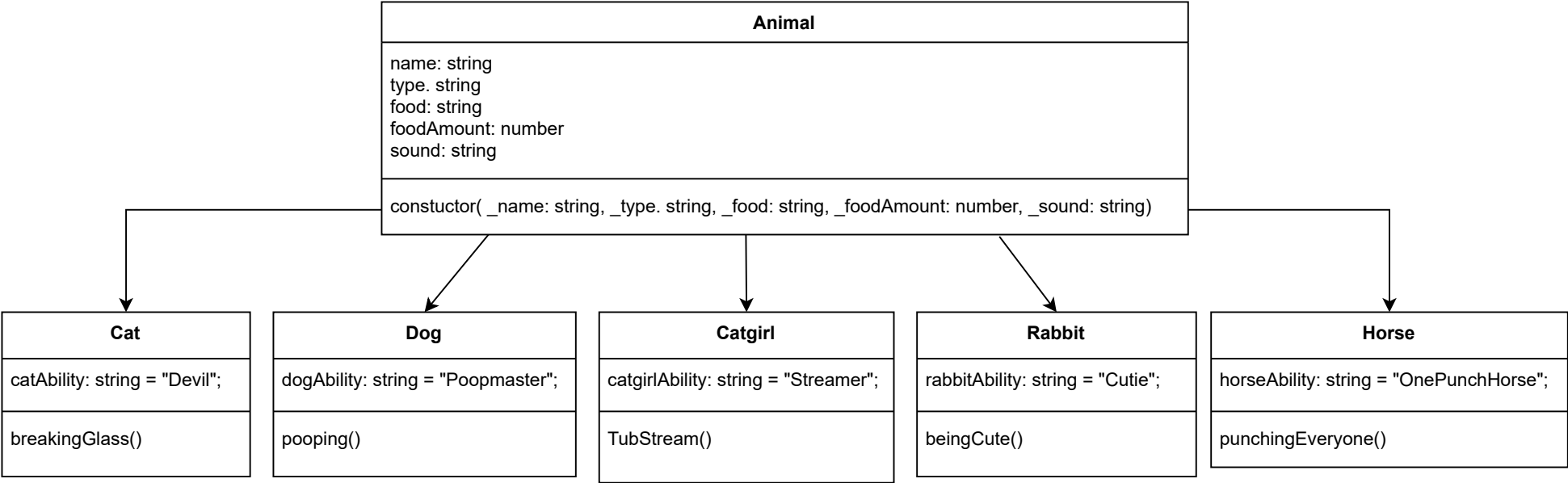
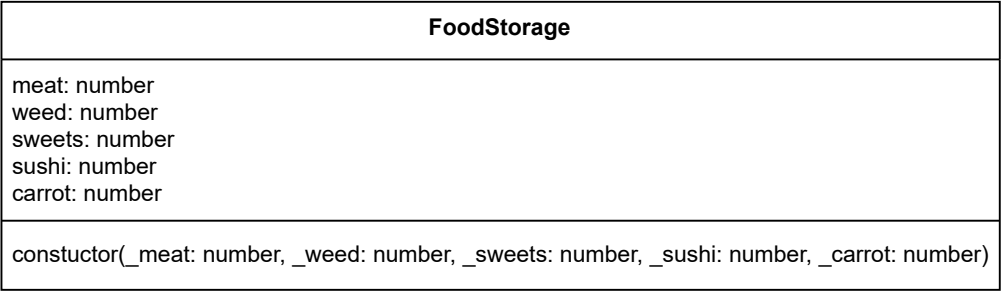
User Interface Diagram



