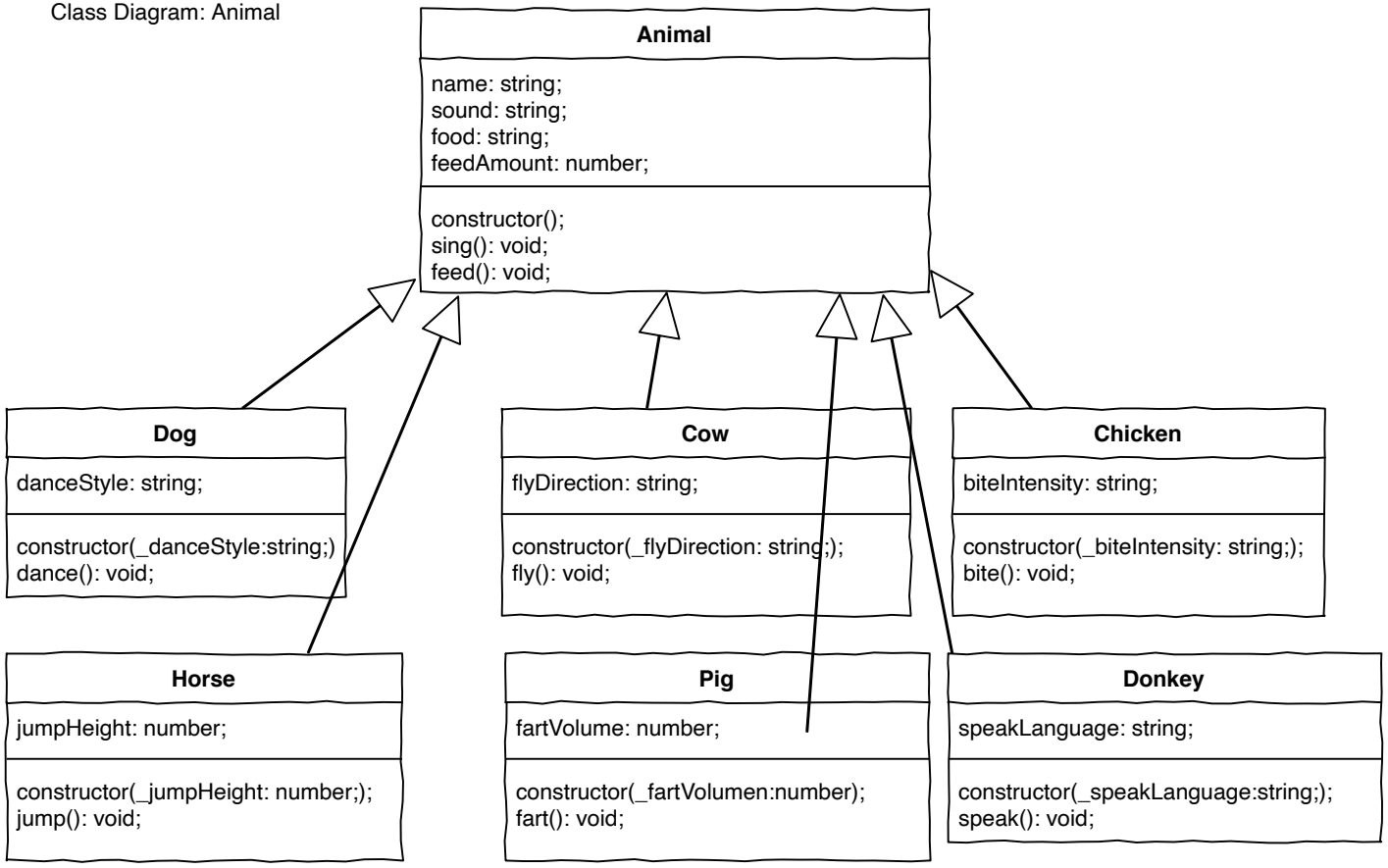
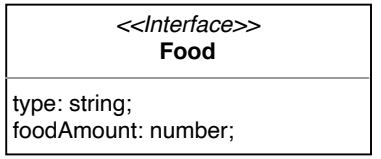
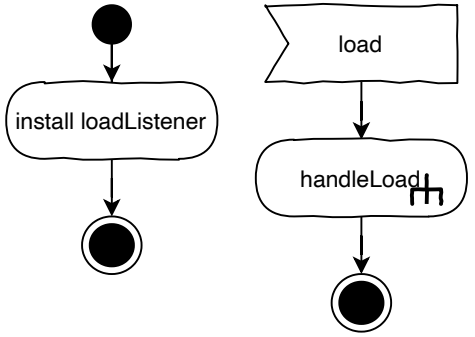
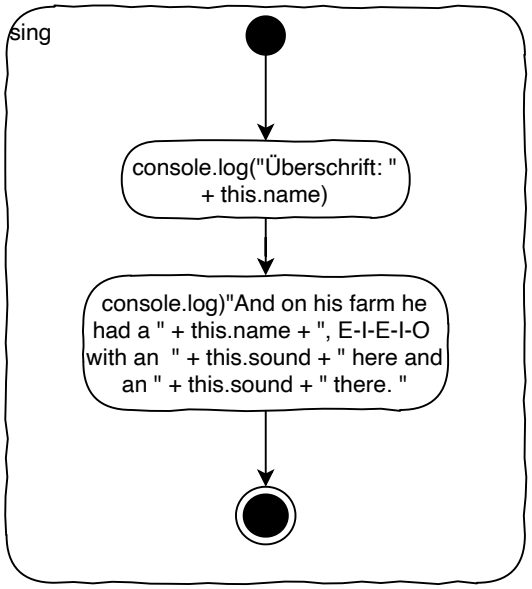
Class Diagram: Animal

