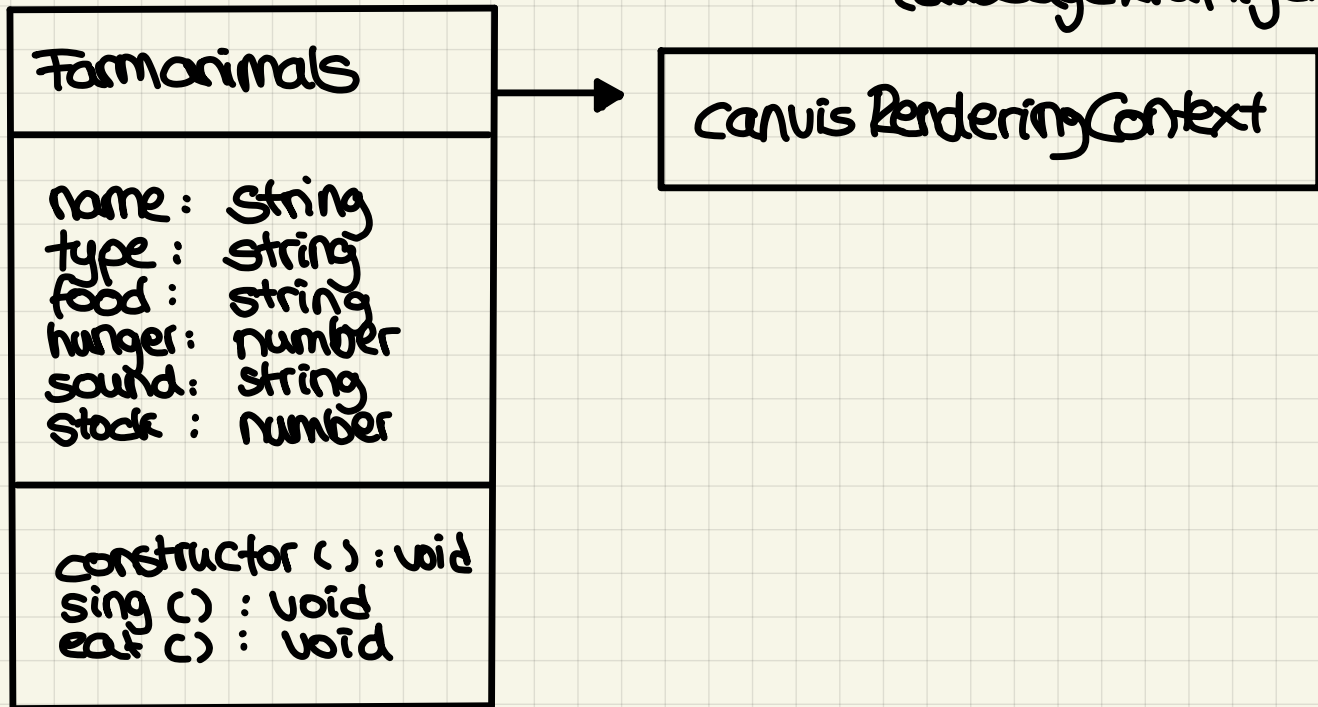


Aufgabe 10.1 - Old Mac Donalds Farm

1. Klassendiagramm: Bauernhoftiere = Animals
↳ farmanimals
(aussagekräftiger)



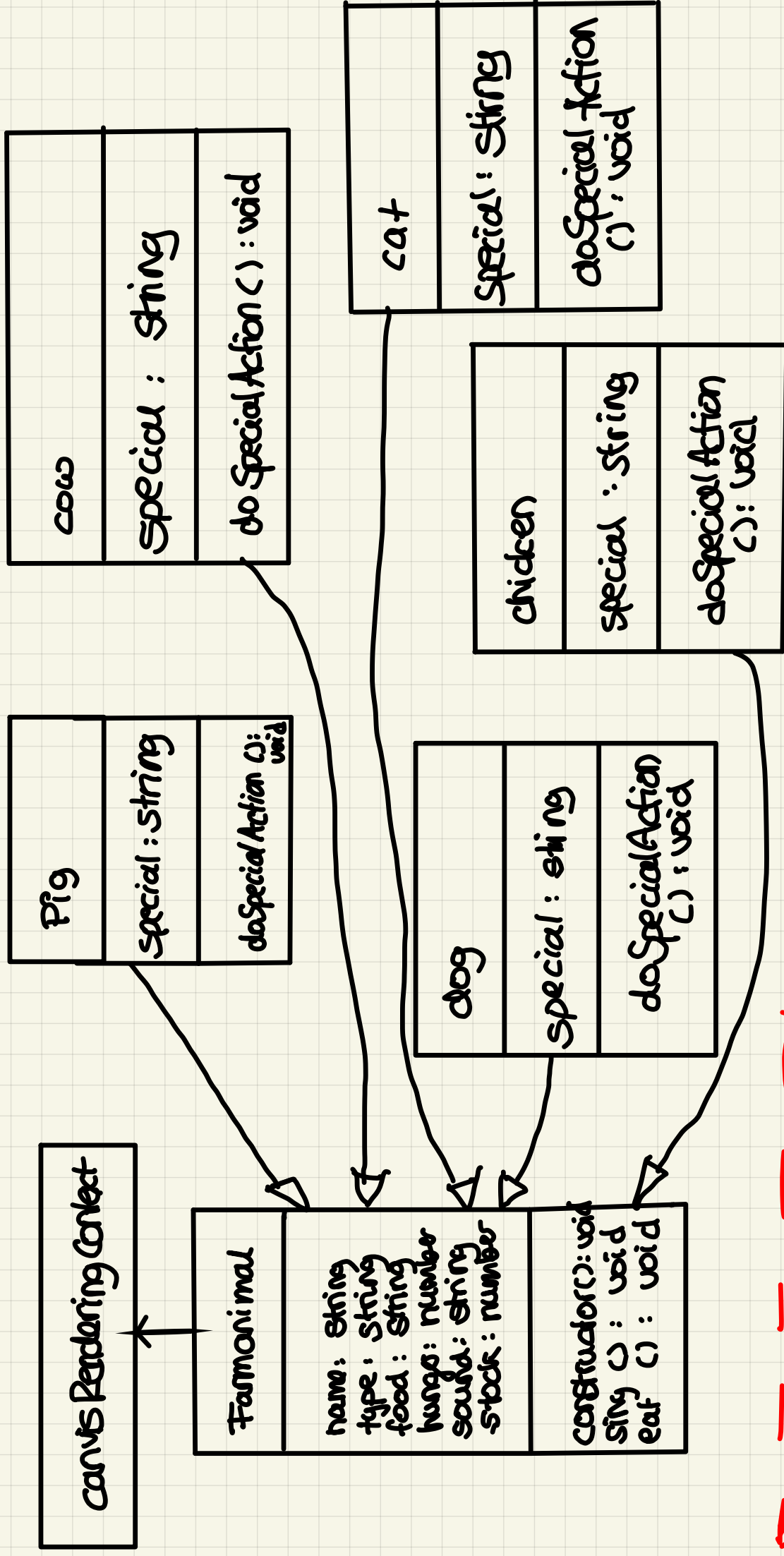
↳ Umsetzung an einem Beispiel

Bsp: farmanimal

name: pepper Pig
type: pig
food: trash
hunger: 1 kg
sound: oink
stock: 10 kg

↳ Klassendiagramm aus 9.1
(leicht verändert + Beispiel)

2. Klassendiagramm mit Super- und Subklassen



überlegen specials:

pig: can have 10 to 12 kids

cow: can give a tone of milk

dog: can make tricks humans showed them

cat: can climb trees & be scared ^{down}

chicken: lay eggs but can't fly

3. U1 - Umsetzung

↗ `<h1>`

Old MacDonalds Farm

Stock: grass: kg junk: kg meat: kg milk: kg grain: kg

Name: ... eat xx kg grass

Old Mac Donalds had a farm (AIAO
... had a cow ...
... moo ...

Name: ... eat xx kg junk

Old Mac ... I AIAO ...
... had a pig ...
... oink ...

Name: ... eat xx kg meat

Old Mac ... I AIAO ...
... had a dog ...
... woof ...

Name: ...
The specials of this
farminimal is
// Can give a tone
of milk //

Name: ...
The ...
// Can get so to
22 kids in one time

Name: ...
The ...
// Can make tricks
humans should learn

ooo (also for cat &
chicken)

→ ju specials

↙
every animal
cow
pig
dog
cat
chicken

4. Aktivitätendiagramm