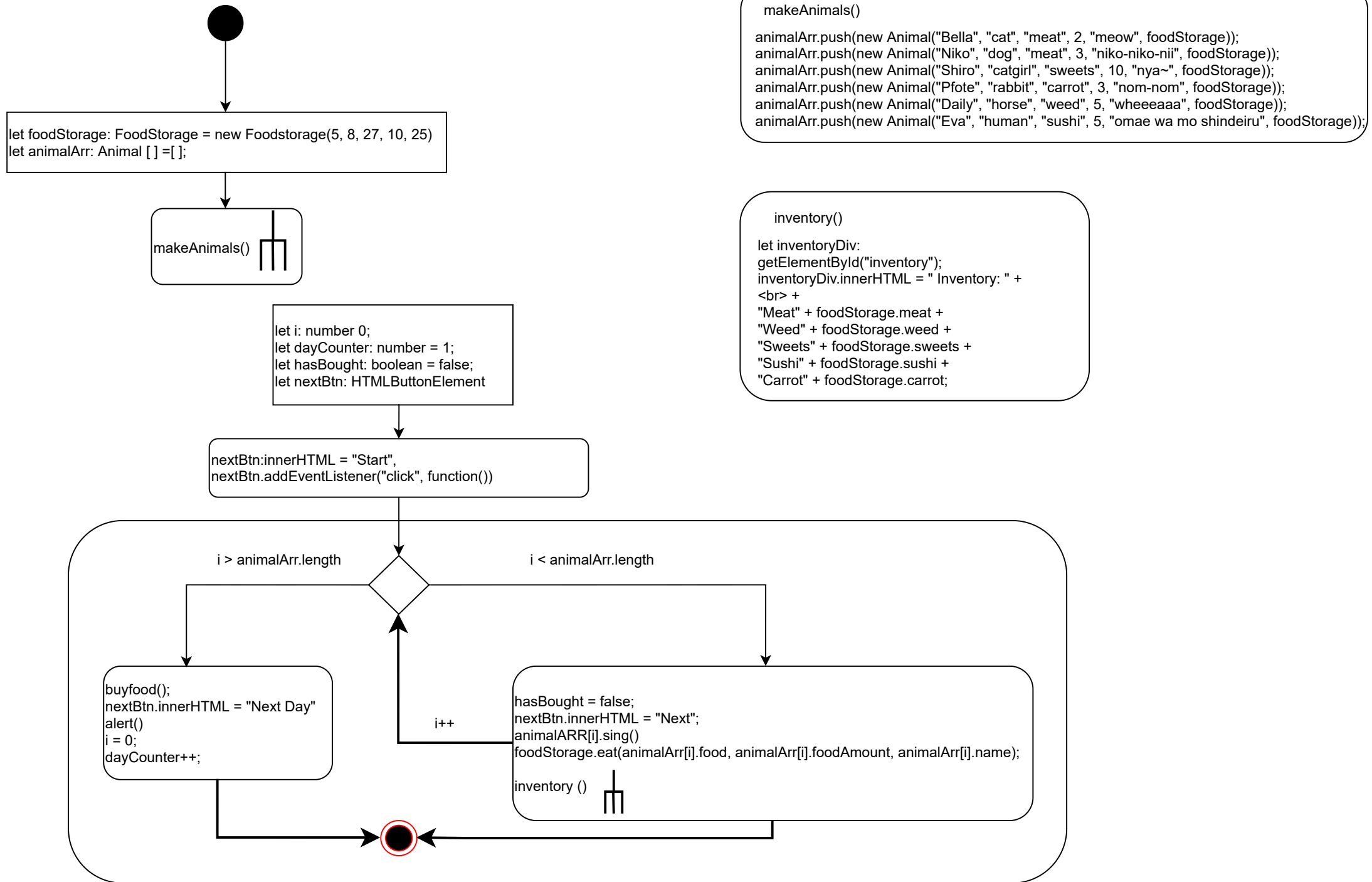
User Interface Diagramm (with alert)



