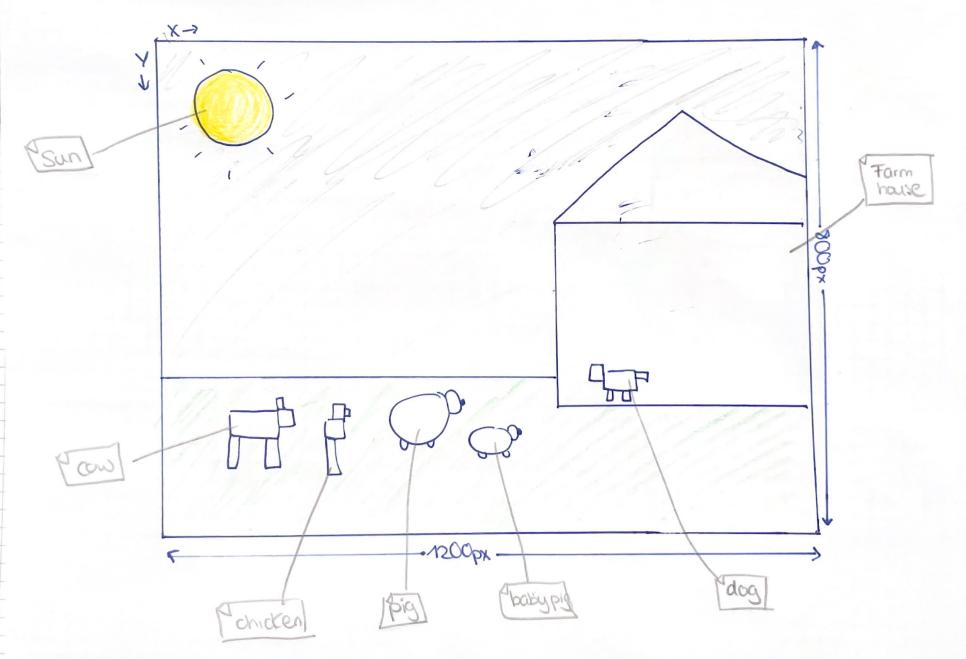
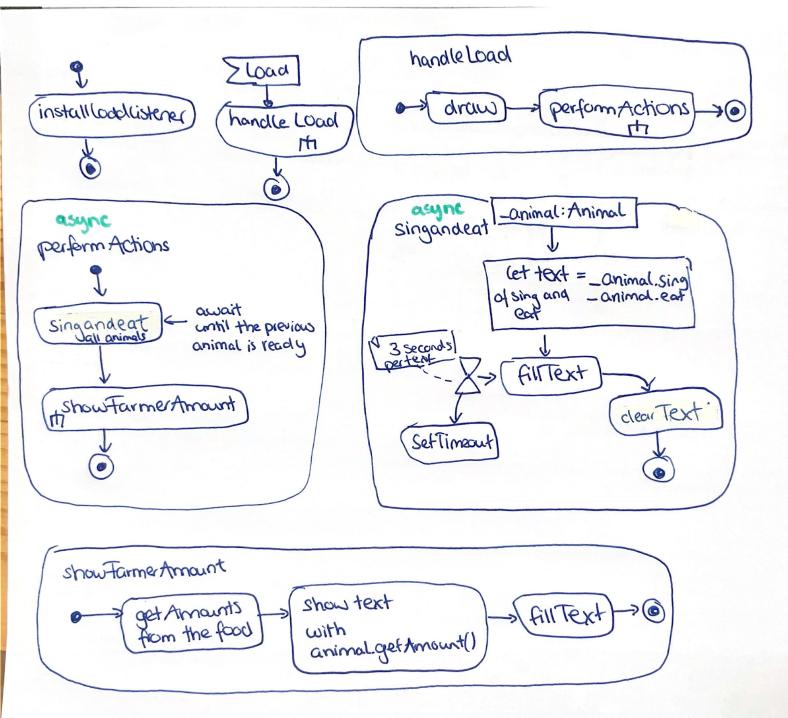
VI Scribble: Old Macdonalds Farm



Class Diagram: Old MacDonalds Fam Canvas Rendering Context Animal animaltype: String food: string Sound: String foodamant: number Activity Diagram constructor getAmount sing eat Sing():void eat():void getamount (): number return check food generate this foodAmount amount songtext if o decrease show song specific Animal Class amount text showuser constructor() that the animal is easing 9 that there is he more food



Let cow = new Cow
Let chicken = new Chicken
Let plg = new Pig
Let babypig = new Pig
Let dog = new Dog