

Farm

Animal
name: string
sound: string
food: Fodder
amount: number
sing: void
eat: void

Fodder
name: string
quantity: number
eat(-amount): void

... * max: number

Animal: Activity Diagram

sing



```
console.log (" Old Mac Donald had a farm, 1-A-1-A-O.
And on his farm he had a" + this.name +
" 1-A-1-A-O. With a " + this.sound + " _ " + this.sound
+ " here, and a " + this.sound + " _ " + this.sound
+ " there, here a " + this.sound + " , there a "
+ this.sound + " every where a " + this.sound +
" _ " + this.sound + " _ ") ;
```



eat



```
this.food.eat(this.amount);
```



```
console.log(this.name + " has eaten " + this.amount +
this.food.name);
```



Fadder

cart

-amount: number

this.quantity - ~~amount~~ > 0

this.quantity - ~~amount~~ ≤ 0

this.quantity -= amount;

this.quantity -= amount;

this.quantity = this.max - this.quantity

console.log ("Old Mac Donald has refilled his" + this.name + " storage.")

