

# LOG. 1

## Klassendiagramm

Animal

name: string

type: string

sound: string

food: string

food Portion: number

food Amount: number

Constructor (-name: string, -type: string, -sound: string, -food: string, food Portion: number, -food Amount: number)

Sing(): string

eat(): string

# Log. 1

## Aktivitätsdiagramm

