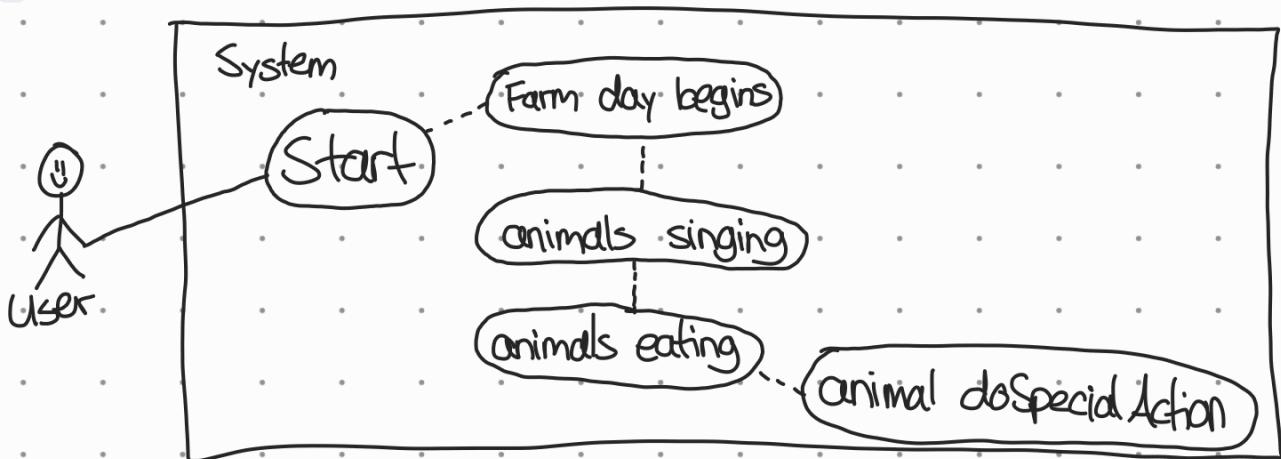
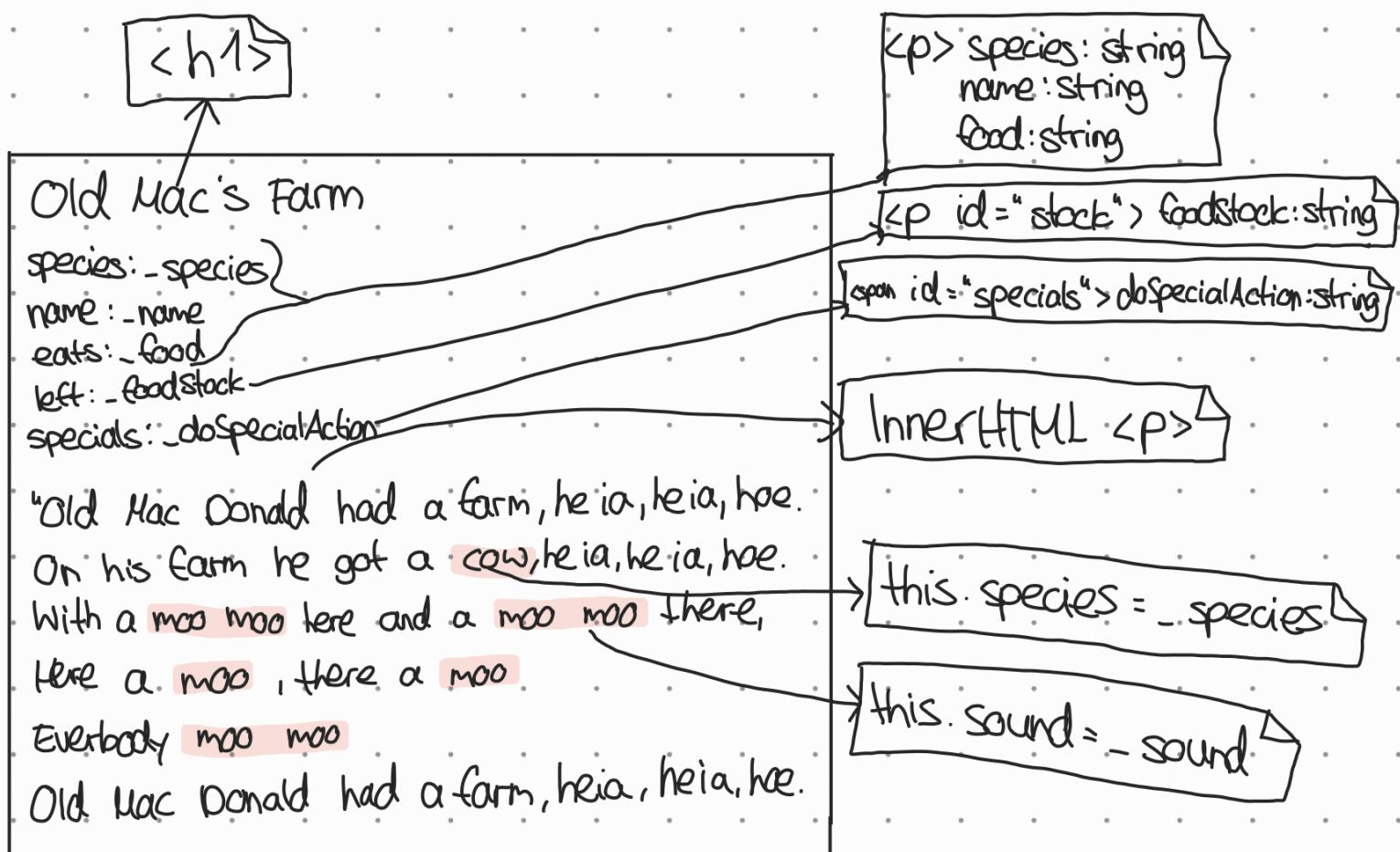


