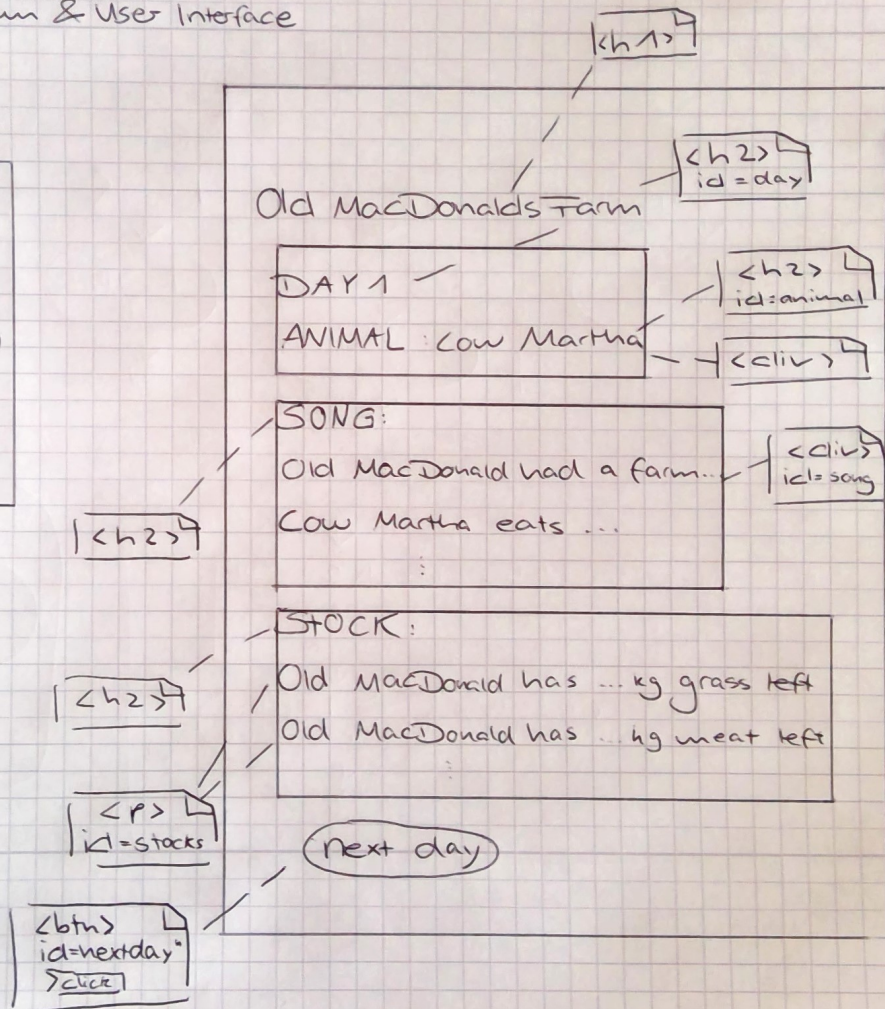
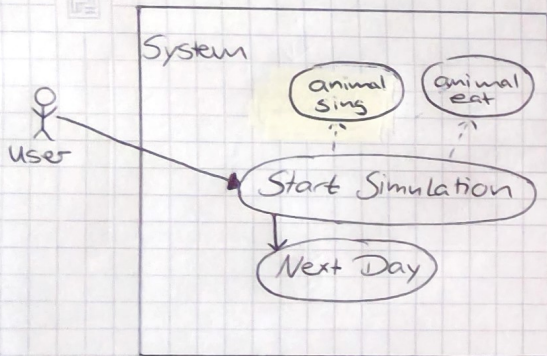
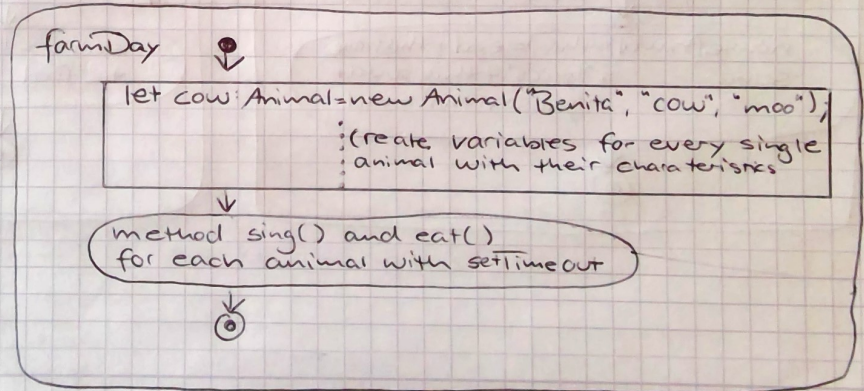
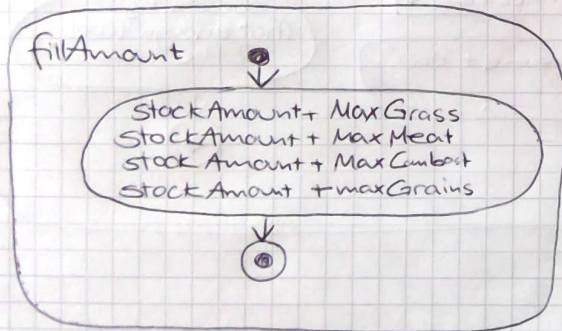
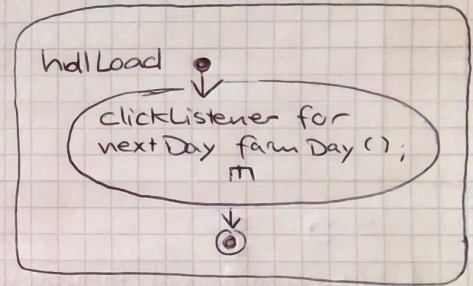
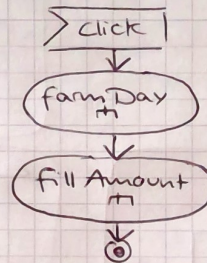
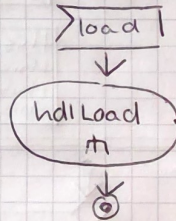
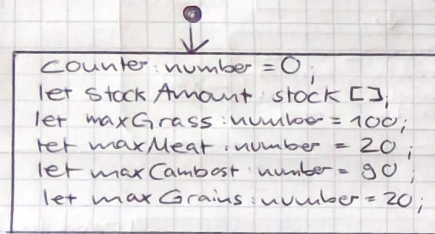


