EIA2 - L09 OldMacDonaldsFarm

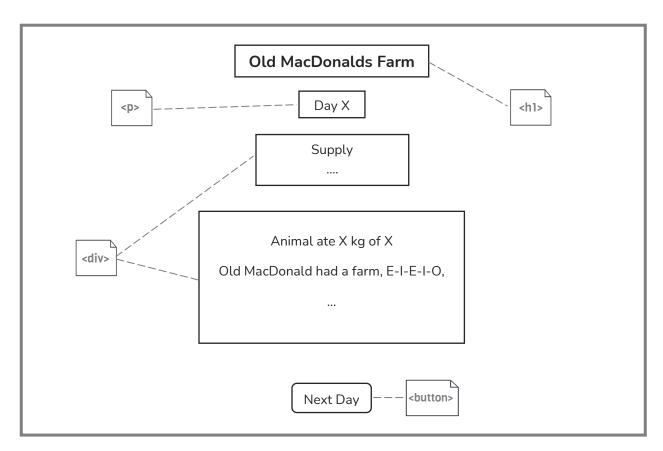
ClassDiagramm:

```
Animal

name: string;
species: string;
sound: string;
foodtype: string;
foodAmount: number;

constructor
(_name: string, _species: string, _sound: string, _foodtype: string, _foodAmount: number)
```

UI-Scribble:



ActivityDiagramm:

