

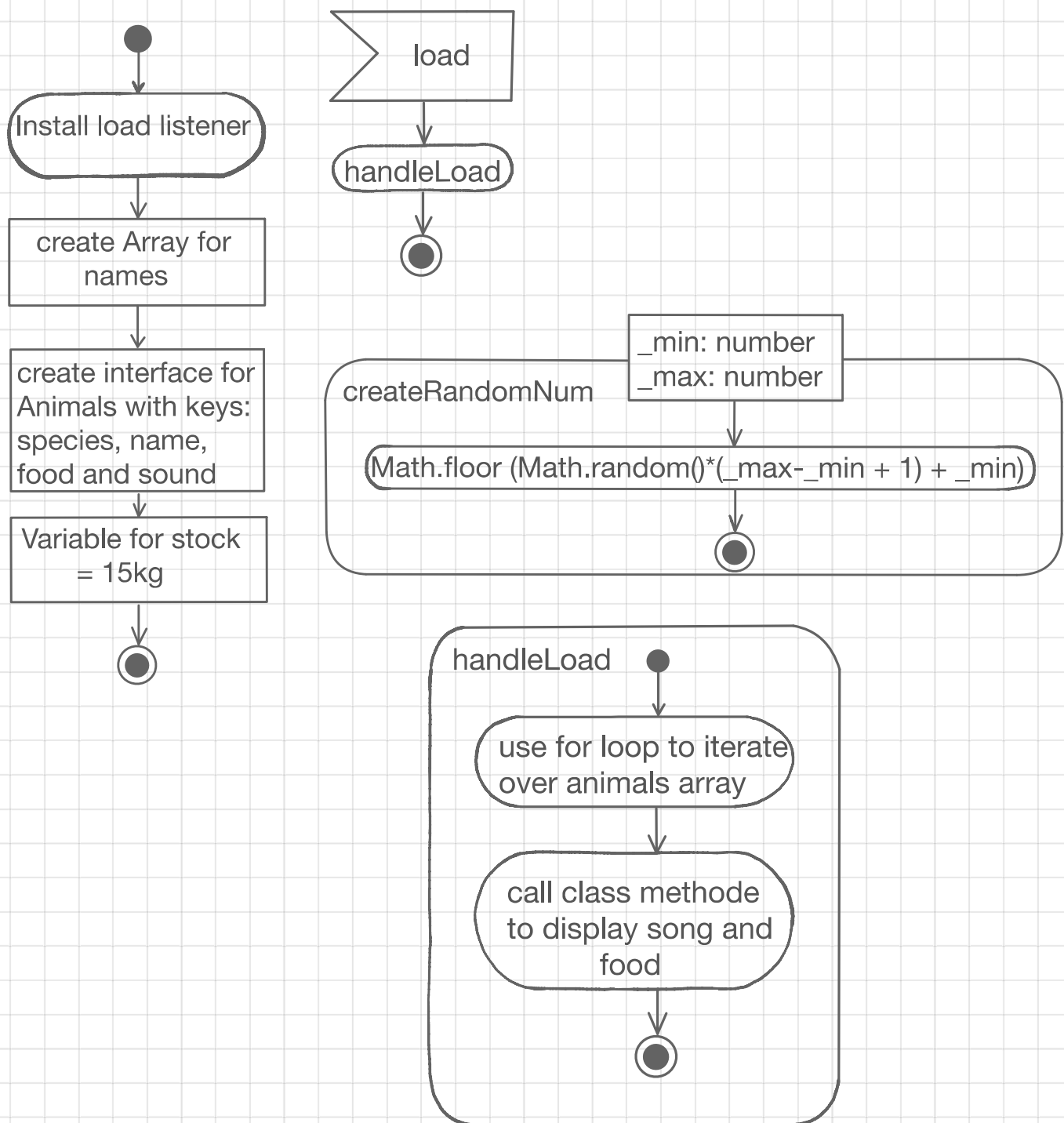
OldMacDonaldsFarm: Class Diagram

Animal

species: string;
myName: string;
favFood: string;
sound: string

current(_species: string, myName: string, _favFood: string, _sound:string) : void
sing(): void
eaten(_amount:string): void

OldMacDonaldsFarm: Activity Diagram



OldMacDonaldsFarm: Activity Diagram - Animal

