

# Log 1 - Old MacDonald's Farm: Class Diagram

getauuscht mit: Markian Koc

Canvas Rendering Context

Animal

species: string  
noise: string  
food: string  
storage: number  
name: string

constructor (-species, -noise, -food, -storage, -name)  
feed (-food, -storage, -name, -species)  
sing (-noise)

constructor

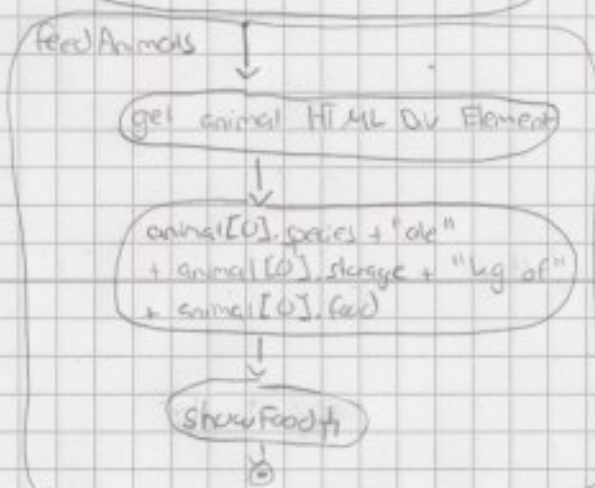
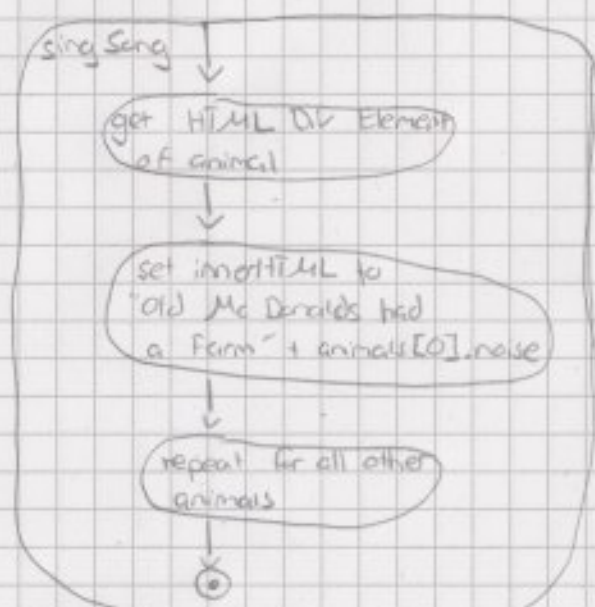
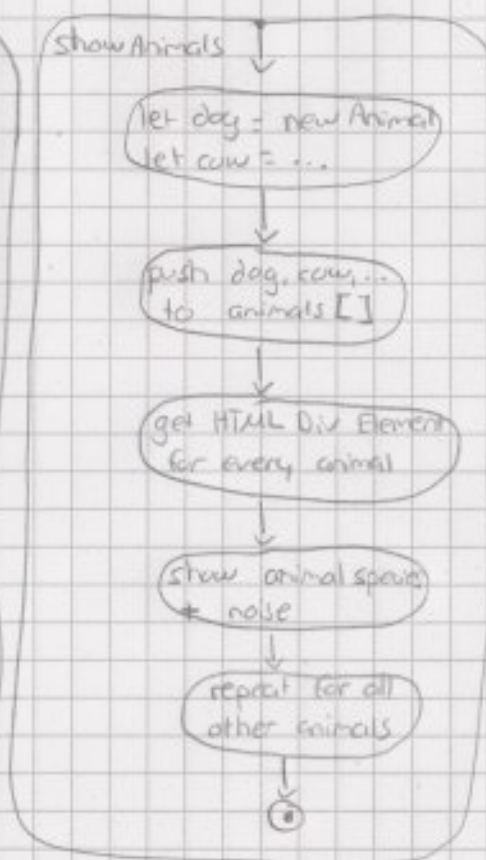
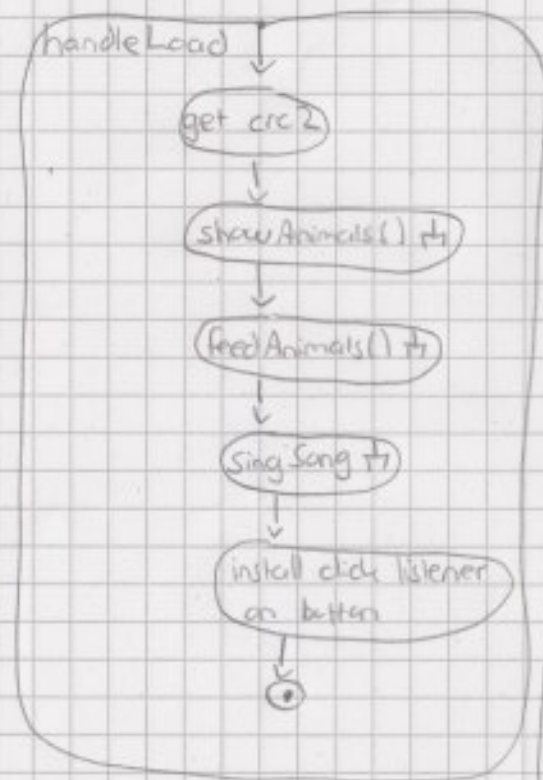
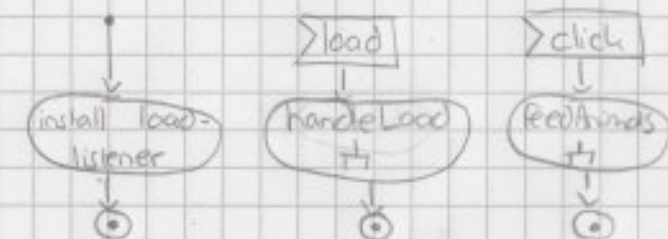
-species  
-name  
-noise  
-food  
-storage

