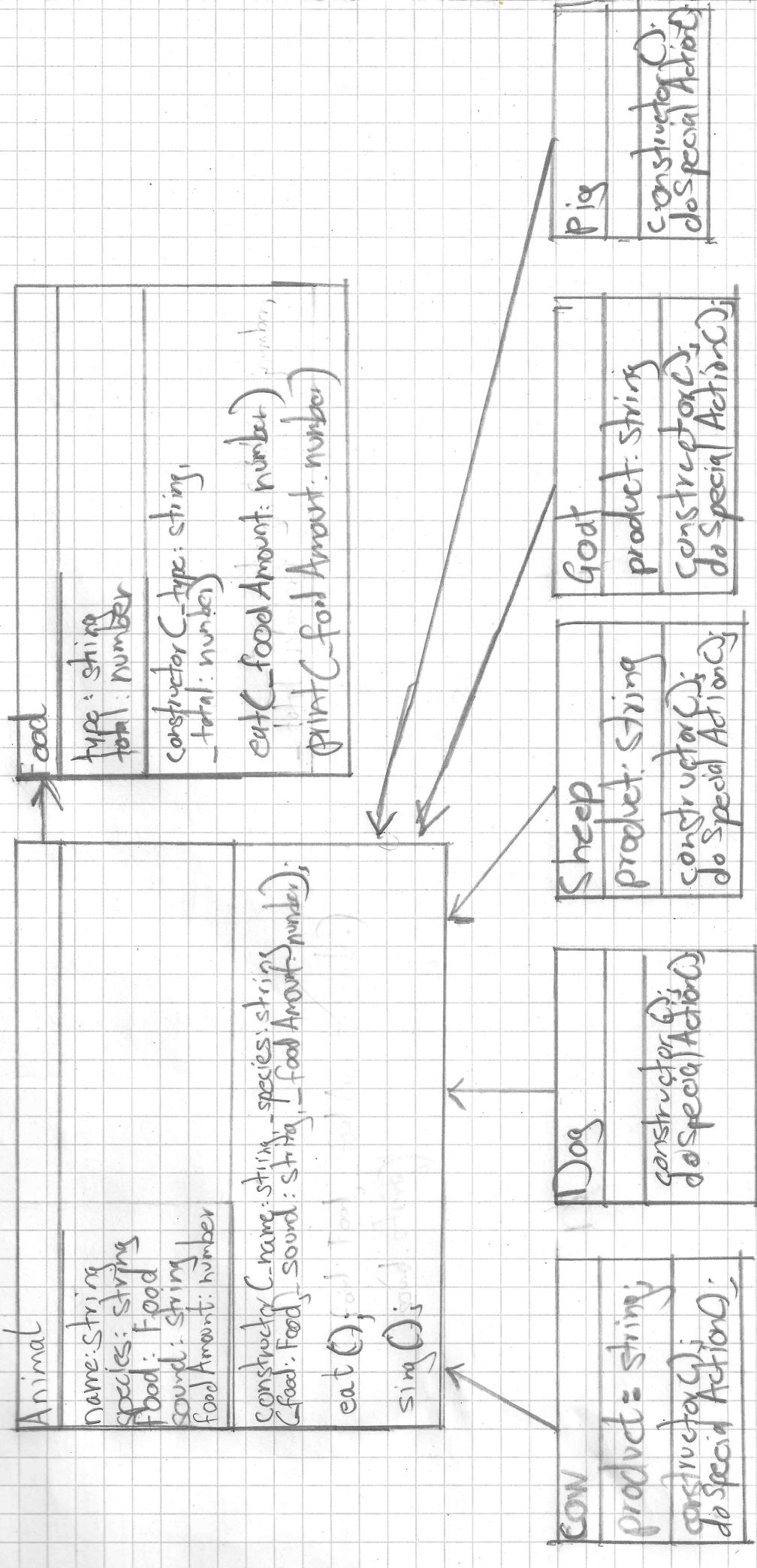


Class Diagram

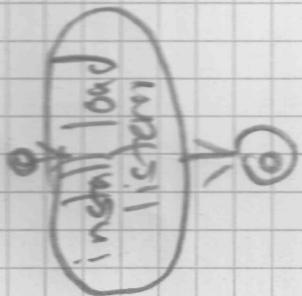
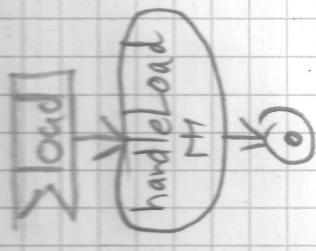
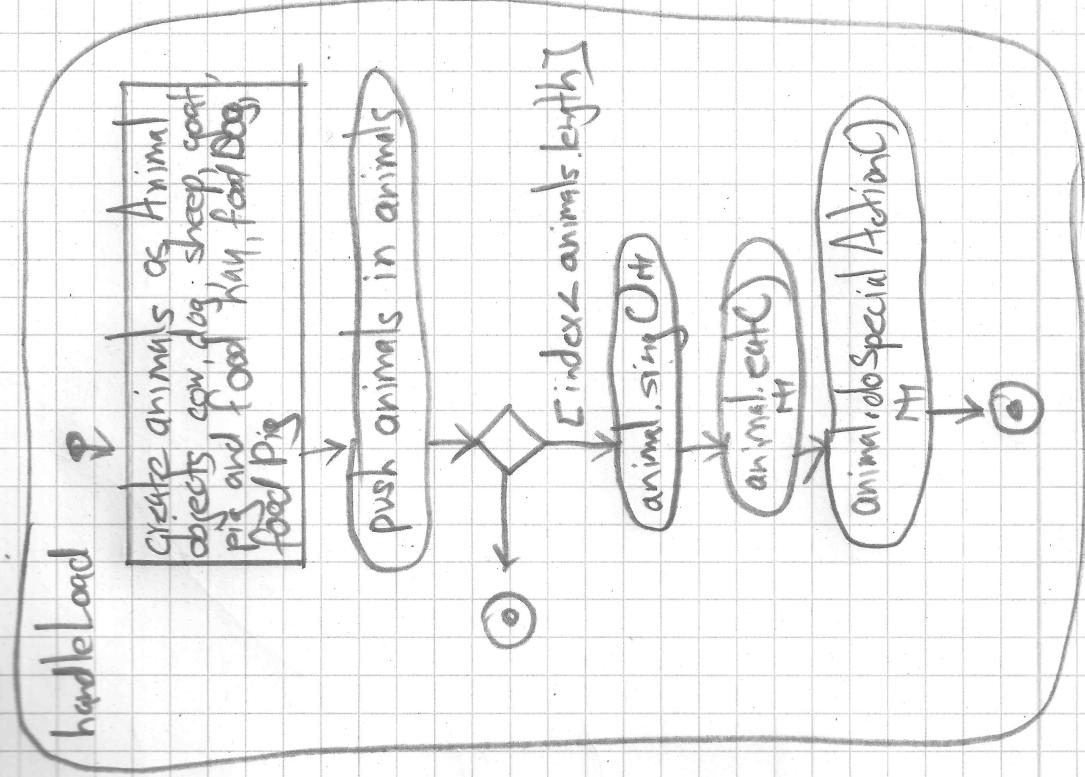
old McDonald



Activity Diagram

ONDHerage

let animals: Animal[]



Old McDonald - Animal

Activity Diagram

name: string
species: sheep
food: Food 1
sound: sound 1
foal: foal number

Conductor

Set name to_name species to species,
food to_food sound to_sound and
foal to_foal mount to_food mount

eat

call this foot eat with Cthis.food mount

⑥

sing

call this name at <P id="name"> and species at <P id="species"> and species with <P id="speciesWith">
at <P id="id-animals"> and <P id="id-sounds"> twice at <P id="id-sounds1"> and <P id="id-sounds2">
<P id="id-foals"> once at <P id="id-foals1">

⑦

Activity Diagram

OMD Heritage - Animals : Cow, Dog, sheep, Goat, Pig

