Aktivitätsdiagramm

install load listener

load

Define object with class: Animal

Define name, sound and amount, ration, type of food for:
dog, cat, cow, pig, sheep

handleLoad

Animal

animalType: string

name: string

sound: string

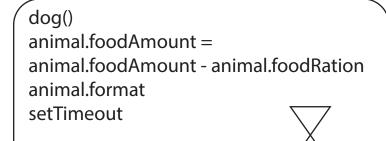foodType: string

foodRation: number

foodAmount: number

constructor

(a: string, n: string
s: string, t: string
r: number, f: number)

food() {
this.foodType
this.foodAmount

format() {
this.animalType
this.name
this.sound
this.foodRation

dog()
animal.foodAmount =
animal.foodAmount - animal.foodRation
animal.format
setTimeout

cat()

cat()
same as dog for animal2

pig()

pig()
same as dog for animal3

cow()

cow()
same as dog for animal4

sheep()

sheep()
same as dog for animal5