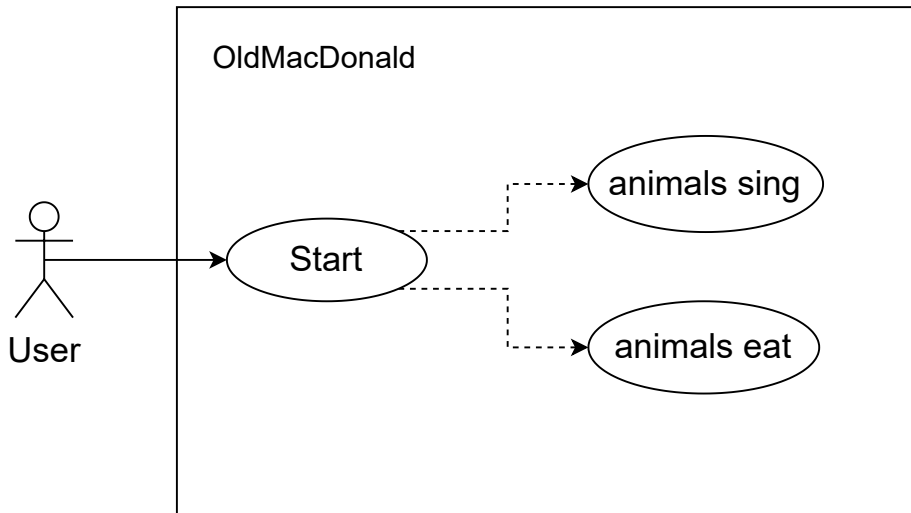
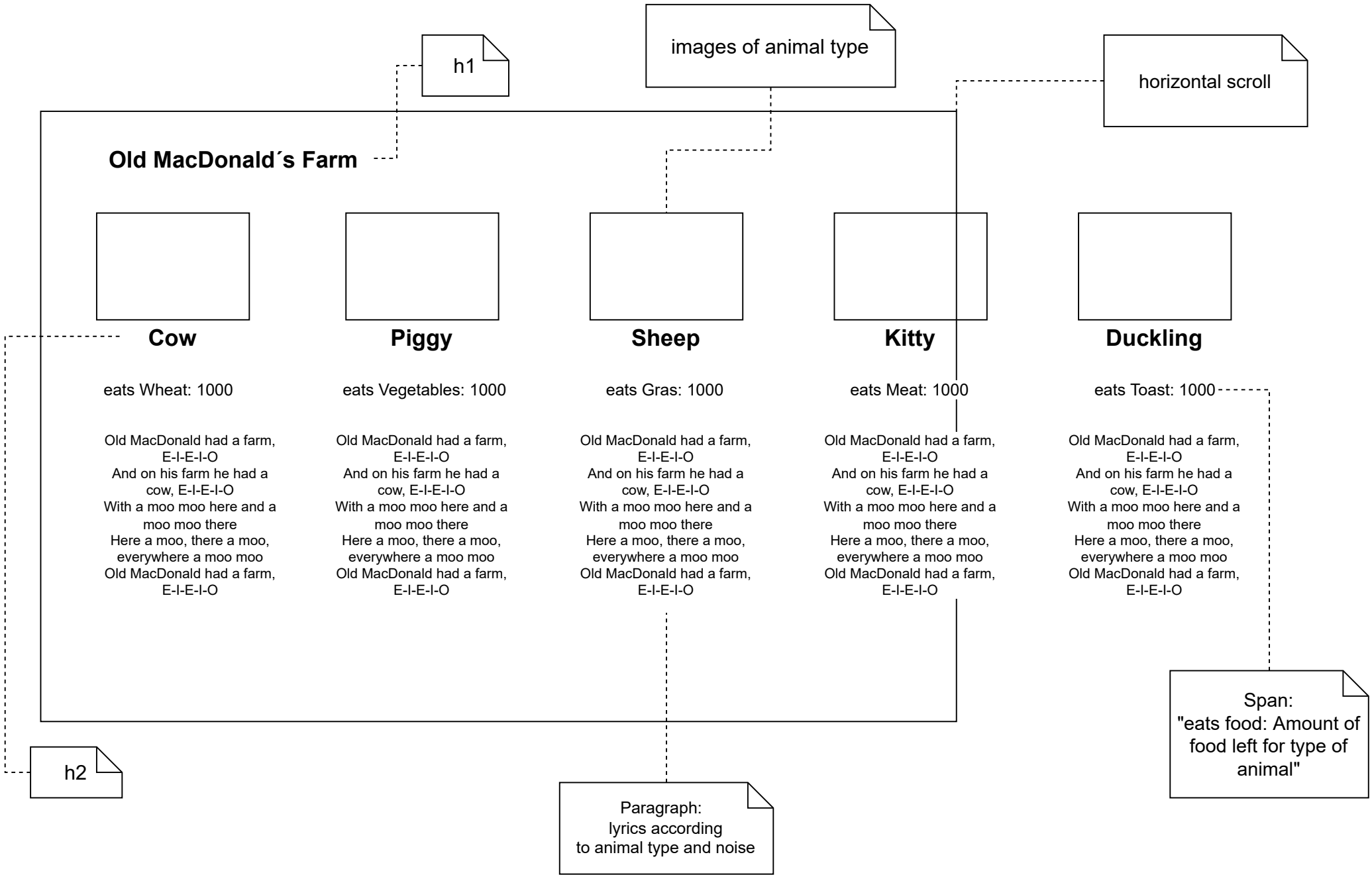


