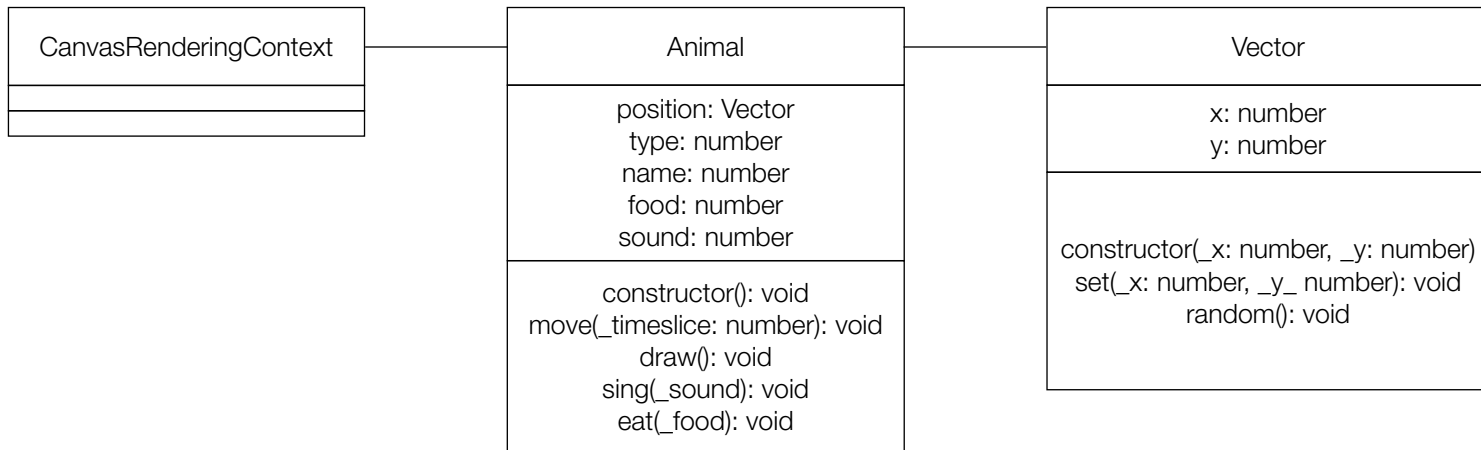
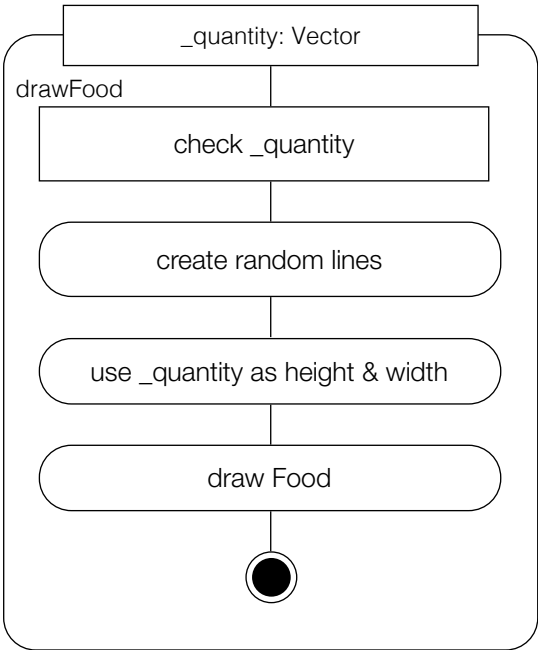
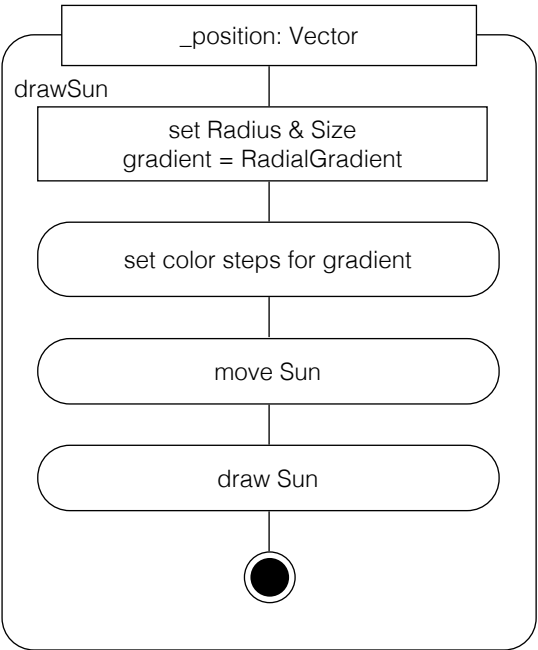
