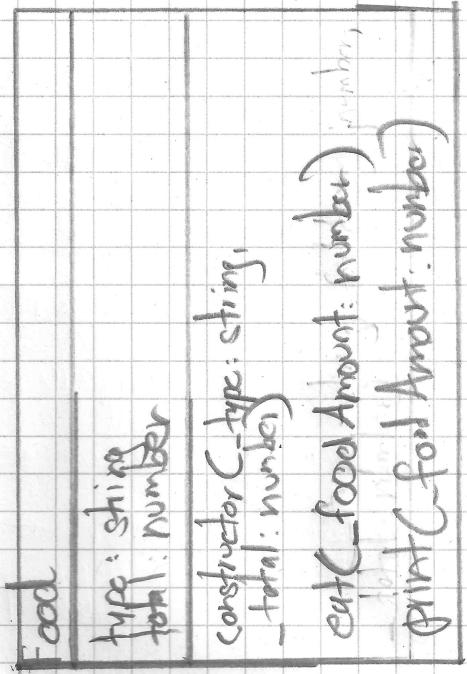
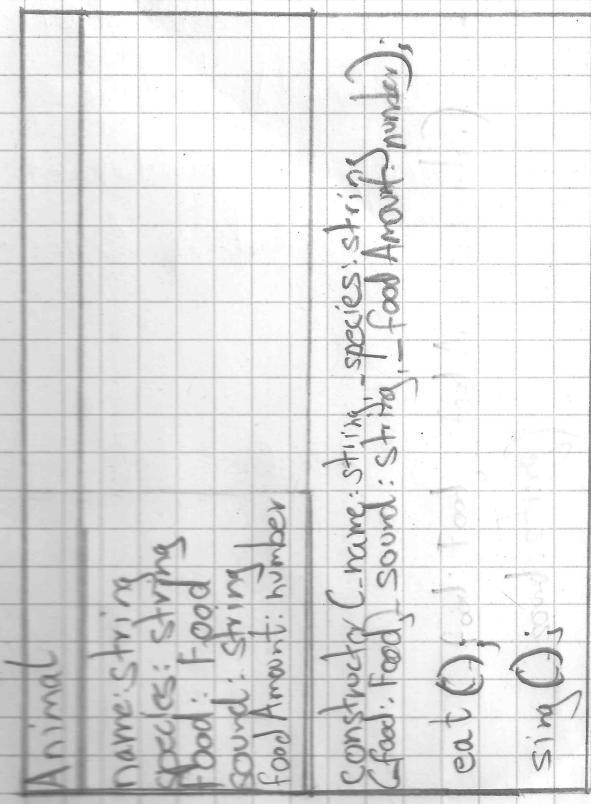


# Class Diagram

Old McDonald



# Activity Diagram

Old McDonald - Animal

name: string
species: string
food: Food
sound: string
foodAmount: number

Constructor

Set name to name species to species,  
Food to food sound to sound and  
foodAmount to foodAmount

eat

call this foot eat with Cthis.food.Amount

H

⑥

V

⑥

sing

call this name at <P id="name"> and species with

id "id-animal" and this sound twice at

id "sound1" and "sound2" and once at

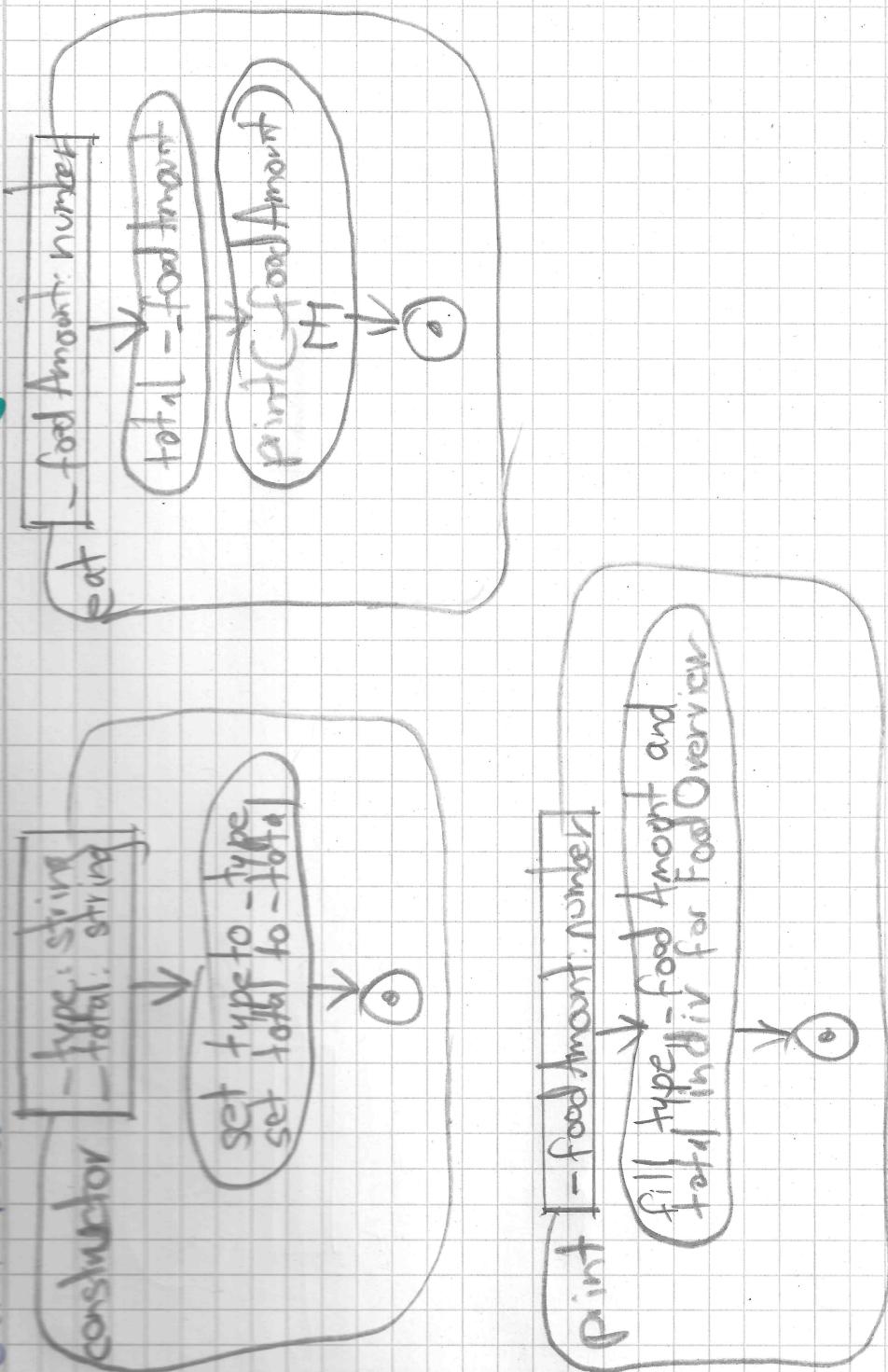
id "sound1" and once at id "sound2"

