Class Diagram

Canvas : RenderingContext

Donkey

name : string
sound : string
food : string
-Cat : string
Position : number

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draw() : void
carryThings() : boolean
carryChild() : boolean

Dog

name : string
sound : string
food : string
-Cat : string
Position : number

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draw() : void
ShepherdSheep() : boolean
barked() : boolean

Cow

name : string
sound : string
food : string
-Cat : string
Position : number

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draw() : void
GiveMilk() : boolean
bell Ringed() : boolean

Pig

name : string
sound : string
food : string
-Cat : string
Position : number

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draw() : void
MudBath() : boolean
found Truffle() : boolean

Chicken

name : string
sound : string
food : string
-Cat : string
Position : number

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draw() : void
Layed Eggs() : boolean
wak ing People() : boolean

Animals

talk : String

Constructor
(-Position.x : number,
-Position.y : number)
doSpecialAction()

Food

blockSize : number

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drawBlock()
draw Manager()
draw Food()
eat (_animal : Animal)
clear Canvas()