Class Diagramm



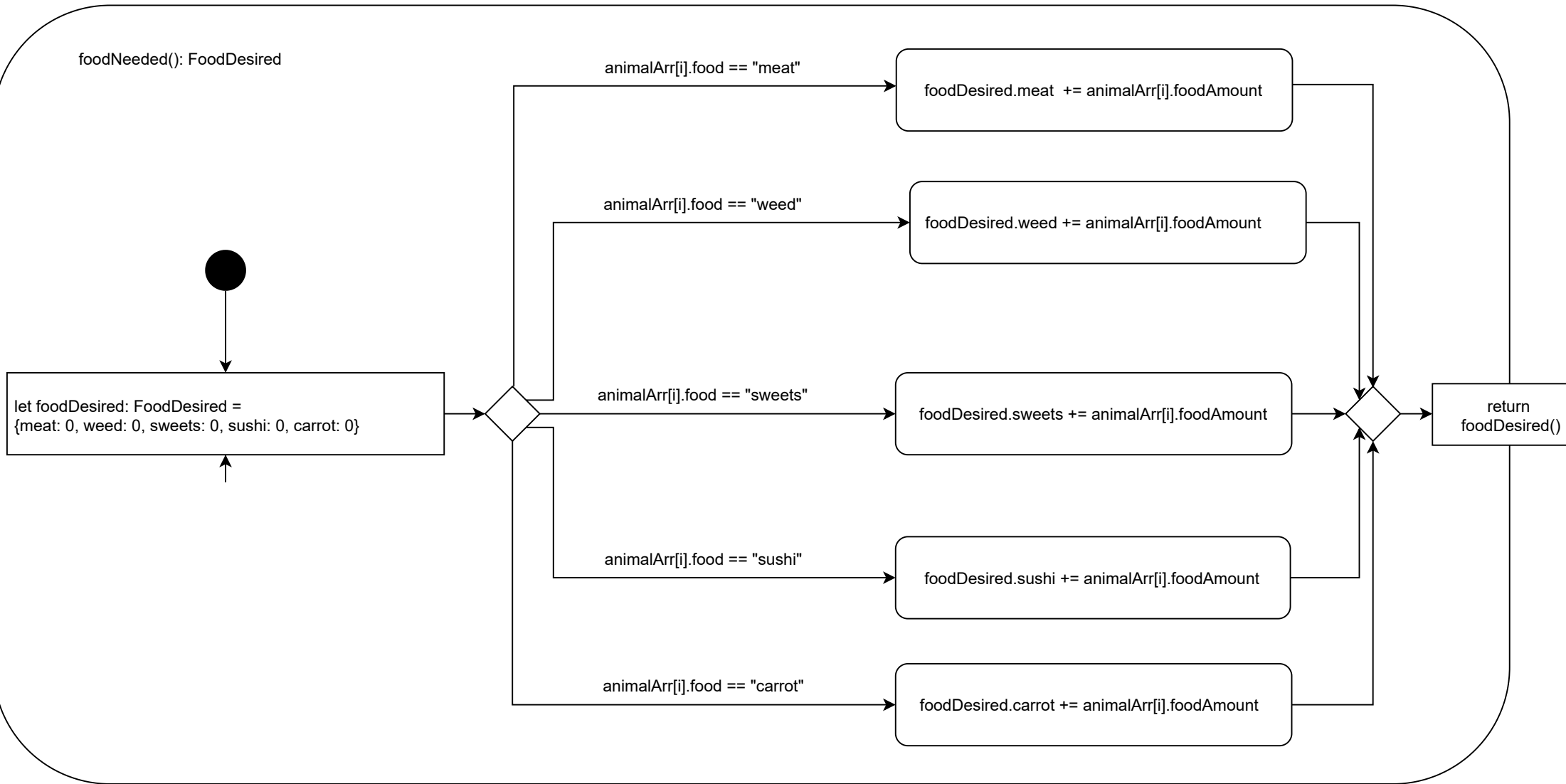
Activity Diagram



**<< interface >>
FoodDesired**

meat: number
weed: number
sweets: number
sushi: number
carrot: number

foodNeeded(): FoodDesired



buyFood()

