

<i>interface</i>
name: string
amount: number

animal
name: string
food: string
sound: string
constructor(_name: string, _food: string, _sound: string) sing(_foodValue: number) eat(_foodValue: number, _foodConsume: number)

cow
cowProperty: string = "I spend some milk"
cowActivity()

cat
catProperty: string = "I catch some mouses'
catActivity()

dog
dogProperty: string = "I follow you every day"
dogActivity()

pig
pigProperty: string = "I eat your leftovers"
pigActivity()

horse
horseProperty: string = "I have 1PS"
horseActivity()