this.species = -species  
this.name = -name  
this.noise = -noise  
this.food = -food  
this.storage = -storage



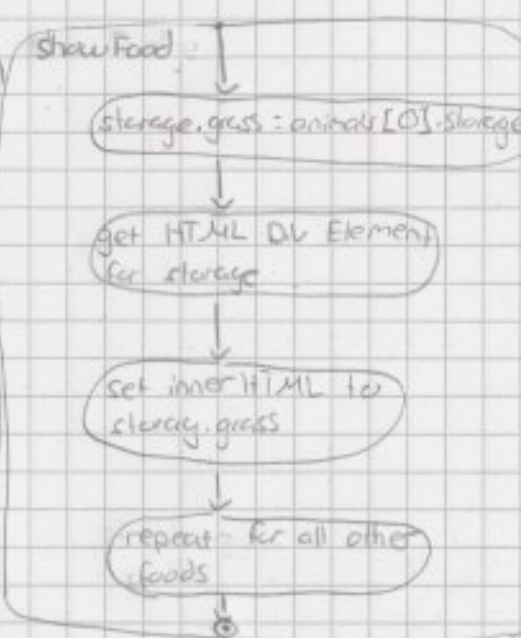
# LOB. 1 - Old McDonald's Farm: Activity Diagram - Main

gezeichnet mit UML Activity Editor



```

interface Food {
    grass: number
    corn: number
    oats: number
    hay: number
    meat: number
}
    
```



LOG 1. Old MacDonald's Farm: UI-Scribble

gekreut mit Merkmalen

<h1>

div  
id="farm"

Old MacDonald's Farm

<div>  
id="storage"

<div>  
id="cow"

div  
id="dog"

div  
id="chicken"

div  
id="goat"

div  
id="sheep"

<button>  
Send