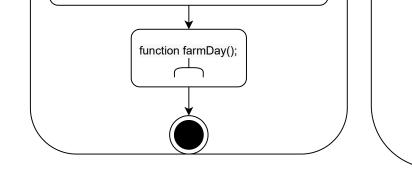
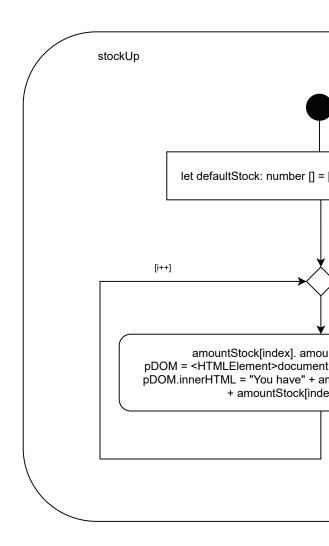


let cow: Animal = new Animal ("Fiona", "Cow", "Mooo")
let chicken: Animal = new Animal ("Frieda", "Chicken", "Bowk")
let pig: Animal = new Animal ("Otto", "Pig", "Oink")
let horse: Animal = new Animal ("Speedy", "Horse", "Wieher")
let sheep: Animal = new Animal ("Shaun", "Sheep", Määh")
let dayCounter: HTMLElement = <HTMLElement>document.
querySelector("#dayCounter");

Methoden der einzelnen
Objekten werden zeitversetzt
(5 sekunden) aufgerufen





Aktivitätdiagramm - Animal