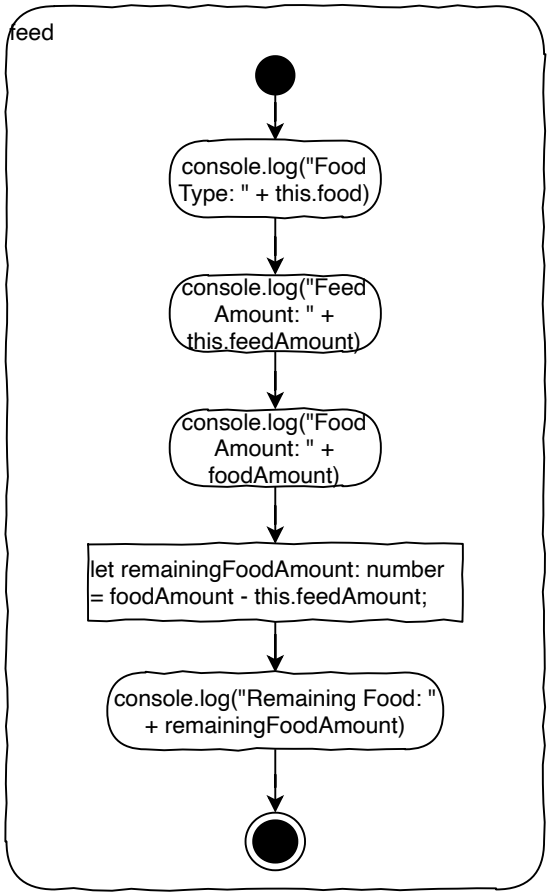


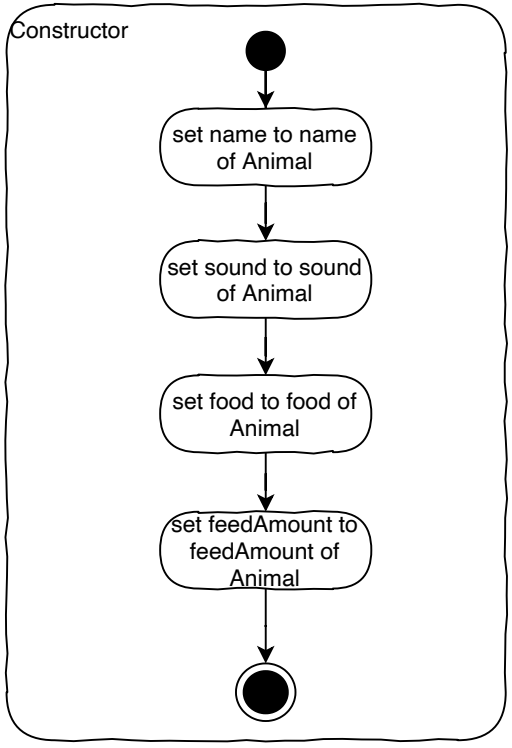




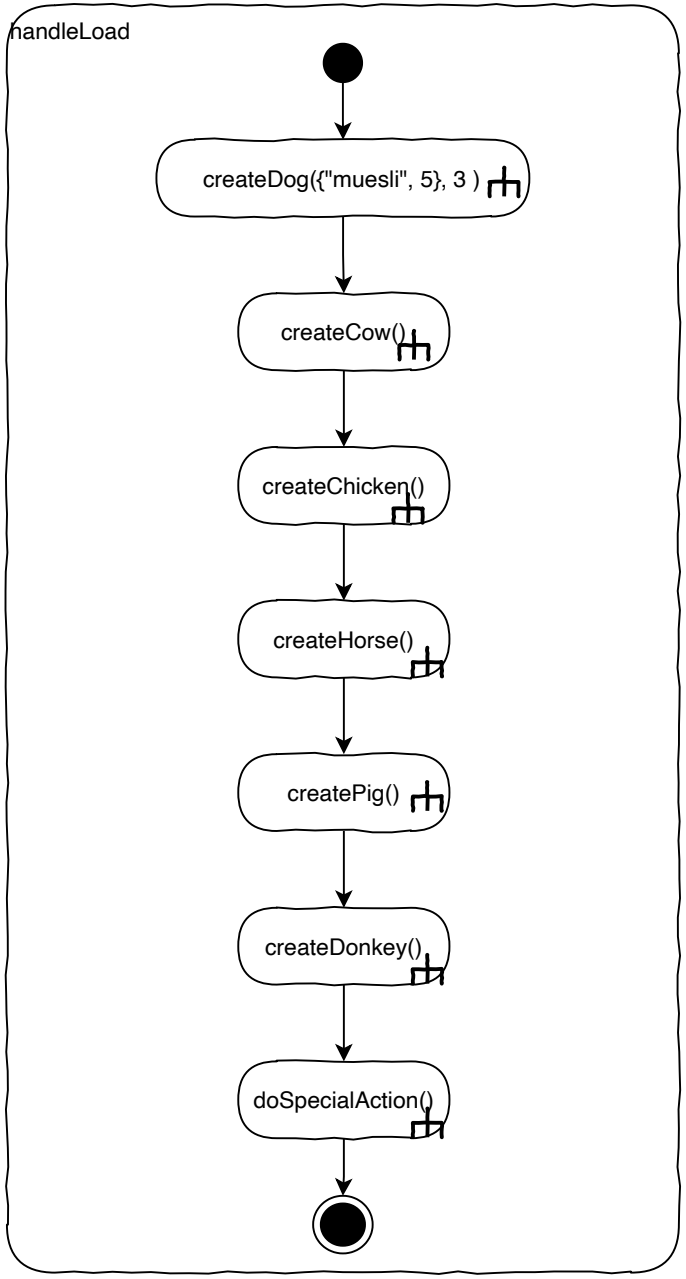
Acitvity Diagram: Animal



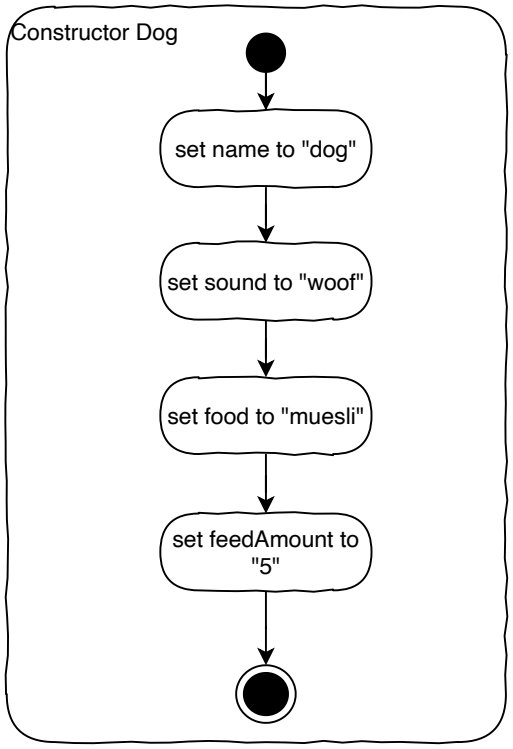


