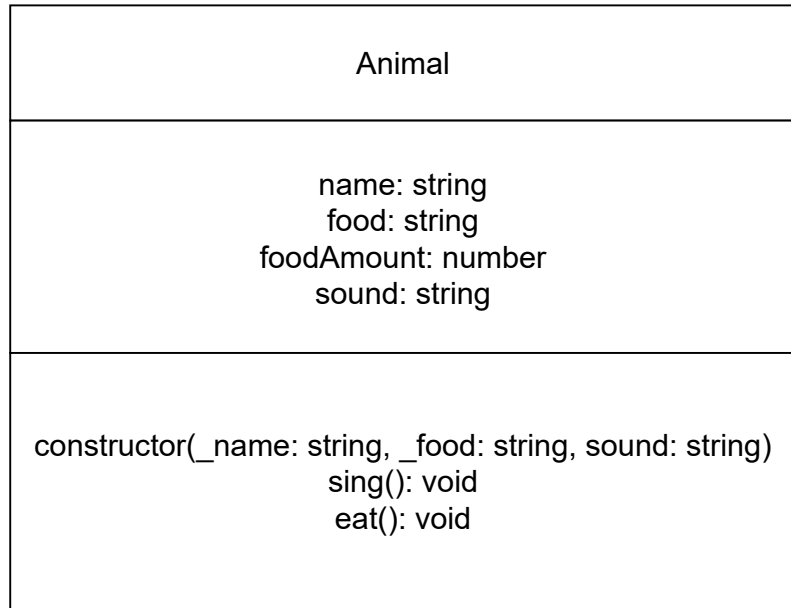


CLASS-DIAGRAM

OLDMCDONALDS

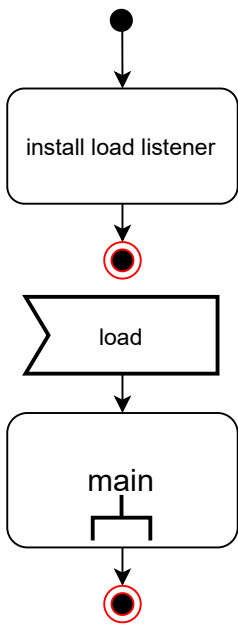
note: initialize the class Animal in an extra file

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



ACTIVITY-DIAGRAM

OLDMCDONALDS



produce new objects of the animal class
with the sequence from the constructor

