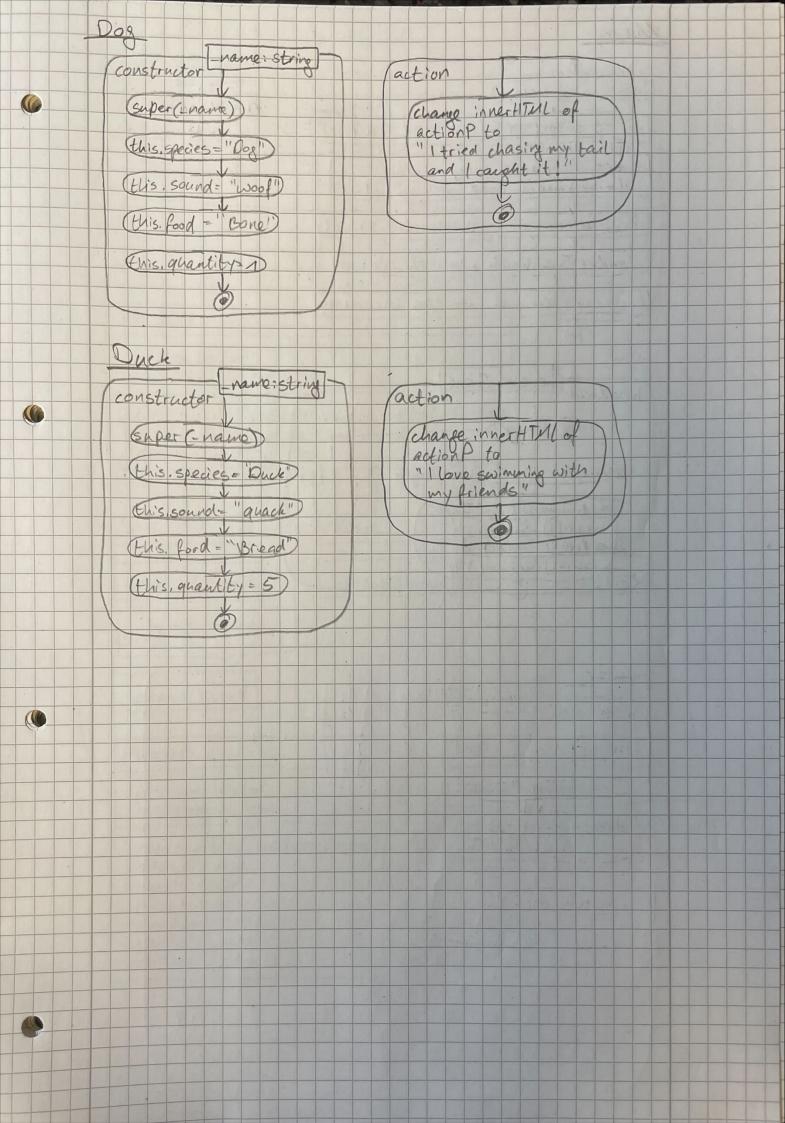


Class Diagram Animal name string Sound: string food: string quantity: number constructor (-name: string) Sing (1: void eat () void V action (): void 4 Bunny Horse this species = Runny"
this sound = "ump"
this food = "carrot" this species = "Horse" this sound heigh" this grantity = 5 this quantity = 2 constructor (-rame: string) constructor (-vame string) action () void action (1: void Dos Mouse this species = "Mouse" this sound = "squiele" this species="Don" this sound = "woof" this food = "tone" this food="cheese" this quantity = 3 this, quantity = 1 constructor (-rame: string constructor (name string) action() void action () void Duck this species "Ouch" this sound " a nach" this food = "Bread" this quantity = 5 constructor (want string) action () woid

Activity Diagram Animal constructor I name string 6 (assign values to object) Sine set chir from boul to heading get espan id= species sfrom html - species span get espan id= "sound"> from html - sound span change inverHTML of heading to this species this name change inverHTM of species span to this species when he change inverHTM of soundspan to this sound 6 eat storage: 83 get < spen id="food"> from htunl - o food span
get < spen id="quantity"> from htunl - quantity span (Subtract this quantity from storage [this food) chance inverHTUL of Roodspan to this. Good change inner HTML of quantiby Span to storage (this food)

Bunny constructor rame string laction (Super (-name)) change inner HTML of action P to " Hopping in cumshine makes Enis species - "Kunny") me happy " this, sand = "hmp" Elis. Rood = "Carrol Flis quantity = 2 Horse constructor frame string artion (Super (-iname)) change: nuer+TML of action P (this species = Horse) to " Too lazy for galloping") (Fhis, Sound = "neigh") (this food = "apple") (this quantity 5) Mouse (constructor name string) action action P to (Super (-name)) (this species="Mouse") ("I got scared by a cat". (Euis Sound = " Squiek") (His lood = "Cheese") (Luis quantity- 5)



Main Slood (install load listens) (hadload th) get < pid="action"> from html - actionP create associative array storace with how much food sach animal has create array bourn with the class Animal create 5 animals with their name push each arrival into the barnarray hooload levent: Event (0) innumber = 0 is barn, length 1++ Set Timeout for Bele barn[] Sing () The barne] - action () th