⑥

V

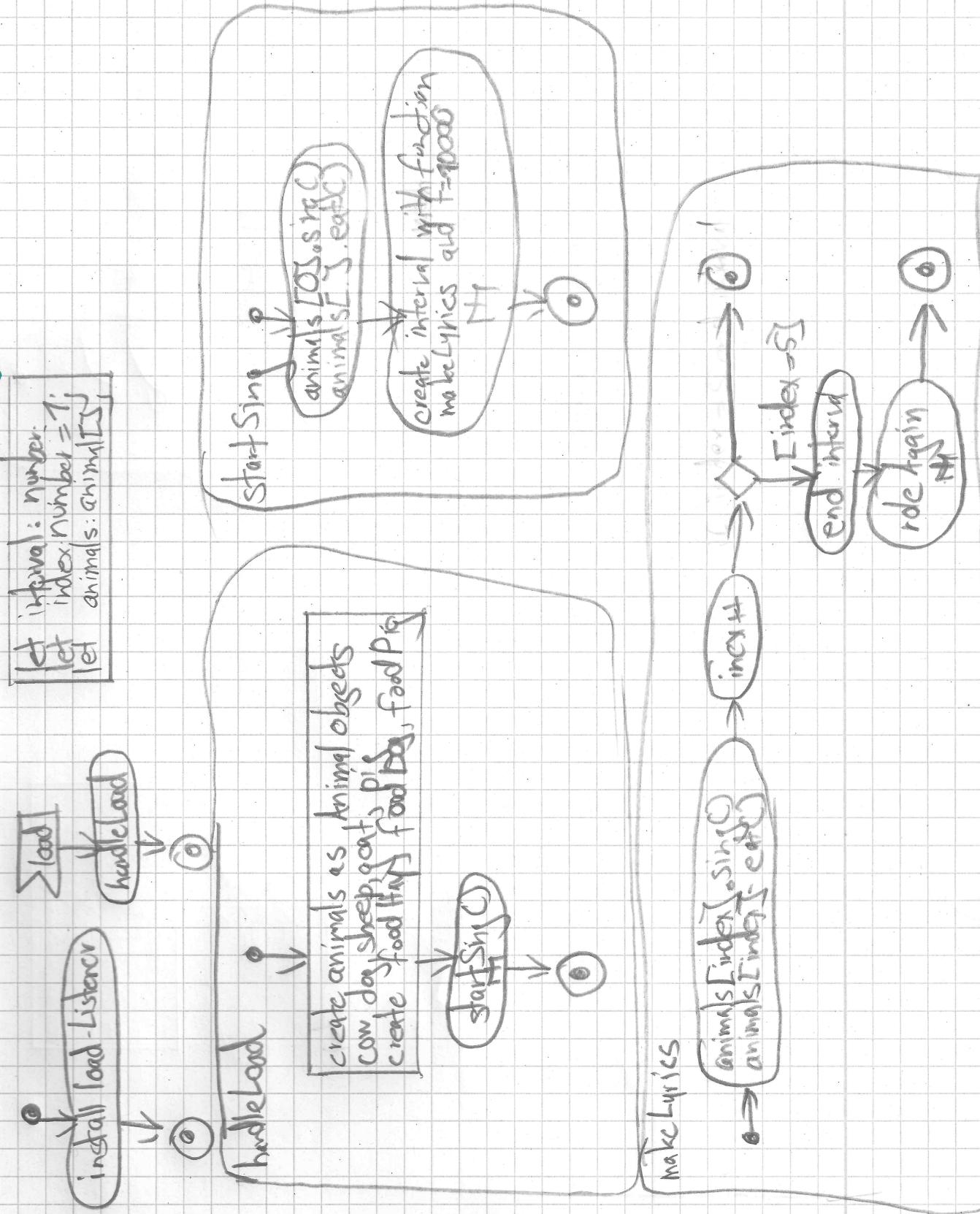
# Activity Diagram

old McDonald - Food



## Old Mc Donald

## Activity Diagram



Old McDonald

## Activity Diagram

