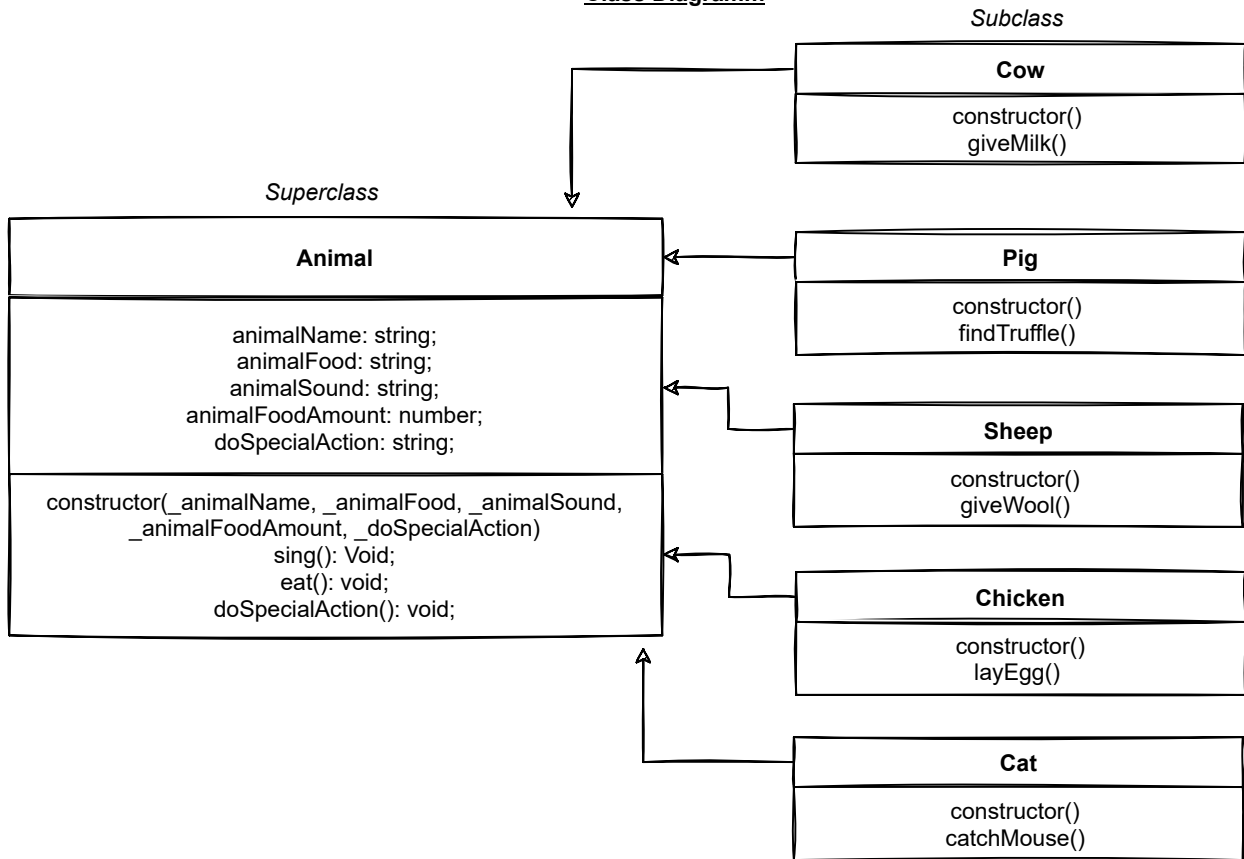
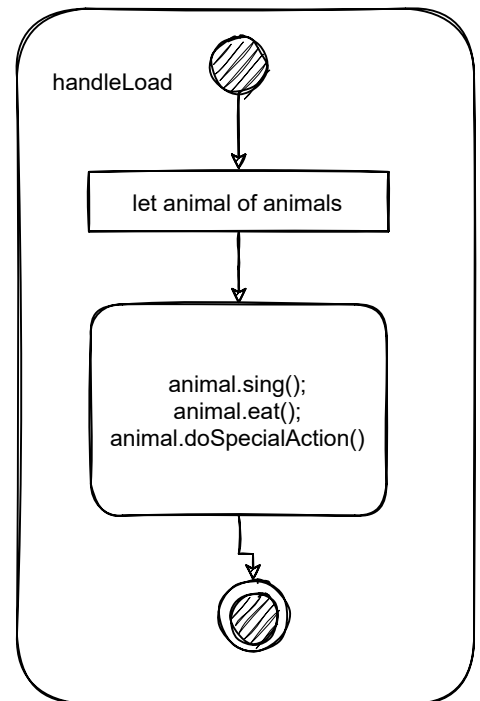
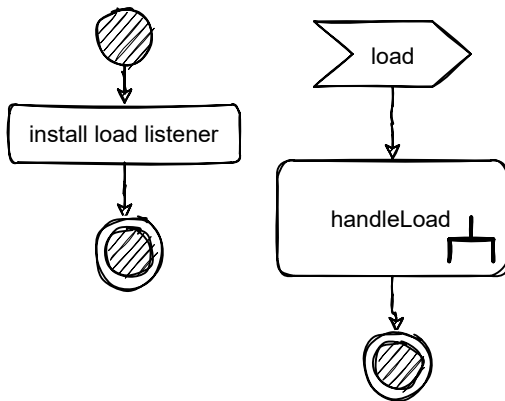