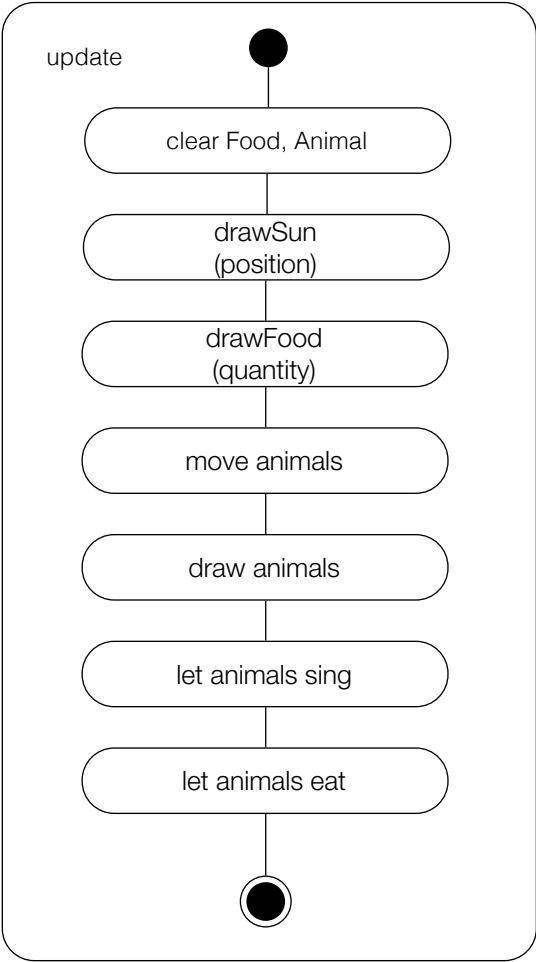
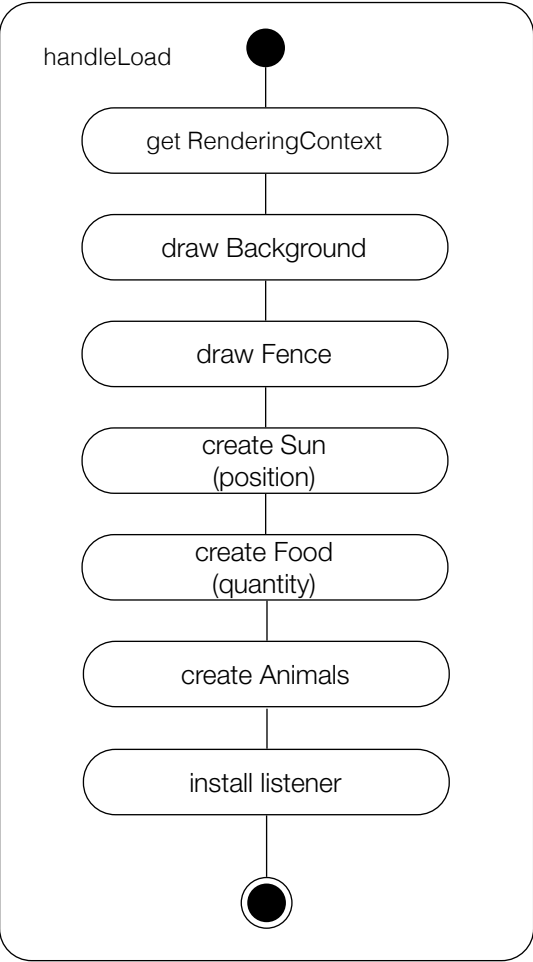
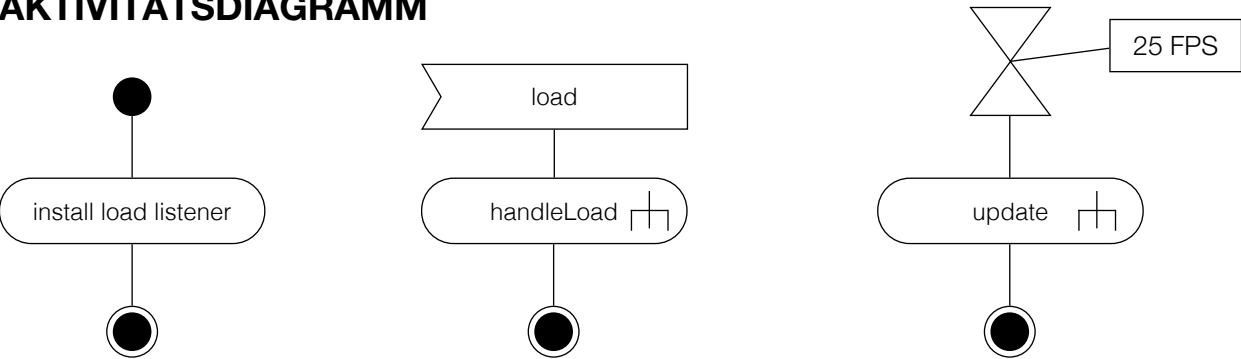


