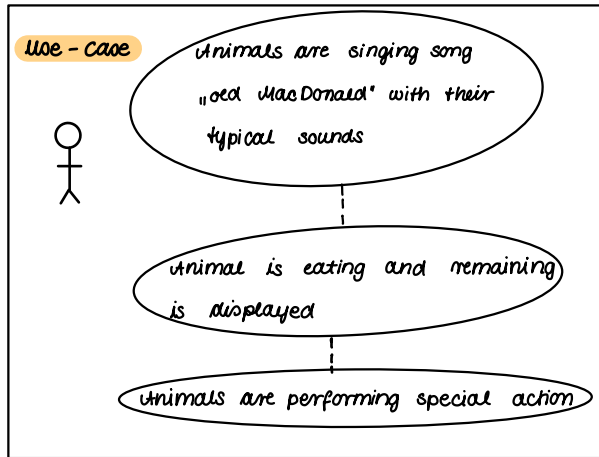
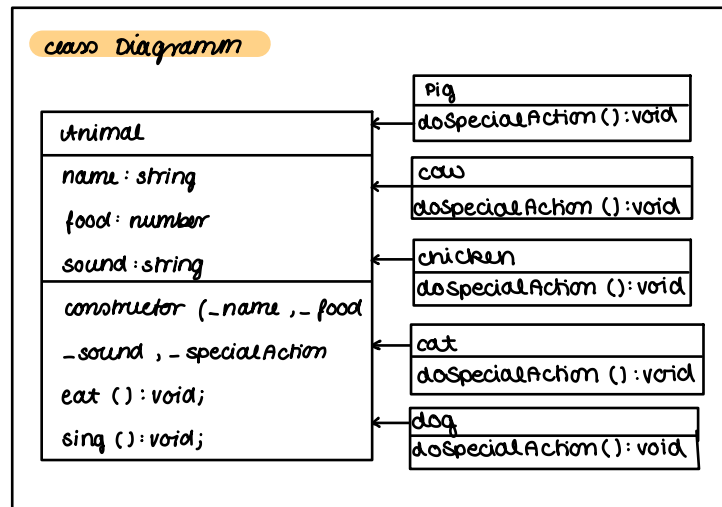


2.10.1 Old MacDonalds Farm Heritage

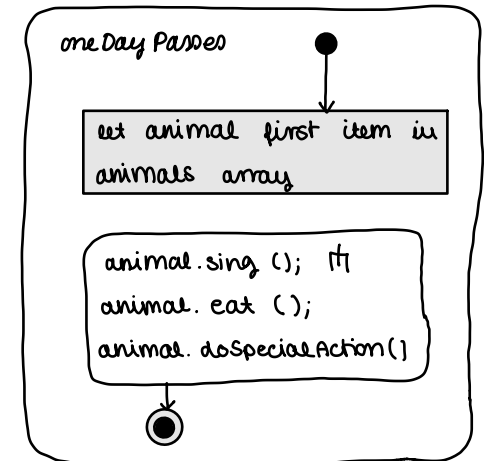
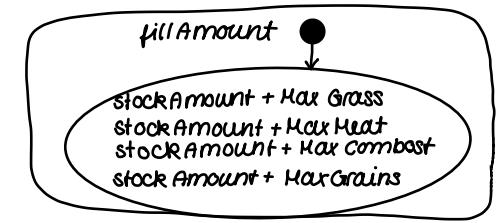
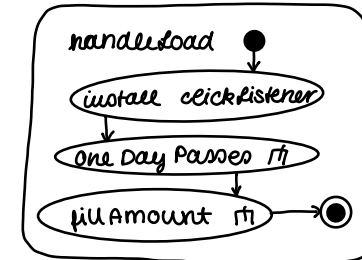
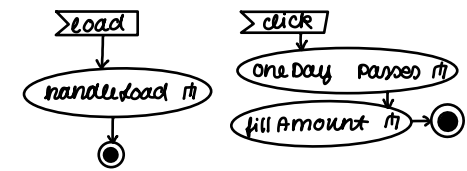
Use-Case