## Class Diagramm



## Activity Diagramm: Main

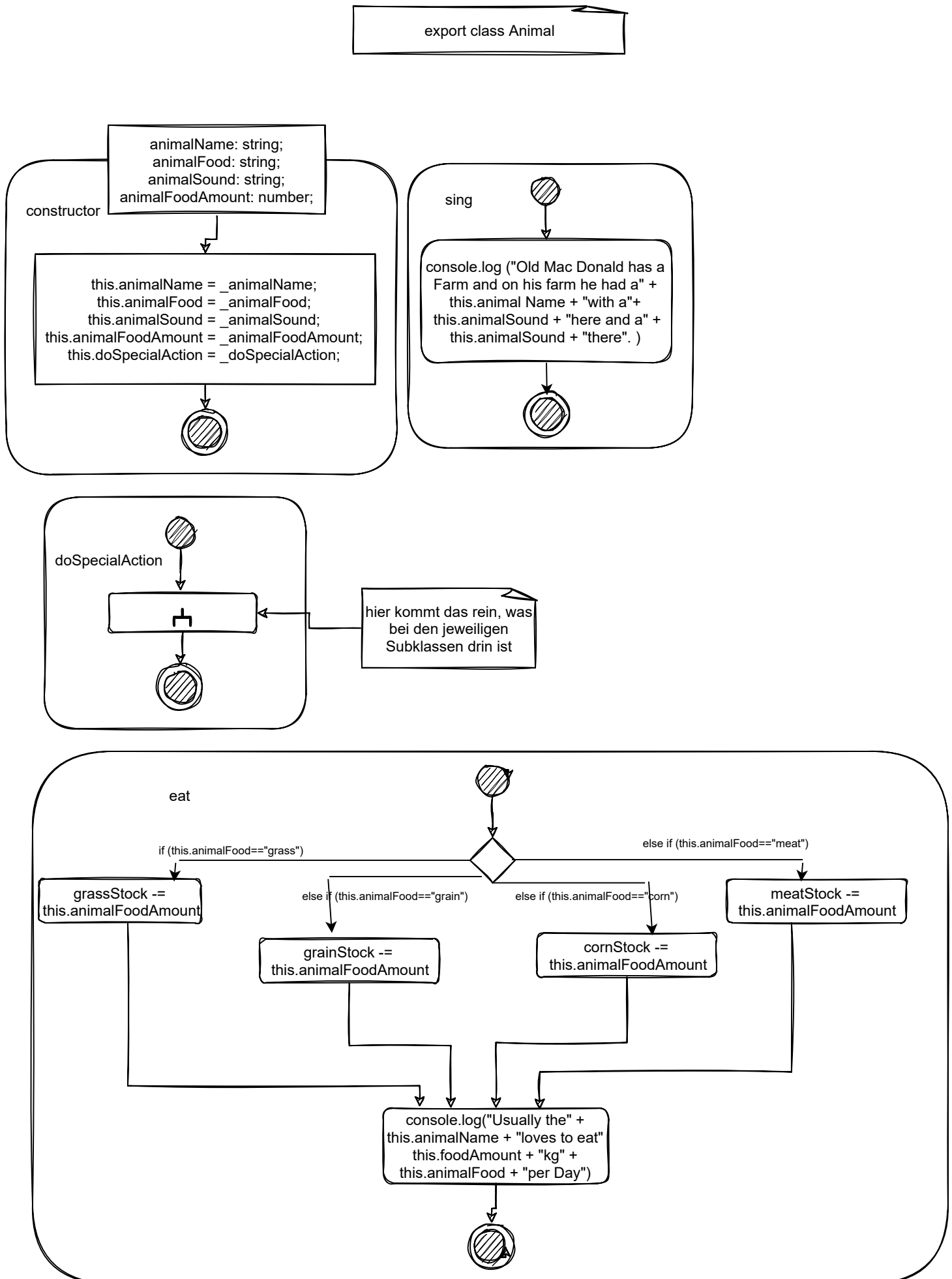


```

let grassStock: number = 200;
let grainStock: number = 150;
let cornStock: number = 100;
let meatStock: number = 50;

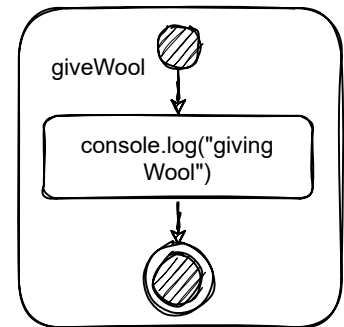
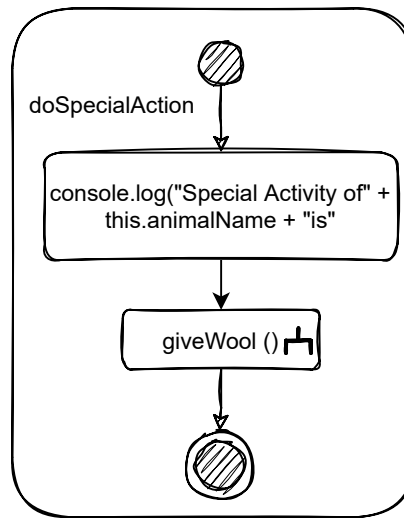
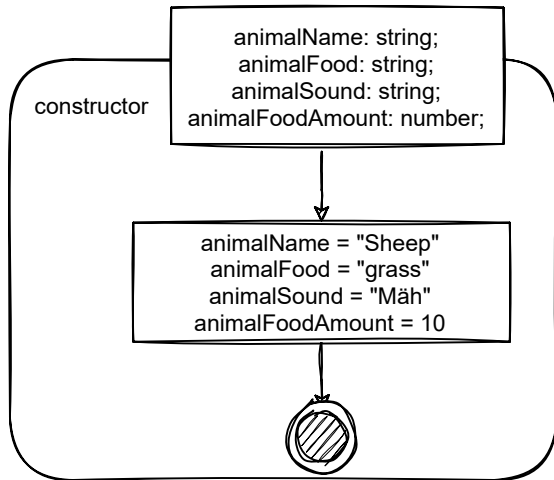
let animals: Animal [] = [];
let cow: Animal = new Cow("Cow", "grass", "Muh", "30", "give Milk");
let pig: Animal = new Pig("Pig", "grain", "Oink", "20", "find Truffle");
let sheep: Animal = new Sheep("Sheep", "grass", "Mäh", "10", "give Wool");
let chicken: Animal = new Chicken("Chicken", "corn", "Kikeriki", "5", "lay Egg");
let cat: Animal = new Cat("Cat", "meat", "Miau", "5", "catch Mouse");
  
