

Old MacDonalds Farm: ClassDiagram

```
Animal
name: string
specie: string
food: Food
amount: number
sound: string

constructor (_name: string, - specie: string, - food: string,
            - amount: number, - sound: string)

sing(): void
eat(): void
```

Food
type: string
amount: number
constructor (-type: string, -amount: number)

Old MacDonalds Farm: Activity Diagram

