CLASS-DIAGRAM OLDMCDONALDS

note: initialize the class Animal in an extra file

don't forget to export the class so you can access from other files

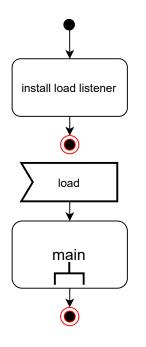
Animal

name: string food: string foodAmount: number sound: string

constructor(_name: string, _food: string, sound: string)

sing(): void eat(): void

ACTIVITY-DIAGRAM OLDMCDONALDS



produce new objects of the animal class

with the sequence from the constructor