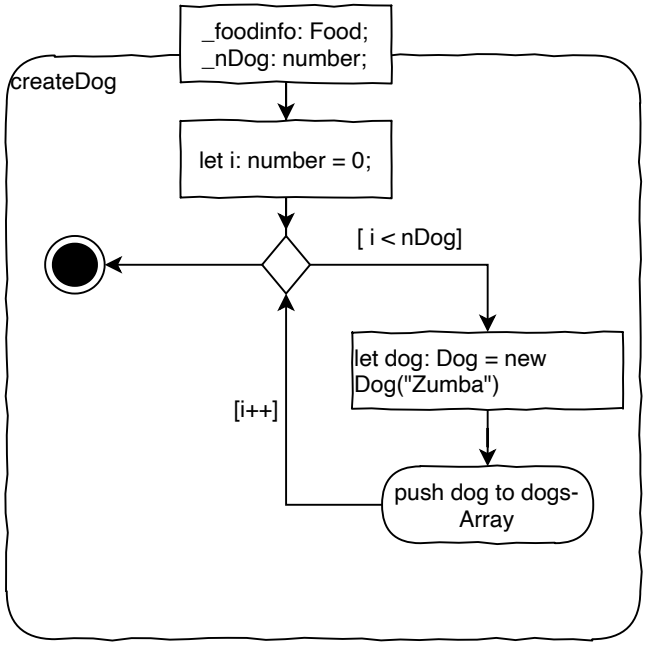



```
let dogs: Dog[]
let donkeys: Donkey[]
let chickens: Chicken[]
let pigs: Pig[]
let horses: Horse []
let cows: Cow[]
```