```

## Activity Diagramm: Superclass "Animal"

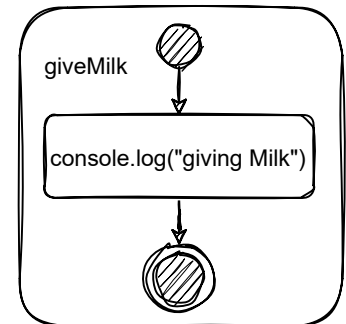
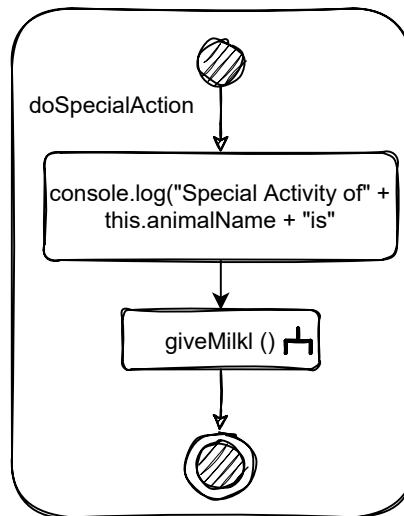
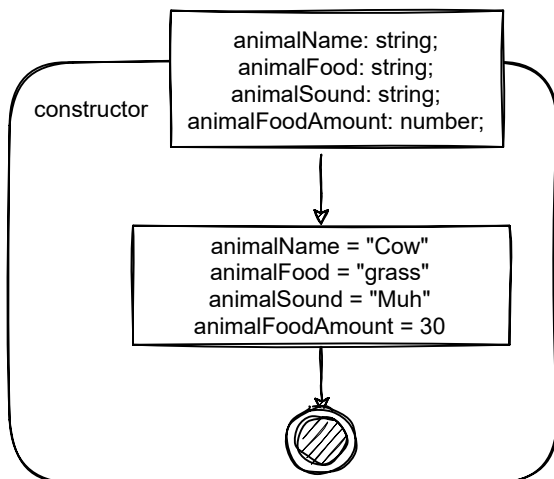