KLASSEN DIAGRAMM



AKTIVITÄTSDIAGRAMM



| Cow |
|---|
| Type: Cow Name: Berta Food: Grass Sound: „Moo“ |

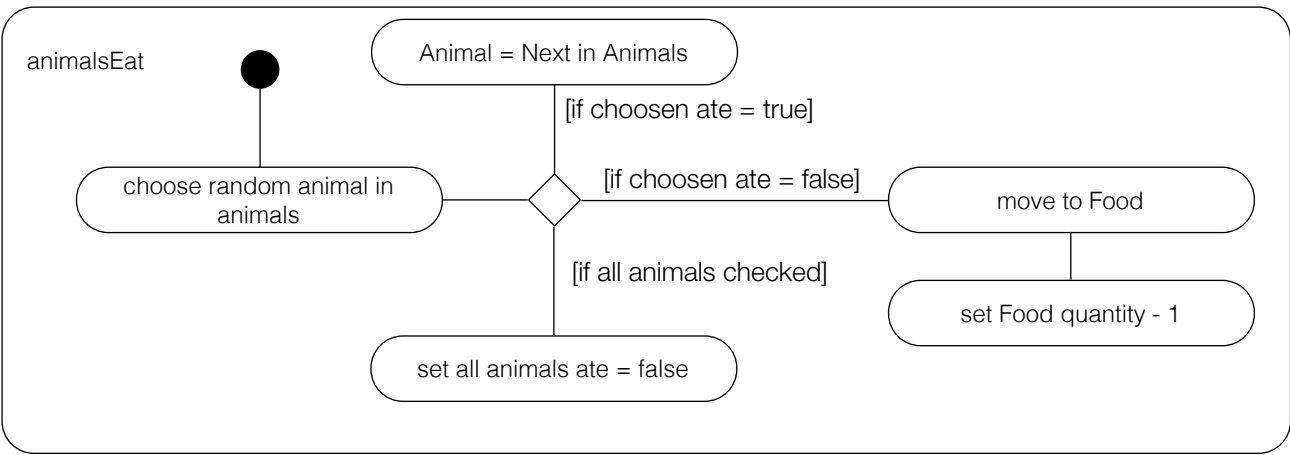
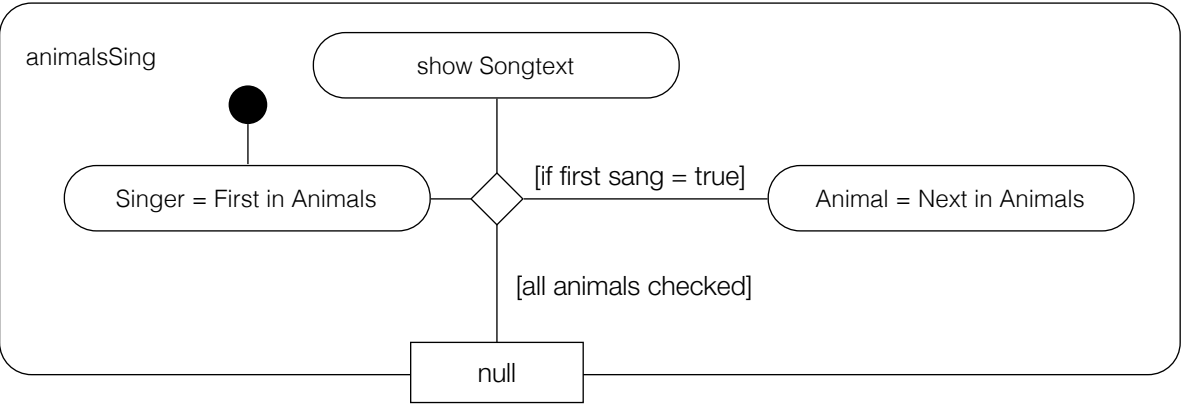
| Pig |
|---|
| Type: Pig Name: Steve Food: Junk Sound: „Oink“ |

