Farm: Use-Case-Diagram & User Interface 14/15 ch2> aid = day System Old MacDonalds Farm animal sins animal <h2> User Start Simulation ANIMAL : Cow Martha - Heclivy Next Day SONG I calius Old MacDonald had a farm. Cow Martha eats ... (h2>9 STOCK: Old MacDonald has ... kg grass left Ch2 A Old MacDonald has hy meat left < P> next day (btn) id=nextday Talick

Farm: Activity Diagram Fam load > click hollbad . counter: number = 0; clicklistener for let Stock Amount stock [] farm Day hdi Load let maxGrass: number = 100; next Day farm Day (); tet max Meat : number = 20; let max Cambost number = 90 Fill Amount let max Grains: wunder = 20; fill Amount farm Day let cow Animal=new Animal ("Benita", "cow", "moo"); Stock Amount + Max Grass StockAmount + Max Meat (reate variables for every single animal with their charaterisks Stock Amount + Max Combost Stock Amount + max Grains method sing() and eat() for each animal with setlimeout

Animal name: string; bread: string; sound: string; food: number; constructor (: name : string , breed : string , _ sound : string , _ food : number) sing(): void; eat(): void;





