Klassendiagramm Old McConald Farm Animal Canvas Rendering Context name: string type: string food: string foodAmount. number so und: string constructor ()
doSpecialAction() constructor (name: , -+ype: , - sound: ) dround: eatFood (-food:, -foodAmount:): wid signong (sound: ): wid constructor () do Special Action() do Special Action () sheep horse (onstructor() constructor() (orstructor () do Special Action 1) dospecial Action() dospecial Action Ahtivitätsdiagramm Storage Install load load handleload >click apple: 1-event+ handleLoad nextlap get cre2 (feed(/1) (create Animals) (Sing song (1) (next lay 1) do special Action (1H) (install listener) (do for every Animal) Cupitate Storage

Aktivitä Esdiggamm Superclass Animal Constructor - foodtmount, sound (do Special Action do the special Action this name = -name this type = - type this food this food trout = 1- God Around singlong t-sound feed Get HTML dir Element (get HTML di Elevant) set inner HTML to "Old Mc Pould had a farm"
song text et inne HTML so user can see the food and how much animal ste (do for all Animal) (do for all Aninals) Autivitatsdiagramm Subclasses (all 5 individual tringle) Constructor - food, -type, -food townt, sound ldo Special Action define Parameters
of Animal = new Animal(".") set pecial Action