

ClassDiagramm:

Animal

name: string;
species: string;
sound: string;
foodType: string;

foodAmount: number;

constructor

(_name: string, _species: string, _sound: string, _foodtype: string, _foodAmount:

number)
eat(): string
sing(): string

Cow

name: string

sound: string = moo foodType: string = grass foodAmount: number

constructor(_name: string, _amount: string)

doSpecialAction(): string

Chicken

name: string

sound: string = bok foodType: string = corn foodAmount: number

constructor(_name: string, _amount: string)

doSpecialAction(): string

Dog

name: string

sound: string = woof foodType: string = meat foodAmount: number

constructor(_name: string, _amount: string)

doSpecialAction(): string

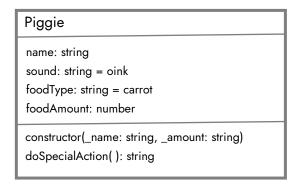
Cat

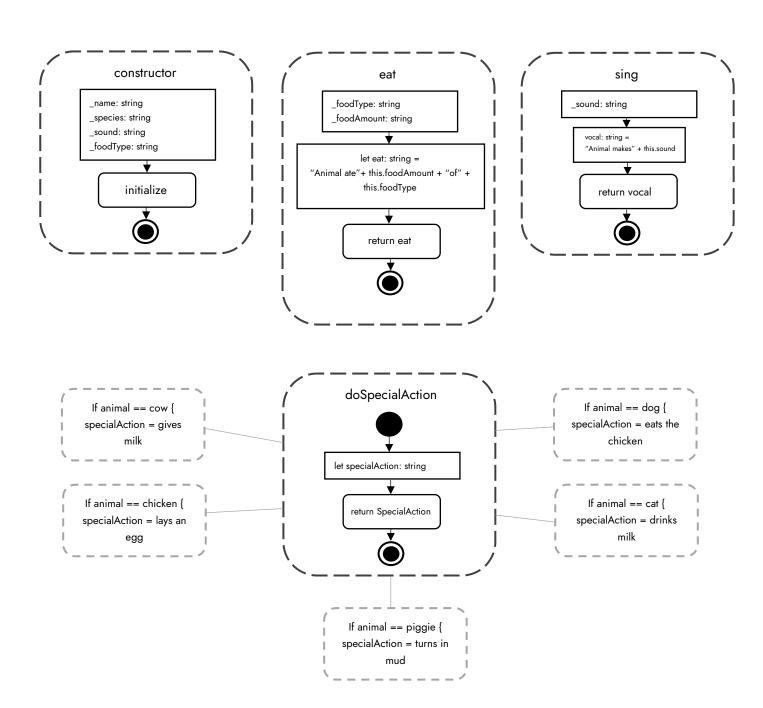
name: string

sound: string = meow
foodType: string = fish
foodAmount: number

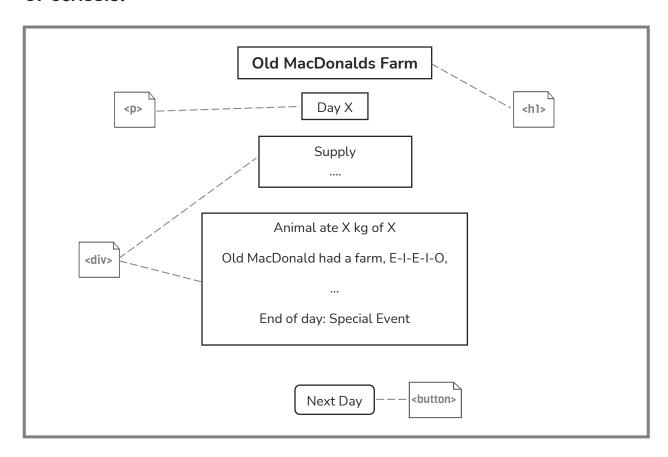
constructor(_name: string, _amount: string)

doSpecialAction(): string





UI-Scribble:



ActivityDiagramm:

