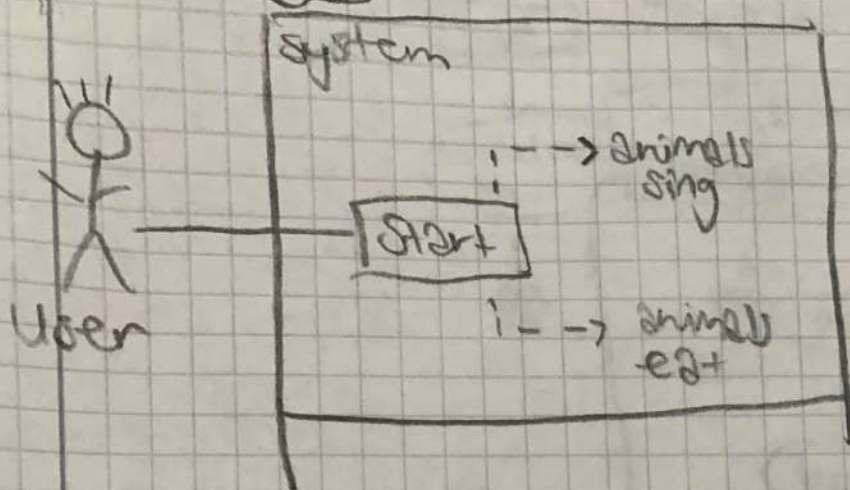
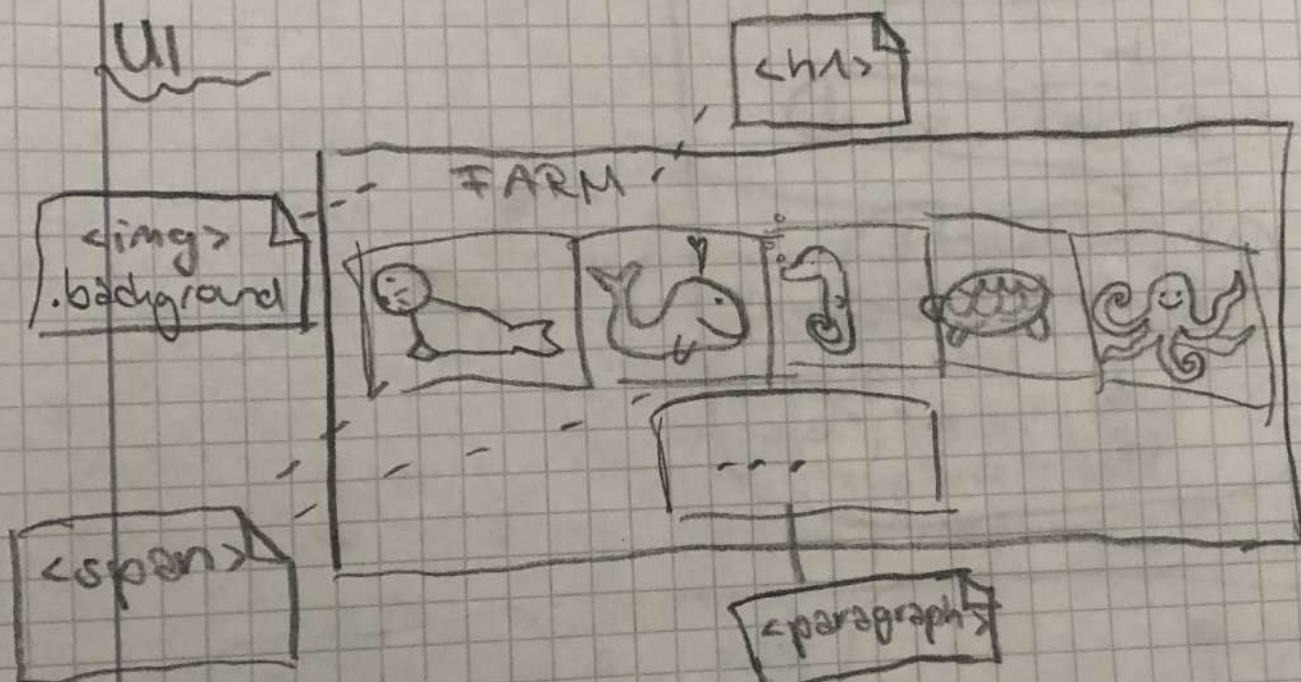


## Use Case



## UI



## Klassendiagramm

### Animal

Functions:

type: string food: string sound: string foodamount: number	- constructor(-type; - <del>food</del> ; -sound; - foodamount): void - sing() - eat()
---	--



# Activity Diagram

