

Animals

talk: String

constructor

(-positionx: number -Position.y:number)

doSpecial Action ()

Food

blockSize:number

drawBlock ()

draw Food () draw Manager ()

eat (-animal. Arimal)

clear Canvas()

Donkey

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name : string sound : string food : string

-cat:string
position:number

name : string sound : string food : string

-Cat: string position: number

draw(): Void

draw(): voich

carry(hild1):boolean

carryThings():boolean

Shepherd Sheep()badean barked (): boolean

30

name : string sound : string food : string

position: number evints: too-

drow(): void

Give Kilk (): boolean bell Ringed():boolean

name : string sound : string food : string -cat : string

position: number

draw(): wid found Truffle (): boolean Hund Bath (): boolean

Chicken

name : string sound : string food : string

-cat: string position: number

wak in Prople (): boolean draw () : void layed Eggs (): boolean