| Duck |
|--|
| Type: Duck Name: Karl Food: Grains Sound: „Quack“ |

| Horse |
|---|
| Type: Horse Name: Linda Food: Hay Sound: „Neigh“ |

| Lamb |
|---|
| Type: Lamb Name: Jule Food: Grass Sound: „Baa“ |

| Chickens |
|---|
| Type: Chickens Name: Peter Food: Grains Sound: „Cluck“ |



0, 0

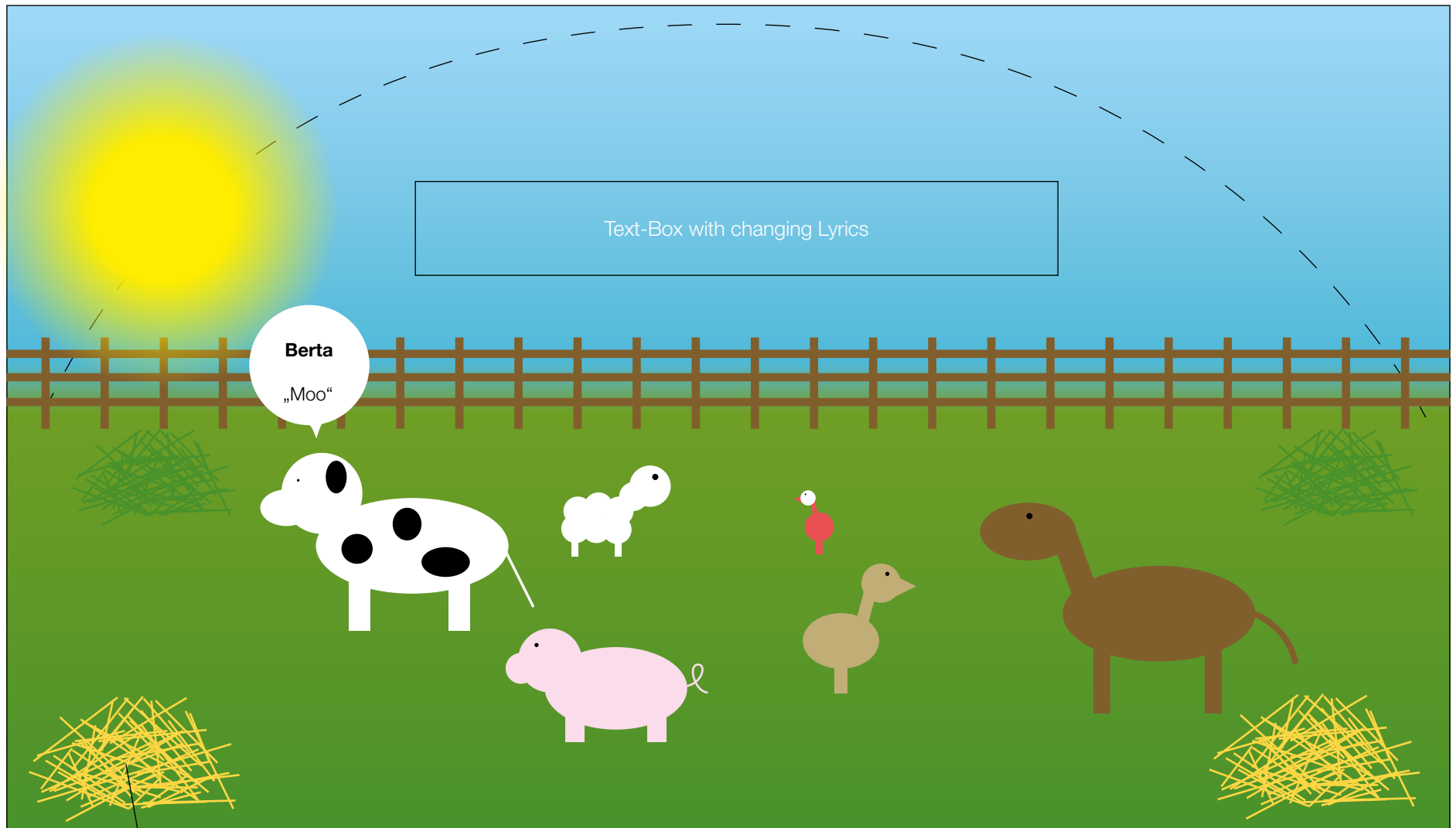
700, 0

0, 200

0, 400

50 px

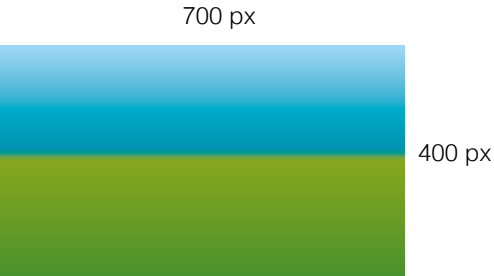
700, 400