Farm: Use-Case Diagram & User Interface



Farm: Activity Diagram

Farm



Animal

```
name: string;  
breed: string;  
sound: string;  
food: number;
```

```
constructor(-name: string, -breed: string,  
            -sound: string, -food: number)
```

```
sing(): void;
```

```
eat(): void;
```

Animal

Constructor

```
- name: string;  
- breed: string;  
- sound: string;  
- food: number;
```

```
this.name = _name;  
this.breed = _breed;  
this.sound = _sound;  
this.food = _food;
```

Sing

```
Let nameAnimal: HTMLElement  
Let song: HTMLAudioElement
```

```
nameAnimal = this.breed + this.name  
song = "lyrics" + this.sound +  
"lyrics" + this.breed
```

eat

```
[this.food <= stockAmount]
```

```
Let eating: HTMLElement
```

```
eating = this.name + "eats"  
+ _food
```

```
[this.food > stockAmount]
```

```
console.log  
("not enough food  
for the animal")
```


alt

Animal

Constructor

```
-name: string;  
-breed: string;  
-sound: string;  
-food: number;
```



```
this.name = -name;  
this.breed = -breed;  
this.sound = -sound;  
this.food = -food;
```



sing



```
let nameanimal: HTML Element  
let song: HTML Element
```



```
nameanimal = this.breed + this.name  
song = "lyrics" + this.sound + "lyrics"  
+ this.breed
```



eat



[this food > Stock Amount]



[this.food
≤ Stock Amount]



```
let eating: HTML Element  
eating = this.name  
+ "eats" + -food
```

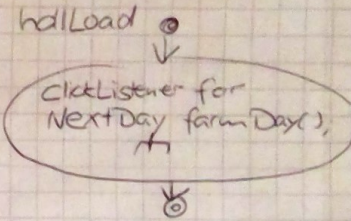
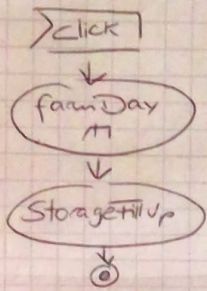
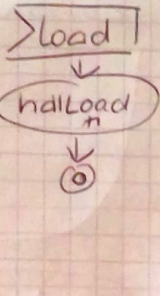
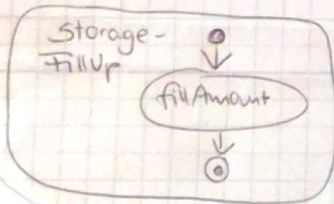
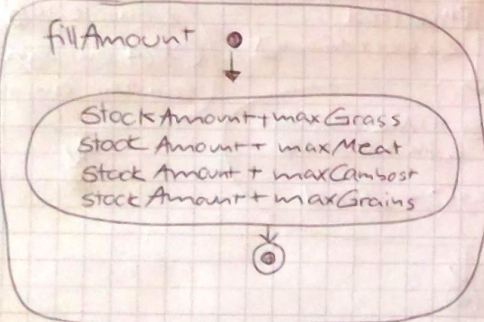
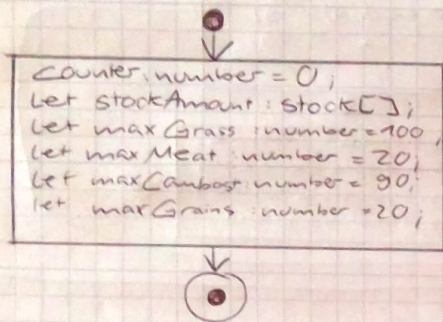


Console.log
("Not enough food
for the animal")



alt

Farm



farmDay

