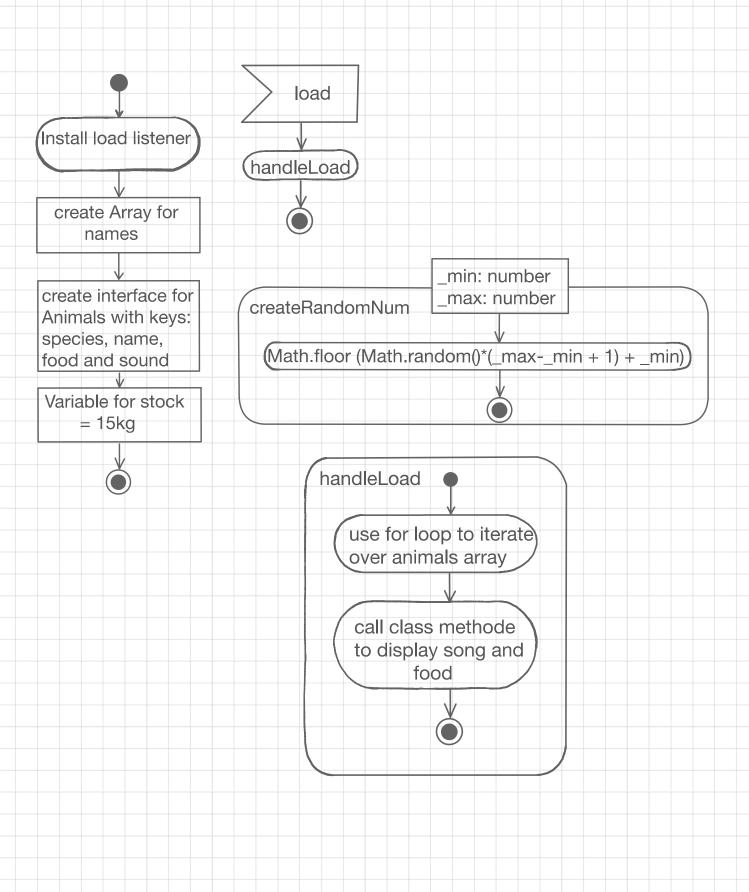
## OldMacDonaldsFarm: Class Diagram Animal species: string; myName: string; favFood: string; sound: string current(\_species: string, myName: string, \_favFood: string, \_sound:string): void sing(): void eaten(\_amount:string): void

## OldMacDonaldsFarm: Activity Diagram



## OldMacDonaldsFarm: Activity Diagram - Animal \_species: string \_myName: string favFood: string current \_sound: string sing define species, myName, Create Console.log with songtext favFood and sound of class and gaps with this. with matching arguments for specific content from function amount: number totalAmount: number eaten Create Console.log in which animal introduces itself (name, species) and tells how much of his favourite food is left (\_totalAmount - \_amount)