Use-Case-Diagram



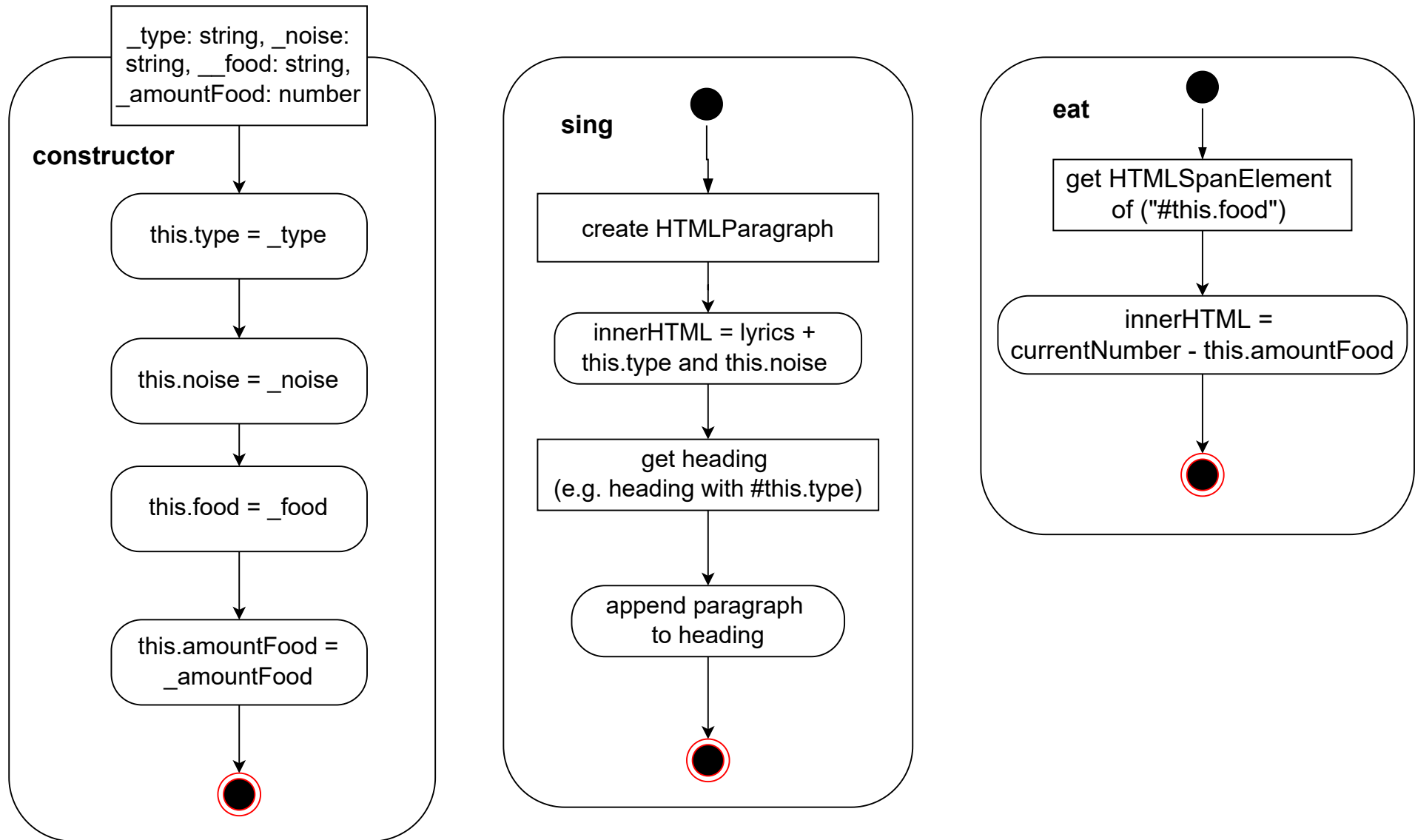
UI-Scribble: Old MacDonald



Class Diagram: Old MacDonald

<i>Animal</i>
type: string noise: string food: string amountFood: number
constructor(_type: string, _noise: string, _food: string, _amountFood: number): void sing (): void eat (): void

Acticity Diagram: Old MacDonald - Animal



Acticity Diagram: Old MacDonald - main