### Activity Diagramm: Subclass "Sheep"

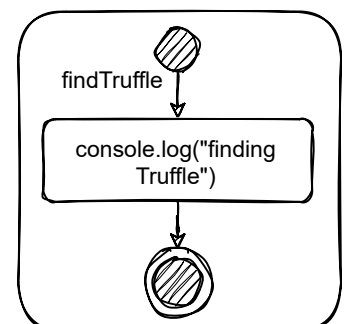
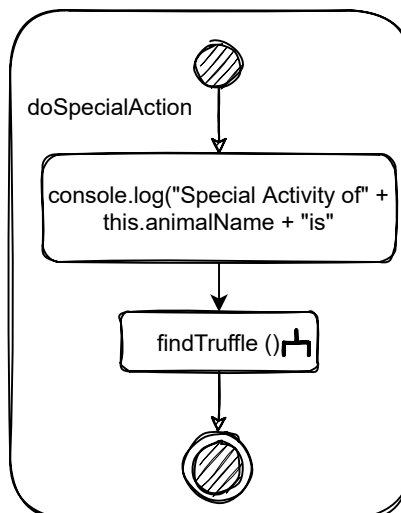
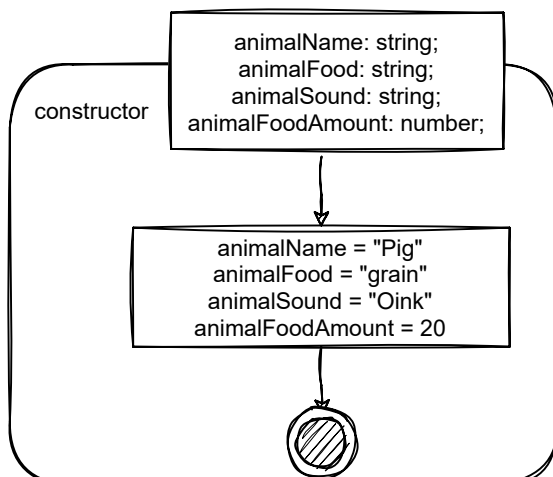
export class Sheep extends Animal



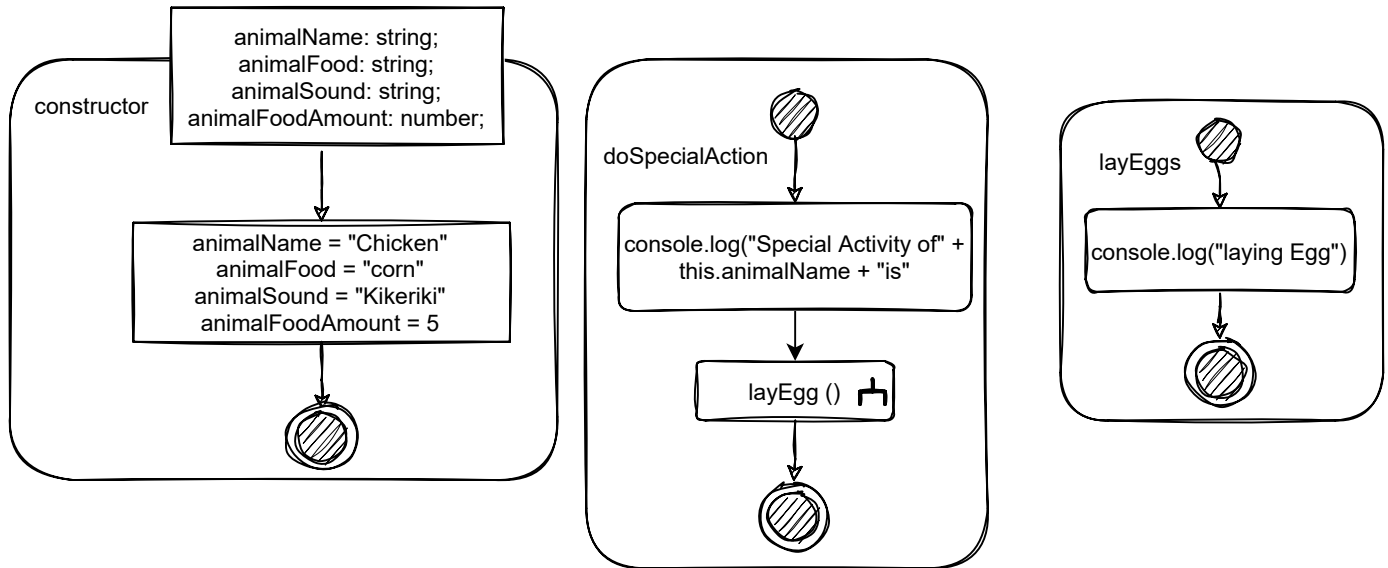
### Activity Diagramm: Subclass "Cow"



### Activity Diagramm: Subclass "Pig"



### Activity Diagramm: Subclass "Chicken"



### Activity Diagramm: Subclass "Cat"

