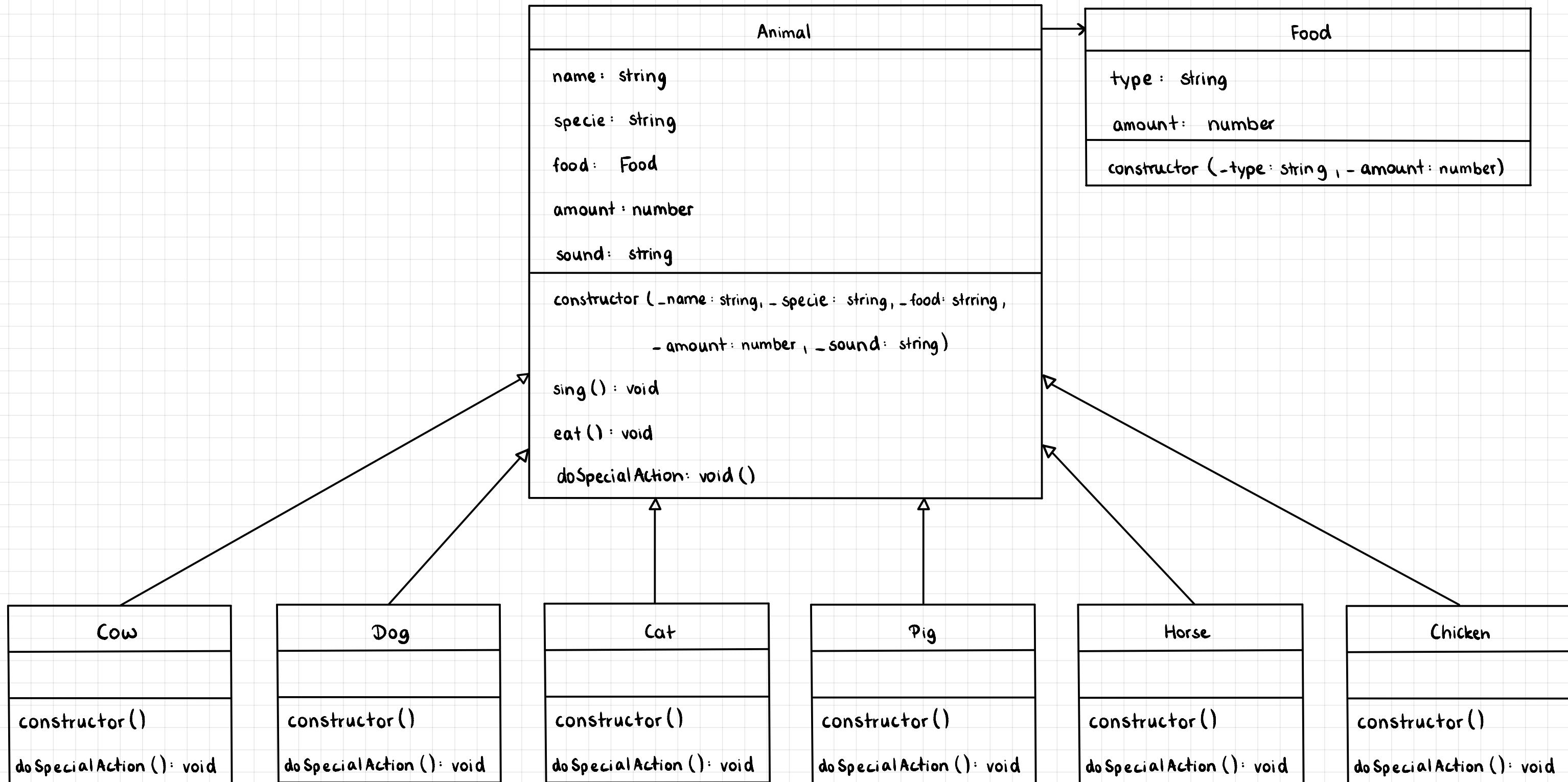
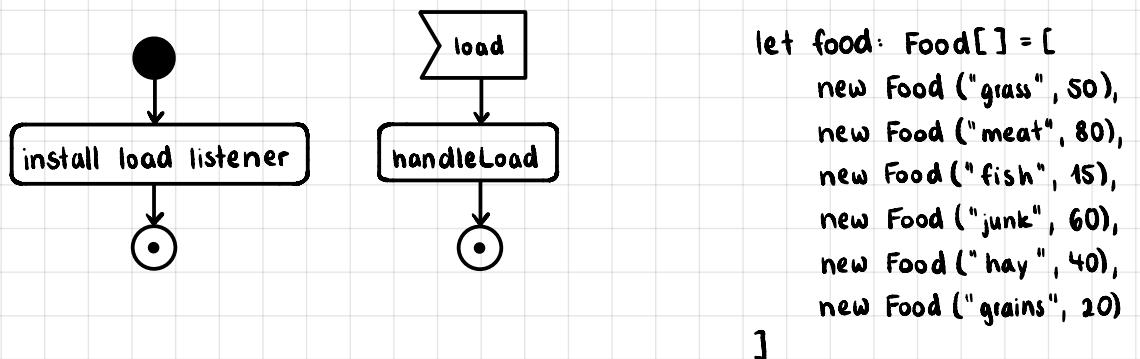