# Konzept zu L10.1 Old Mac Donalds Heritage

## Use Case



## User Interface Scribble



# Activity Diagram - Main

main.

```
let grass: number = 100;  
let apples: number = 50;  
let grains: number = 100;  
let hay: number = 100;  
let steaks: number = 50;
```

```
let allAnimals: Animal[] = [];  
let doSomethingSpecial: string[] = [];
```

install loadListener

load

hndLoad

every 60 sec.

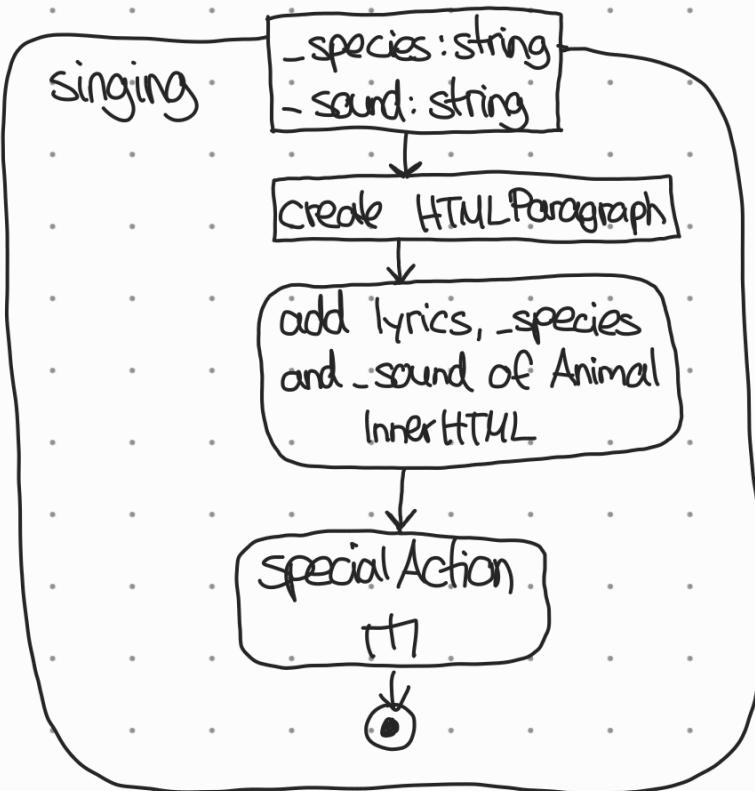
eating ↗

hndLoad

```
let cow: Animal = new Cow("Berta", "moo");  
let horse: Animal = new Horse("Günther", "weeha");  
let chicken: Animal = new Chicken("Jochen", "boak");  
let sheep: Animal = new Sheep("Rudi", "meeh");  
let dog: Animal = new Dog("Sunny", "woof");
```

