Class Diagramm

Animal

name: string type. string food: string

foodAmount: number

sound: string

constuctor(_name: string, _type. string, _food: string, _foodAmount: number, _sound: string)

FoodStorage

meat: number weed: number sweets: number sushi: number carrot: number

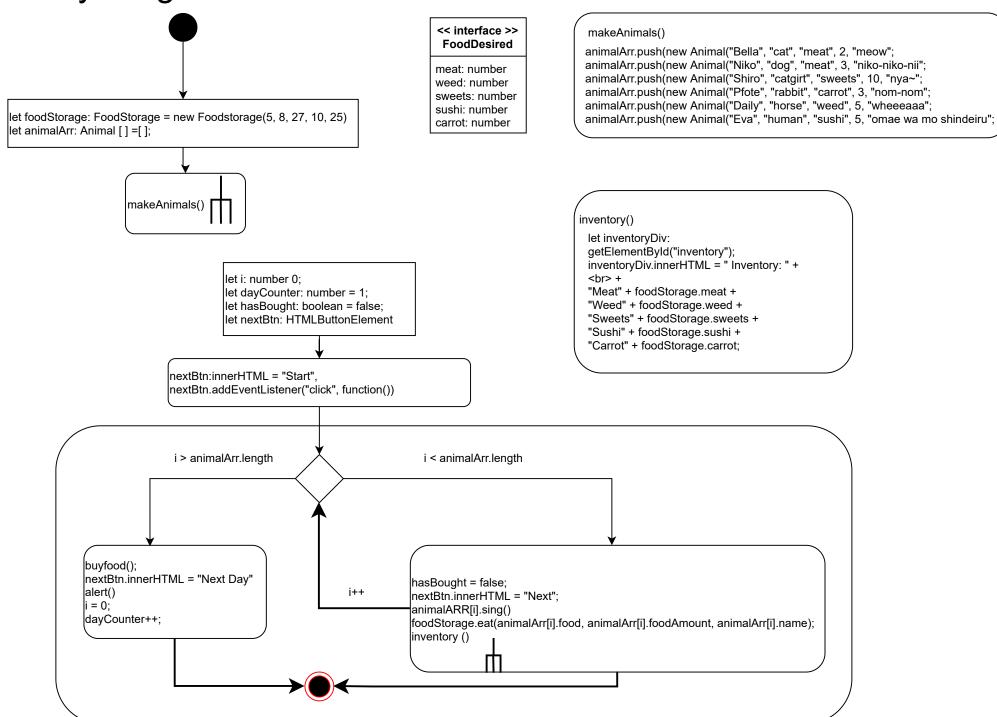
constuctor(_meat: number, _weed: number, _sweets: number, _sushi: number, _carrot: number)

sing()

let songDiv: getElementByld("song")

songDiv.innerHTML = Old McDonald had a farm IAIAO, And on his farm he had some" + this.type + "IAIAO, With a" + this.sound + "-" + this.sound + "here, and a" + this.sound + "-" + this.sound + "there, here a" + this.sound + "there a " + this.sound + "everywhere a " + this.sound + "-" + this.sound;

Activity Diagram



```
_food: string, _foodAmount: number, _name:
 eat()
let feedDiv: getElementById("food")
   _food == "meat"
                      foodDiv.innerHTML = _name + "ate" + _foodAmount +
                                                                                                   "pieces" + "of" + _food + this.meat +
                                                                                                                                                                 "pieces" + "left"
                                                                                foodAmount ==1
                                                                                               "piece"
                                                                                                                                                              "piece"
   _food == "weed"
                                                                                                "pieces" + "of" + _food + this.weed +
                      foodDiv.innerHTML = _name + "ate" + _foodAmount +
                                                                                                                                                              "pieces" + "left"
                                                                               _foodAmount ==1

→ "piece"
                                                                                                                                             _foodAmount ==1
                                                                                                   "pieces" + "of" + _food + this.sweets +
                      foodDiv.innerHTML = _name + "ate" + _foodAmount +
                                                                                                                                                                 "pieces" + "left"
   food == "sweets"
                                                                               _foodAmount ==1
    food == "sushi"
                                                                                                   "pieces" + "of" + _food + this.sushi +
                      foodDiv.innerHTML = _name + "ate" + _foodAmount +
                                                                                                                                                                 "pieces" + "left"
                                                                               _foodAmount ==1
                                                                                                                                             _foodAmount ==1
                                                                                                                                                                "piece"
   _food == "carrots"
                                                                                               → "pieces" + "of" + _food + this.carrots +
                      foodDiv.innerHTML = _name + "ate" + _foodAmount +
                                                                                                                                                              "pieces" + "left"
                                                                               _foodAmount ==1
                                                                                                                                             _foodA<u>mount ==1</u>
                                                                                               → "piece"
                                                                                                                                                             "piece"
```

