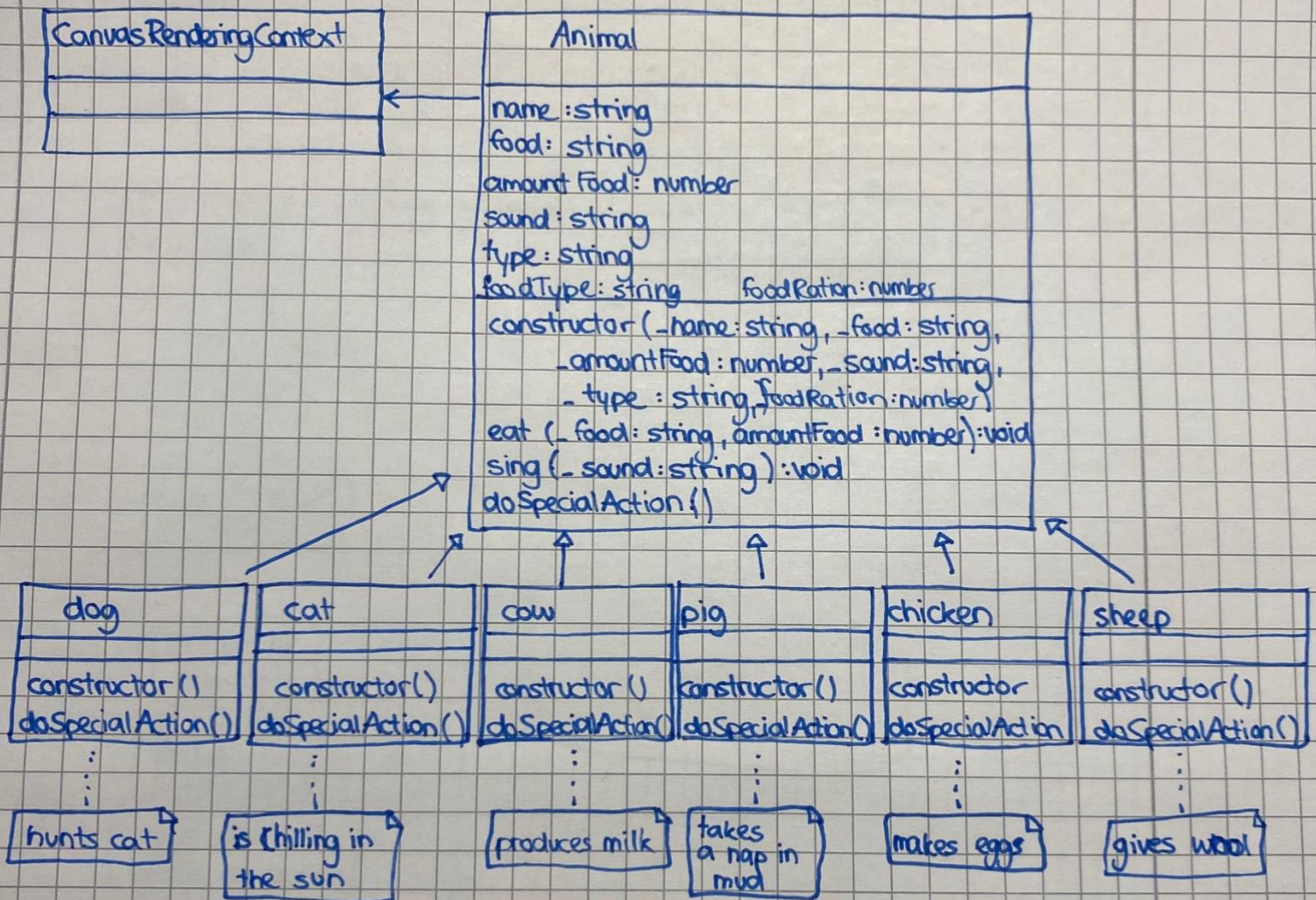


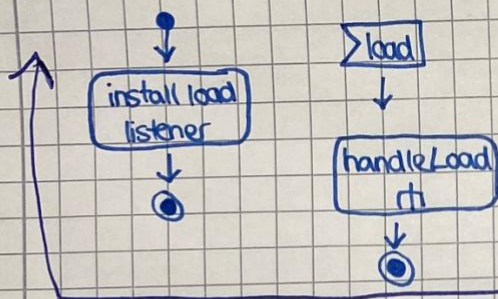
Konzept 10.01

Klassendiagramm





# Aktivitätsdiagramm



```

animal1 : Dog = new Dog();
animal2 : Cat = new Cat();
animal3 : Cow = new Cow();
...

```

```

FoodDisplay: HTMLDivElement;
animalDisplay: HTMLDivElement;
nextDay: HTMLButtonElement;

```