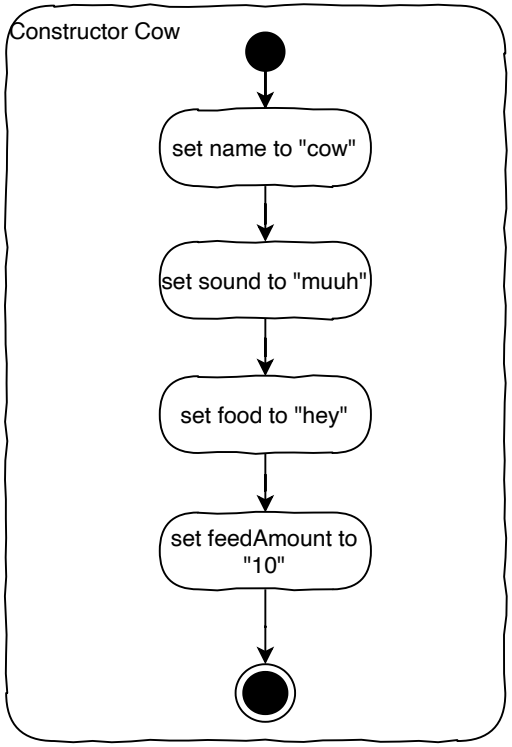


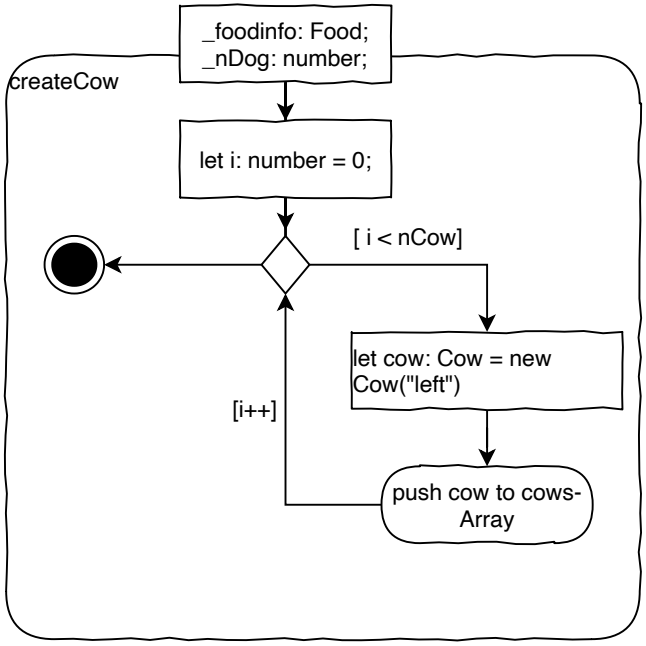
Acitvity Diagram: Dog



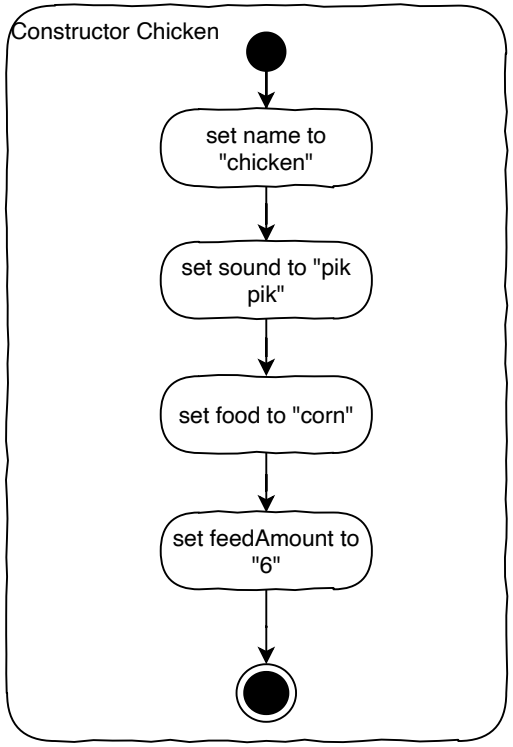


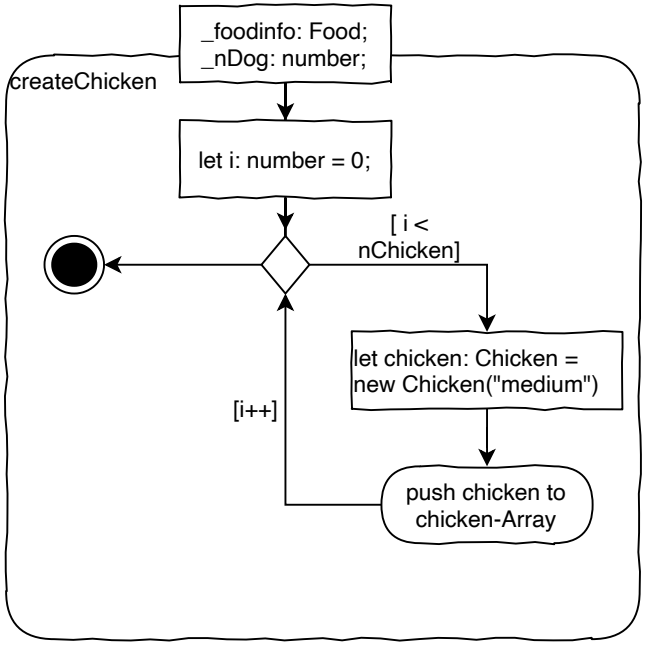
Acitvity Diagram: Cow



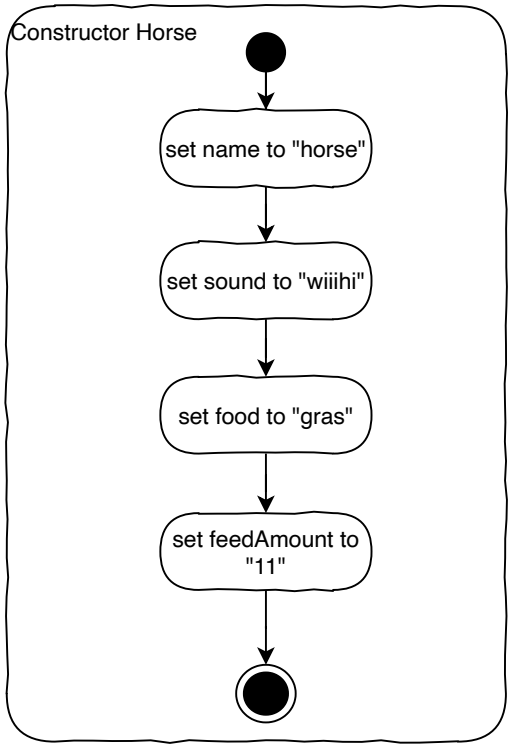


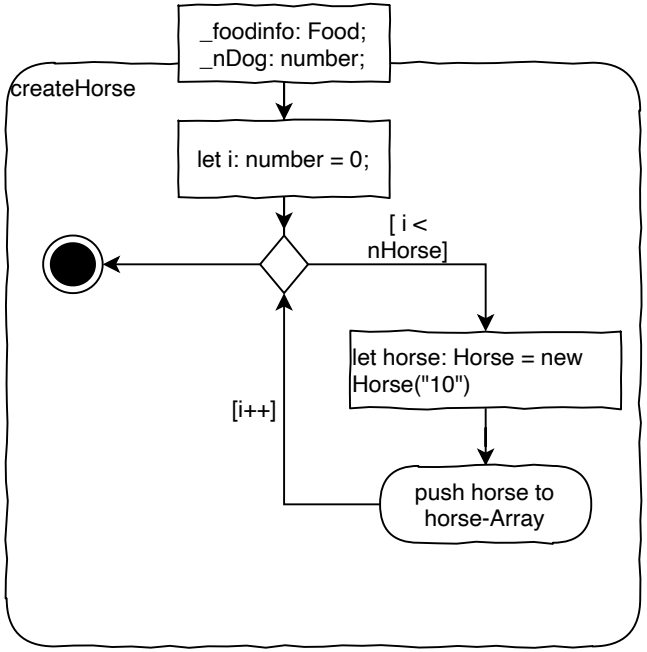
Acitvity Diagram: Chicken



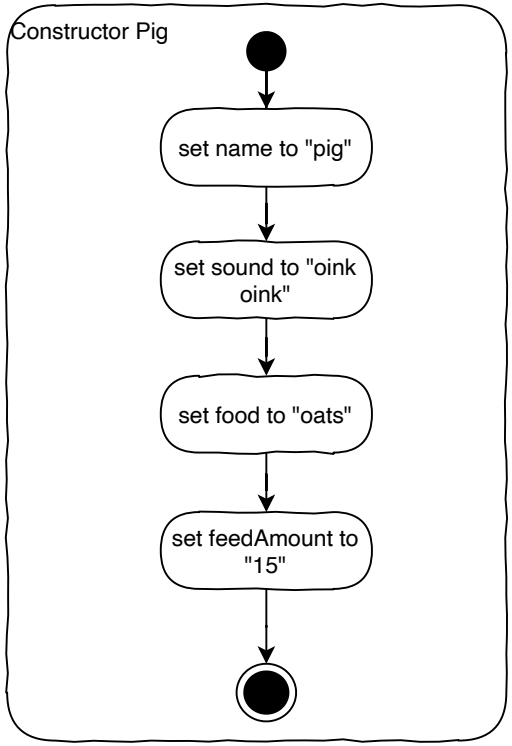


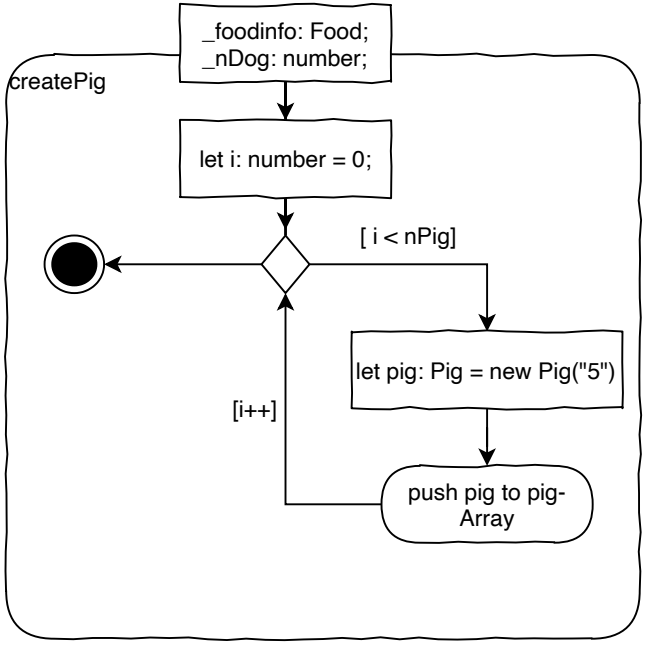
Acitvity Diagram: Horse



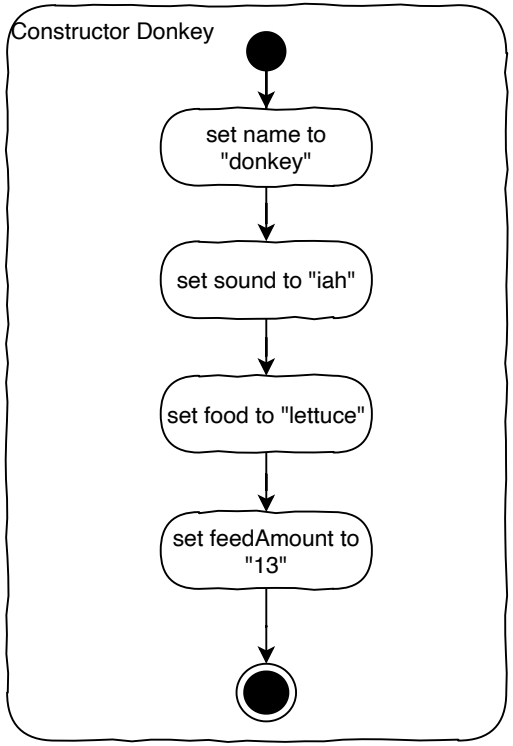


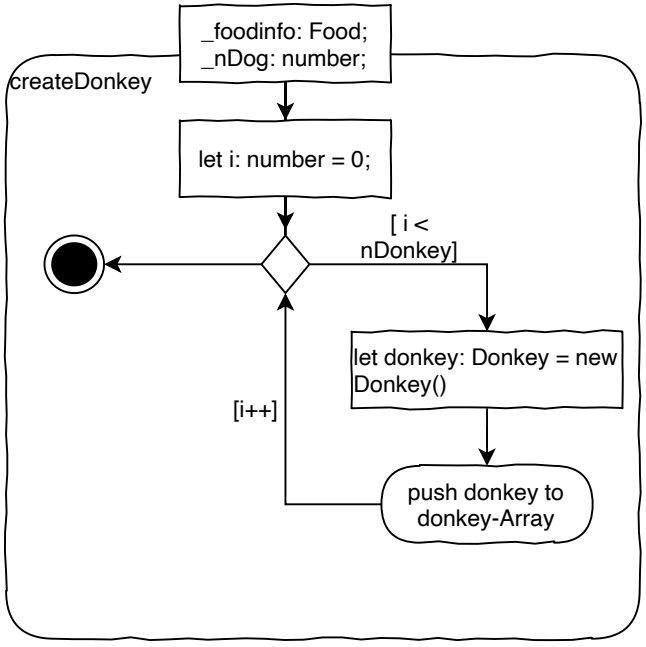
