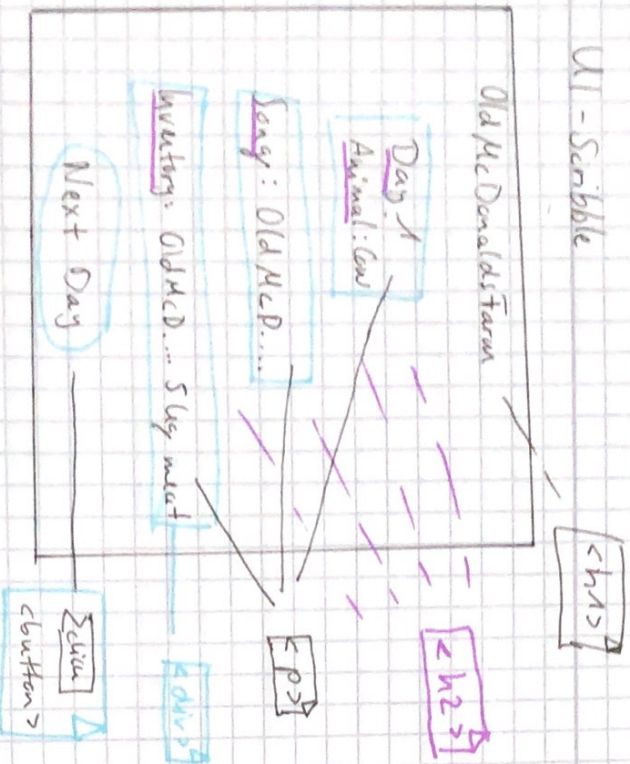
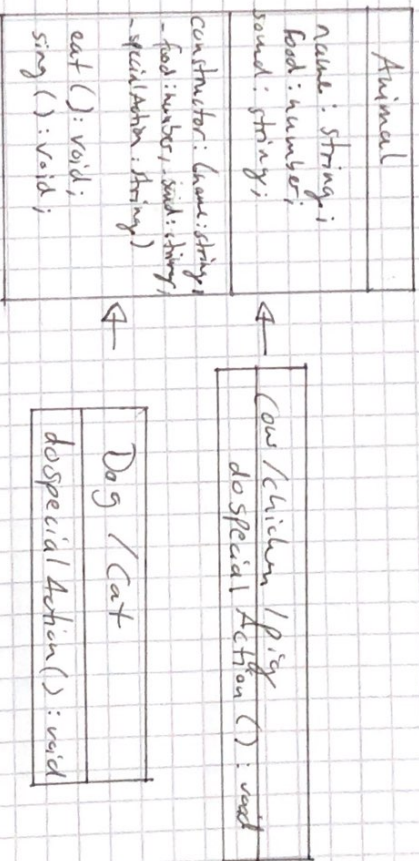


# Old McDonald's Farm Heritage

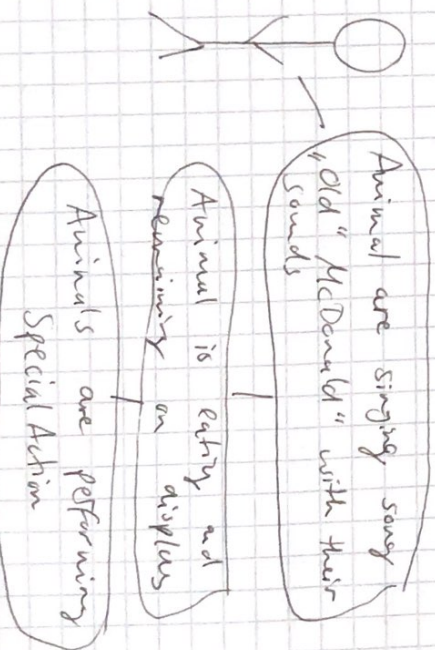
## UML - Scribble



## Class - Diagram



## Uses - Case - Diagram





# Aktivitätsdiagramm

main

Farm



```
counter: number = 0;  
let Inventory Amount: Inventory [3];  
let max Grass: number = 100;  
let max Meat: Meat = 20;  
let max Corn: number = 80;  
let day: number = 1;  
let specialAction = HTML Elements
```



```
let animals(): void {  
  let: cow = Animal("Killer", "cow", "green", "moo", 10);  
  let: dog = " ("Steve", "dog", "meat", "woof", 12);  
  let: cat = " ("Coco", "cat", "fish", "meow", 5);  
  let: chicken = " ("Chicky", "chicken", "corn", "bode", 30);  
  let: pig = " ("Piggy", "pig", "corn", "quack", 25);  
}
```



push chicken, cow, pig, cat, dog in animals array; t3



One Day Passes



```
let animals: first item in animals array [3]
```

```
animal: string [3];  
animal.eat();  
animal.specialAction();
```

