

LOG - Old MacDonald : Class - Diagram

<< interface >> Stocks

name: string
amount: number

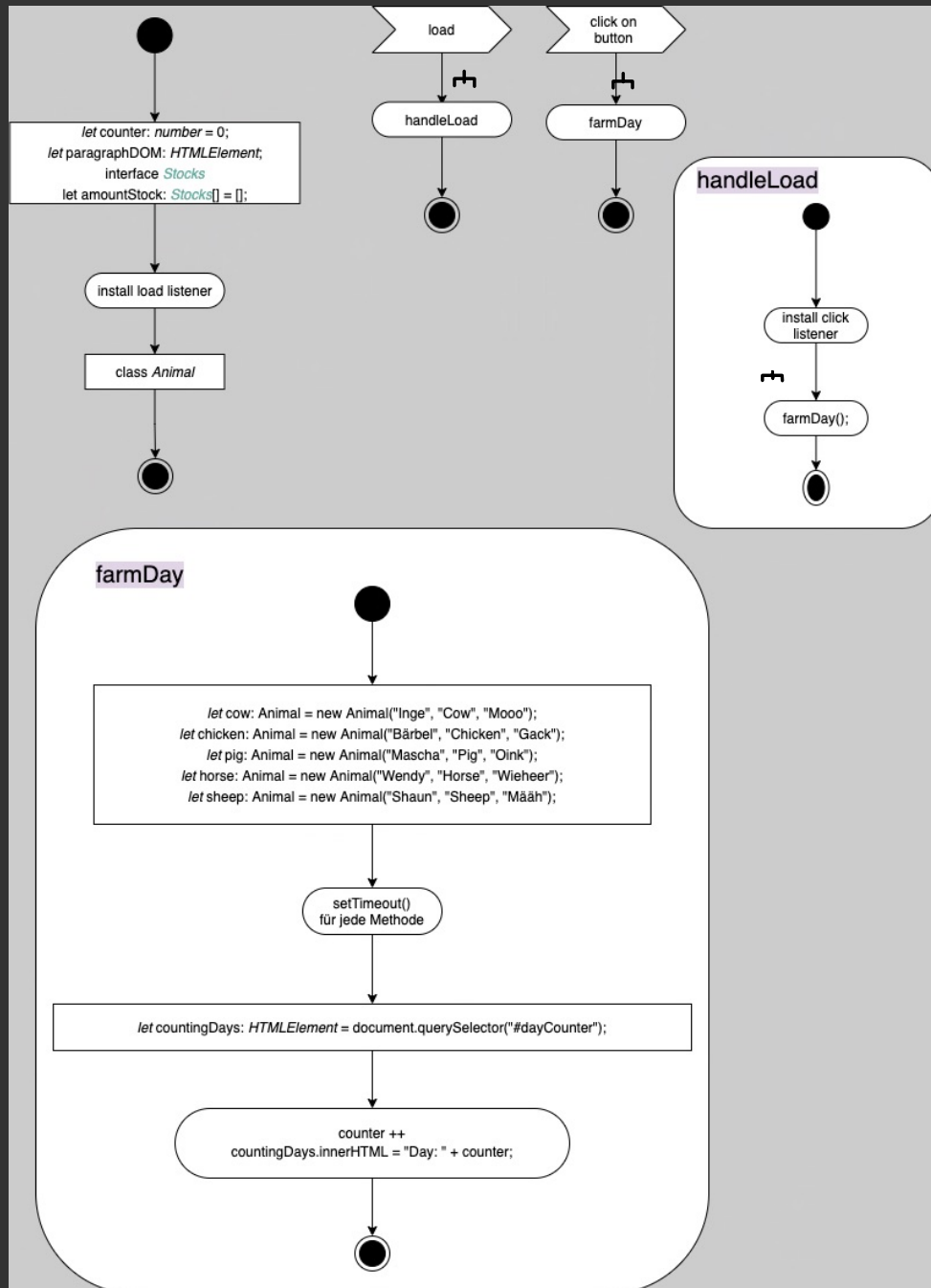
Animal

+ name : string
+ breed : string
+ sound : string

+ constructor (_name: string , _breed: string , _sound: string)
+ sing (_foodStock : number) : void
+ eat (_foodStock : number , _foodPosition : number) : void

ACTIVITY DIAGRAM

MAIN



ANIMAL (class)