Acitvity Diagram: Pig

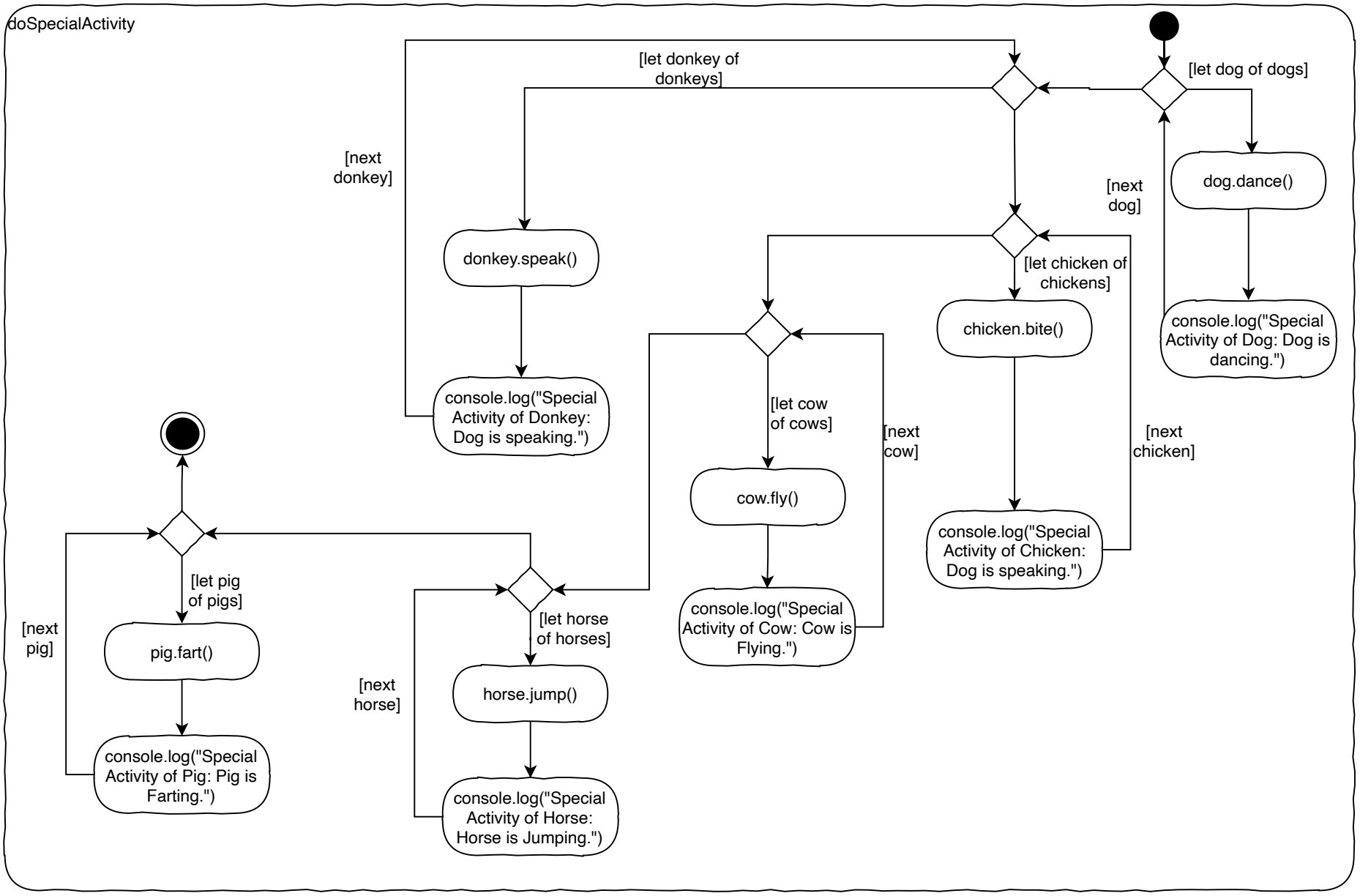




Acitvity Diagram: Donkey






doSpecialActivity
[let dog of dogs]
dog.dance()
console.log("Special Activity of Dog: Dog is dancing.")
[next dog]
[let donkey of donkeys]
donkey.speak()
console.log("Special Activity of Donkey: Dog is speaking.")
[next donkey]
[let chicken of chickens]
chicken.bite()
console.log("Special Activity of Chicken: Dog is speaking.")
[next chicken]
[let cow of cows]
cow.fly()
console.log("Special Activity of Cow: Cow is Flying.")
[next cow]
[let pig of pigs]
pig.fart()
console.log("Special Activity of Pig: Pig is Farting.")
[next pig]
[let horse of horses]
horse.jump()
console.log("Special Activity of Horse: Horse is Jumping.")
[next horse]