Old MacDonalds Farm: ClassDiagram



Old MacDonalds Farm: Activity Diagram - Main

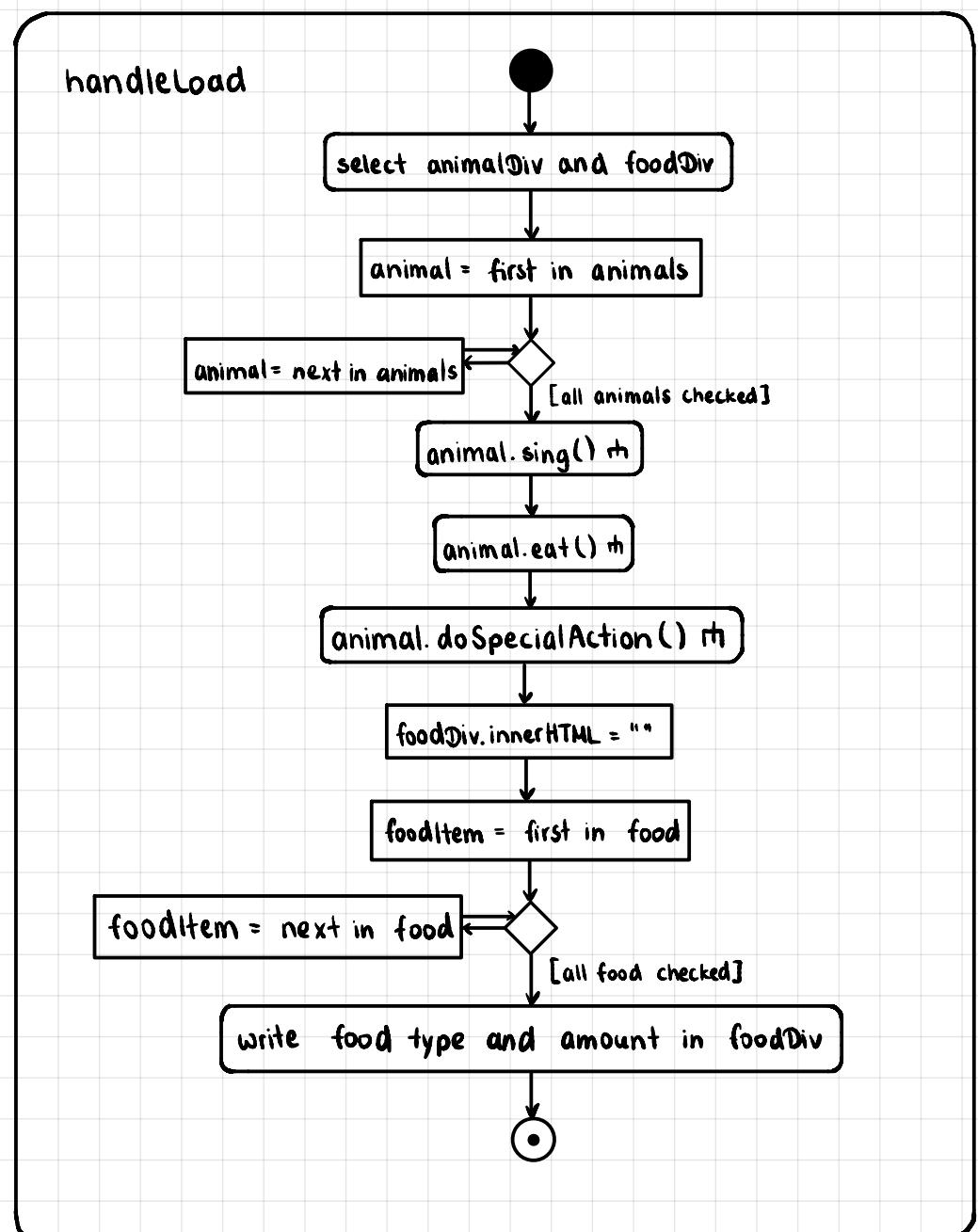


```

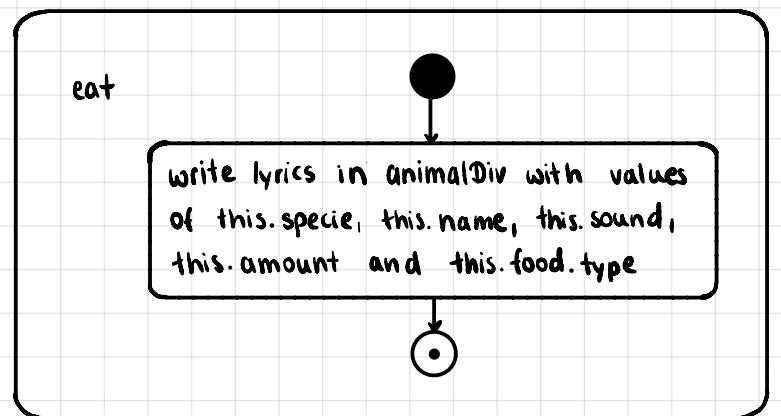
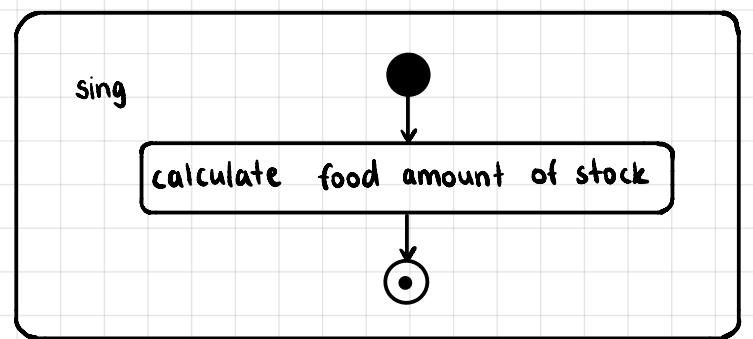
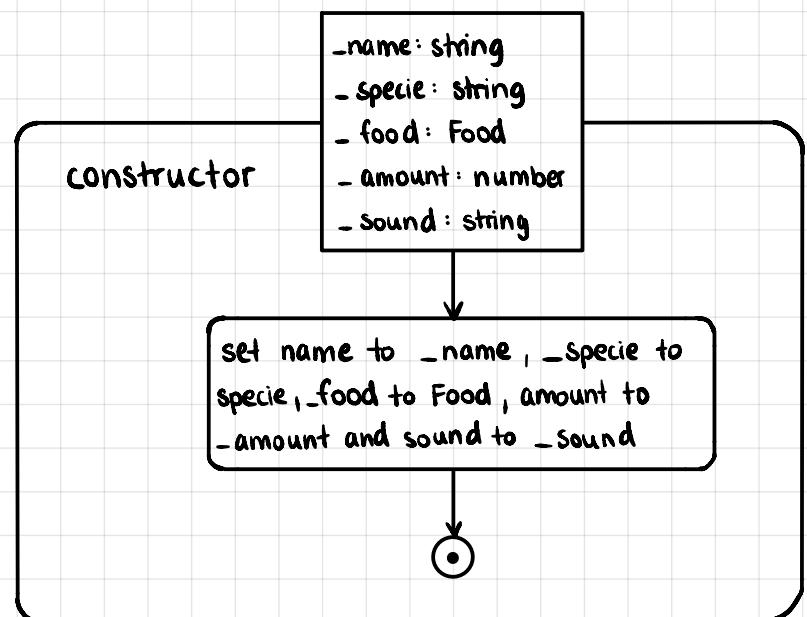
let food: Food[] = [
  new Food("grass", 50),
  new Food("meat", 80),
  new Food("fish", 15),
  new Food("junk", 60),
  new Food("hay", 40),
  new Food("grains", 20)
]
  
```

```

let animals: Animal[] = []
animals.push(new ... (...))
  
```



Old MacDonalds Farm: Activity Diagram - Animal (Superklasse)



Old MacDonalds Farm: Activity Diagram - Cow
 Dog
 Cat
 Pig
 Horse
 Chicken } Subklassen

