

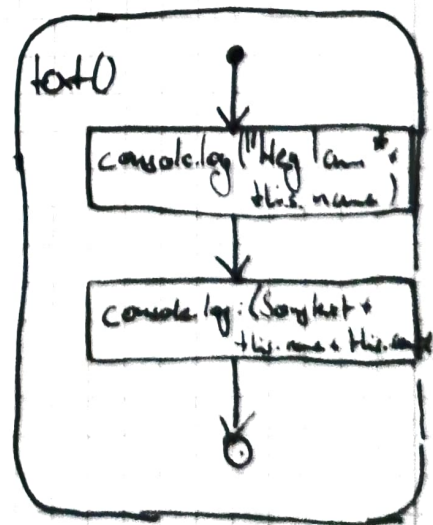
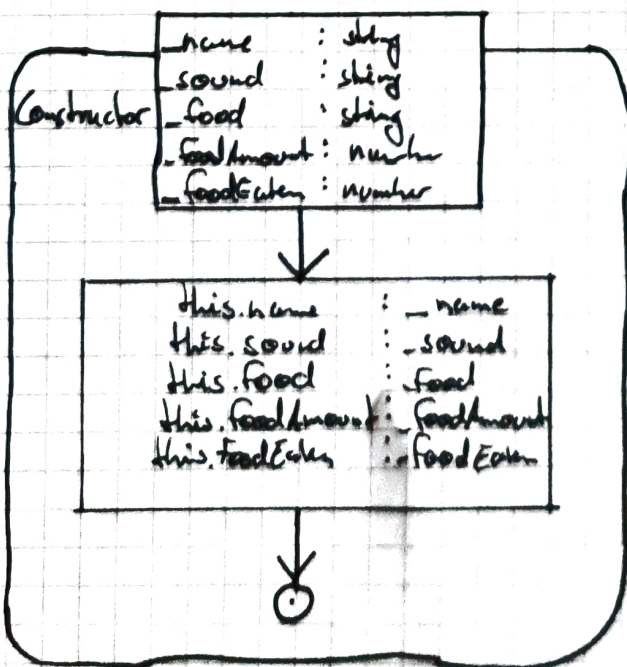
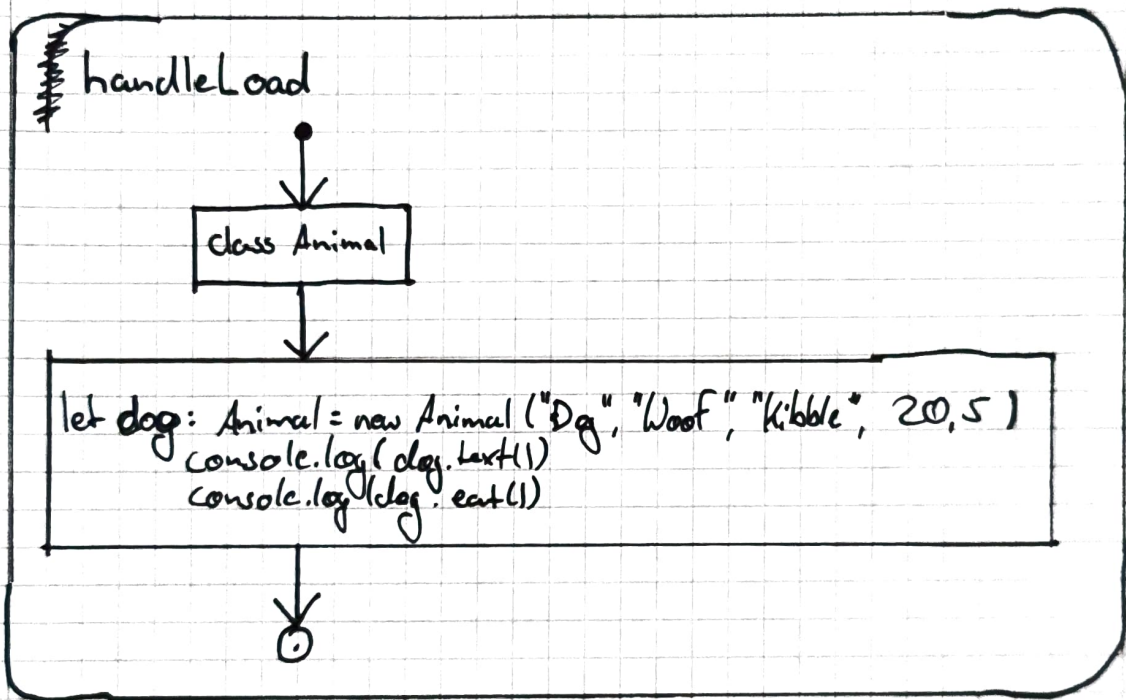
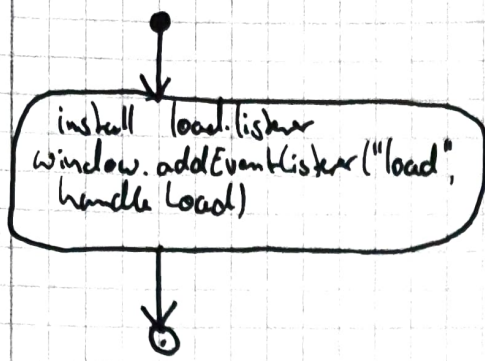
Classdiagram: Old MacDonalds Farm

Animal

name : string;
sound : string;
food : string;
foodAmount : number;
foodEaten : number;

+ constructor(-name: string, -sound: string, -food: string, -foodAmount: number, -foodEaten: number)
+ text(): console.log (Animal introduction (name)) + console.log (Song + name + sound)
+ eat(): console.log (Info on Food (foodEaten) the Animal ate and amount (foodAmount))

Activity Diagram: Old MacDonalds Farm



eat()



```
console.log(this.name + " ate today" +  
this.foodEaten + " of " + this.food +  
" food left" + this.foodAmount -  
this.foodEaten)
```