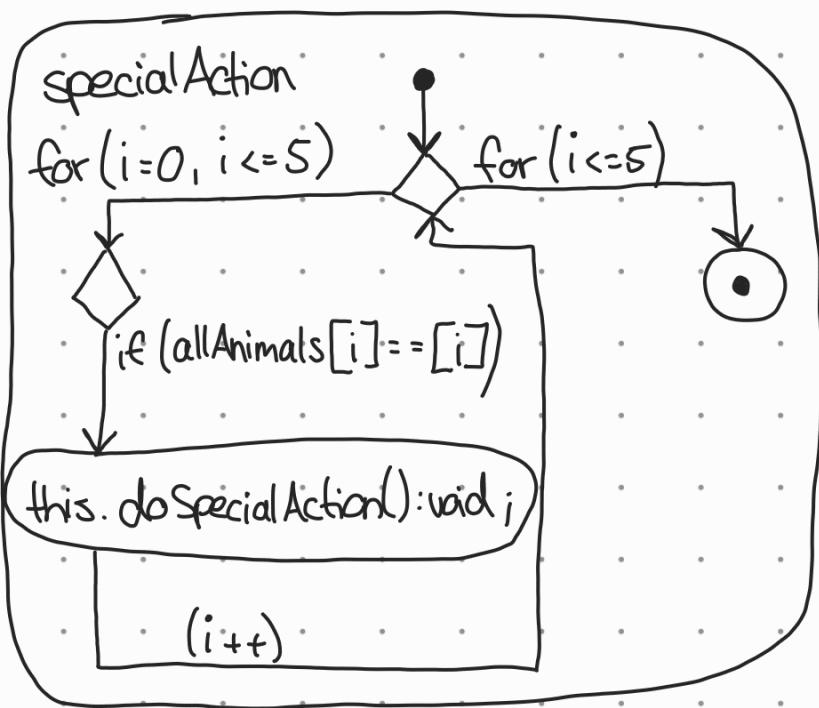
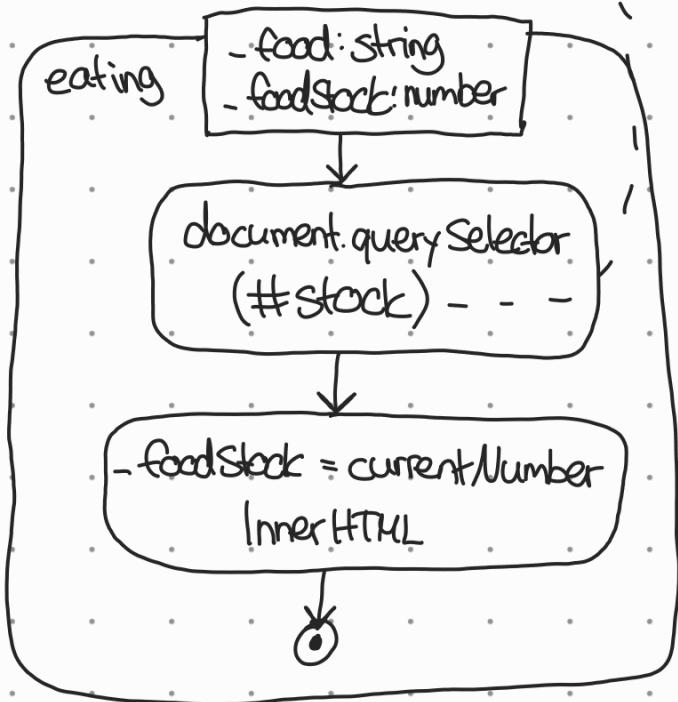
Singing ↗

push cow, horse,  
chicken, sheep, dog  
in allAnimals[]

