

Animal

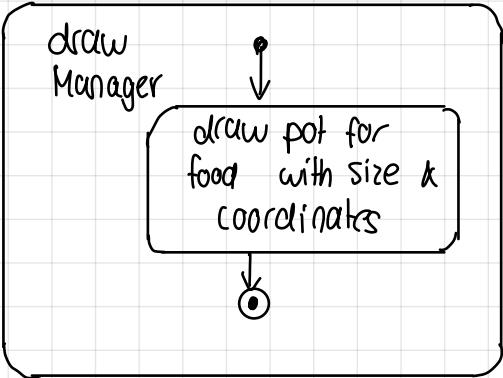
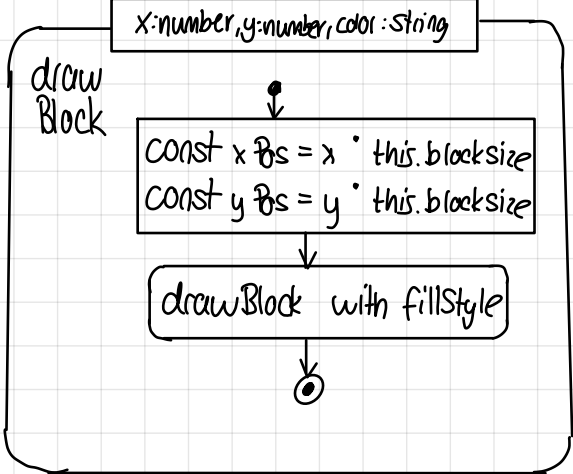
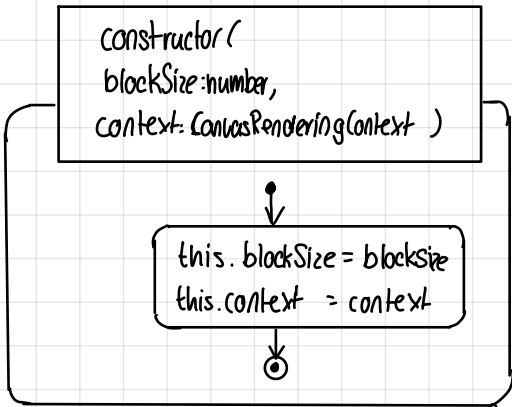
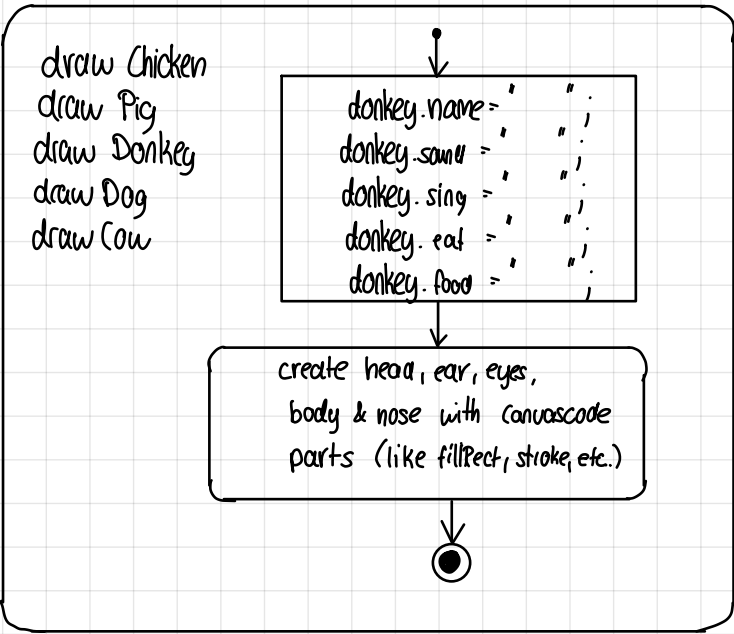
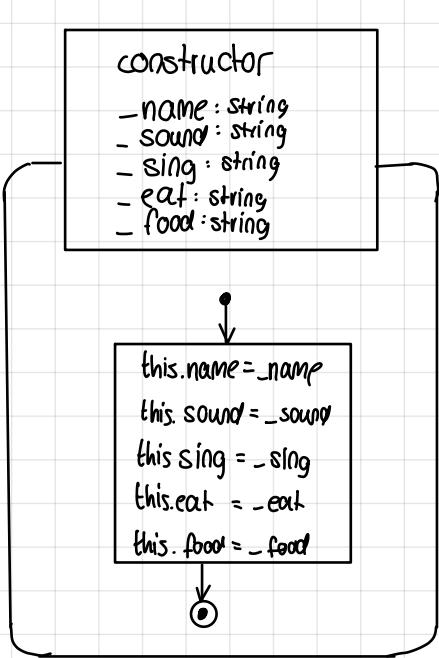
name : string
sound : string
sing : string
eat : string
food : number

constructor (

_name : string
_sound : string
_sing : string
_eat : string
_food : string)

this.name = _name
this.sound = _sound
this.sing = _sing
this.eat = _eat
this.food = _food

drawDonkey()
drawCow()
drawChicken()
drawDog()
drawPig()



Food

blockSize: number
context: CanvasRenderingContext2D

constructor (

blockSize: number,

context: CanvasRenderingContext2D

this.blockSize = blockSize

drawBlock()
drawManager()
drawFood()
eat(_animal: Animal)
clearCanvas()