Size appends to how often
Animals eat

Animals can Move on green Space.
Speechbubble appears append to the lyrics

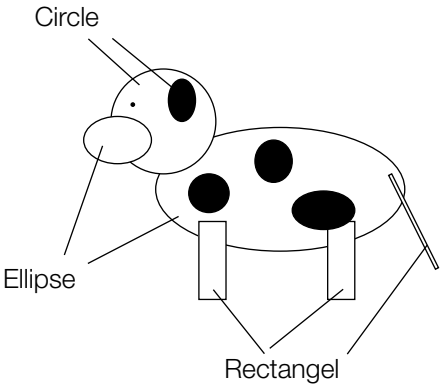
drawBG



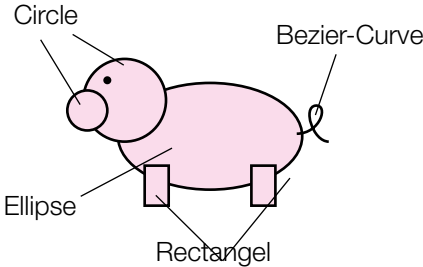
drawSun



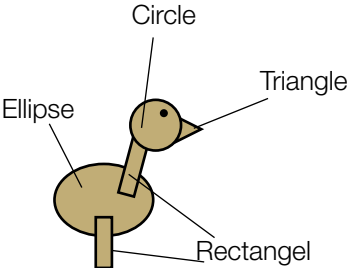
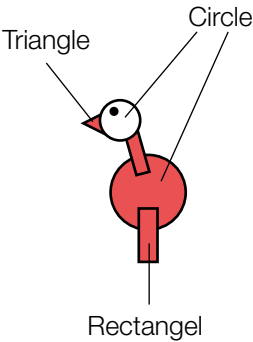
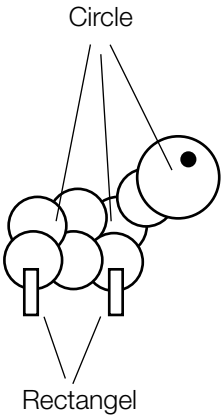
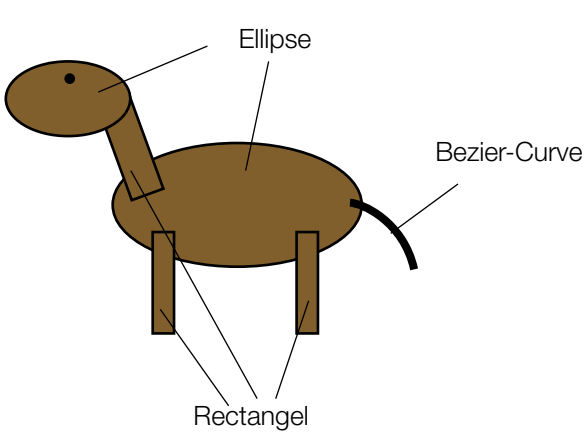
Cow



Pig



Horse



Randomly set Lines
Height = Quantity