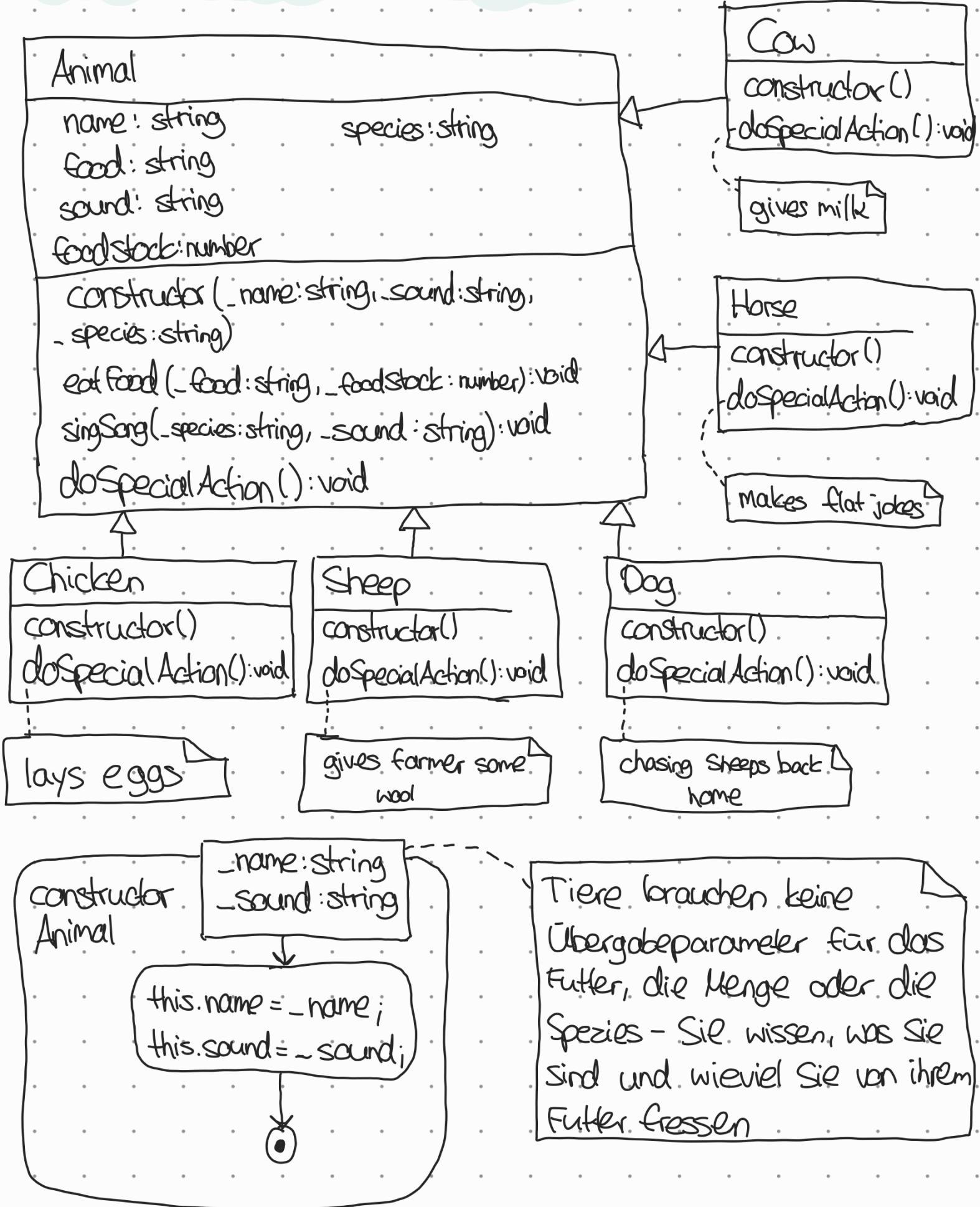


HTML

```
<p id="stock">
```



# Activity Diagram - Animal, Subclasses, Methods



## Cow

constructor

```
super("Berta", "moo", "Grass", sc)
```

doSpecialAction

```
console.log("gives milk")
```

## Horse

constructor

```
super("Günther", "neeha", "Apple", sc)
```

doSpecialAction

```
console.log("makes flat jokes")
```

## Chicken

constructor

```
super("Jochen", "boak", "Grains", sc)
```

doSpecialAction

```
console.log("lays eggs")
```

## Sheep

constructor

```
super("Rudi", "meeh", "Hay", sc)
```

doSpecialAction

```
console.log("gives farmer some wool")
```

## Dog

constructor

```
("Sunny", "woof", "Steak", sc)
```

doSpecialAction

```
console.log("chases sheeps back home")
```