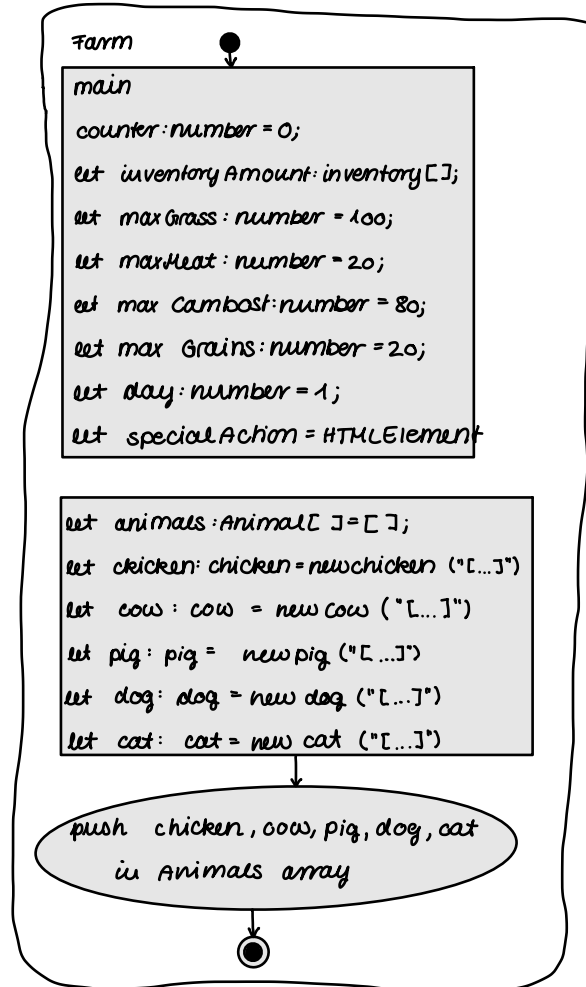
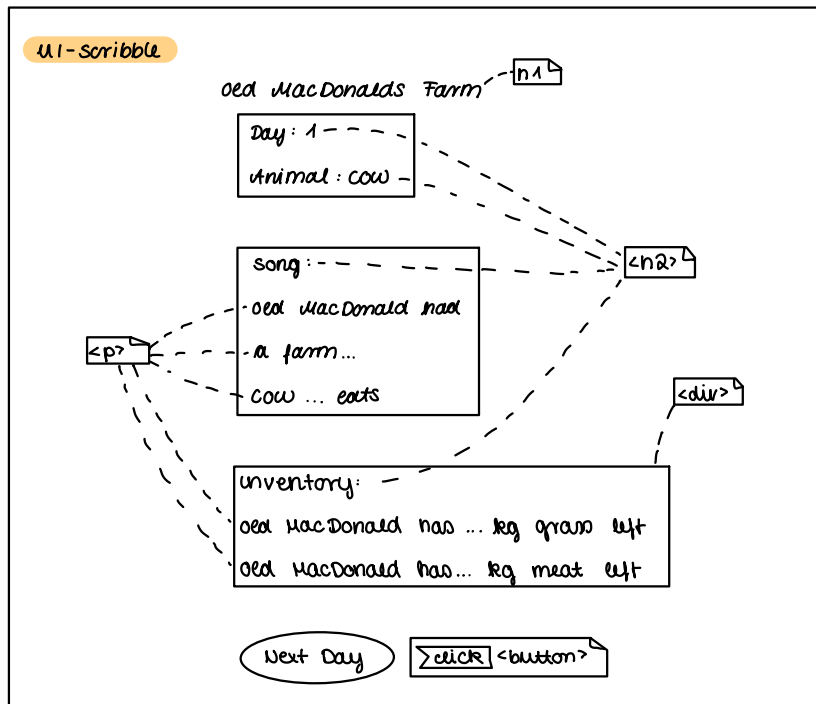
class Diagram



Activity Diagram



UI-Scribble



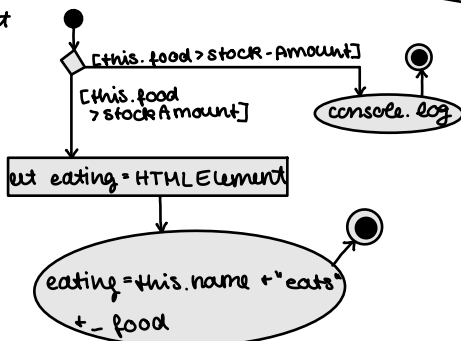
animal

constructor

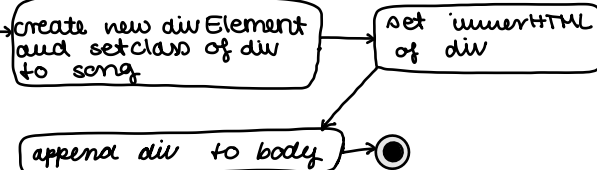
```
- name: string  
- food: number  
- sound: string  
- specialAction: string
```

```
this.name = _name;  
this.food = _food;  
this.sound = _sound;  
this.specialAction = _specialAction;
```

eat



sing



cow

do Special Action

```
specialAction = "the cow  
gave 10 liters of milk"
```

```
console.log
```

chicken

doSpecialAction

```
specialAction = "the  
chicken laid 9 eggs"
```

```
console.log
```

cat

do Special Action

```
specialAction = "the cat  
plays a lot"
```

```
console.log
```

pig

do Special Action

```
specialAction = "the pig  
rolls in dirt"
```

```
console.log
```

dog

do Special Action

```
specialAction = "the  
dog barks"
```

```
console.log
```