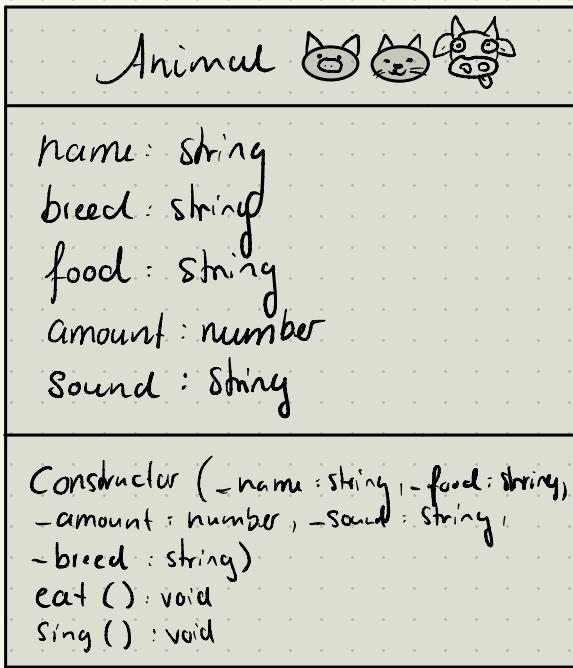
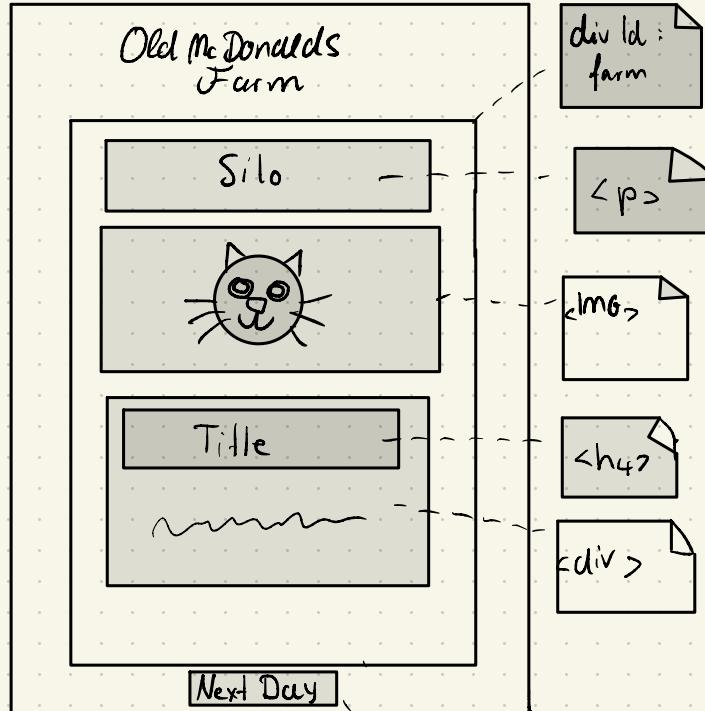


Class Diagram & Methods



Class Diagram



div id :
farm

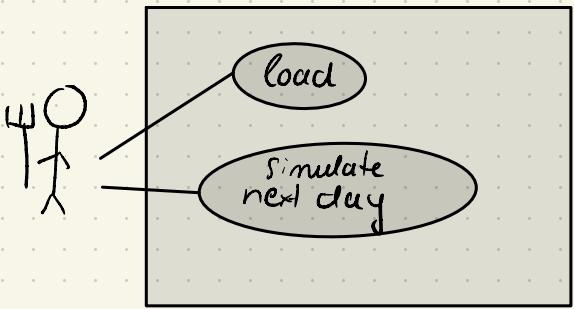
<p>

<h4>

<div>

<button id =>
"nextDay"

UI Scribble



Use Case Diagram

Activity Diagramm : Farm

handle load



Install "Click" listener
on "next Day" button

Cow : Animal = new Animal
("Hansi", "grass", 3,
"moo", "cow")

(add Cow to animals)

horse : Animal = new Animal
("Epona", "carrots", 1,
"Wee", "horse")

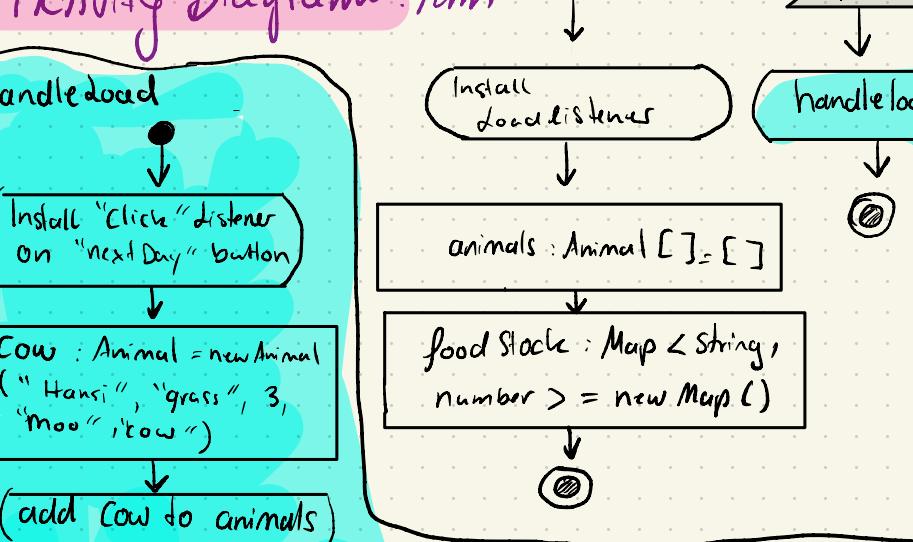
(add horse to animals)

bunny : Animal = new Animal
("Flax", "corn", 1, "stomp",
"bunny")

Install
load listeners

animals : Animal [] = []

food Stock : Map < String,
number > = new Map()



> load

handle load

> click

SimulateNext Day

(add bunny to animals)

pig : Animal = new Animal
("Ronni", "junk", 2, "oink",
"pig")

(add pig to animals)

cat : Animal = newAnimal
("Merle", "dreamin", "20",
"meow", "cat")

(add cat to animals)

food Stock : Set ("grass",
6)

food Stock : Set ("carrots",
14)

food Stock : Set ("corn", 3)

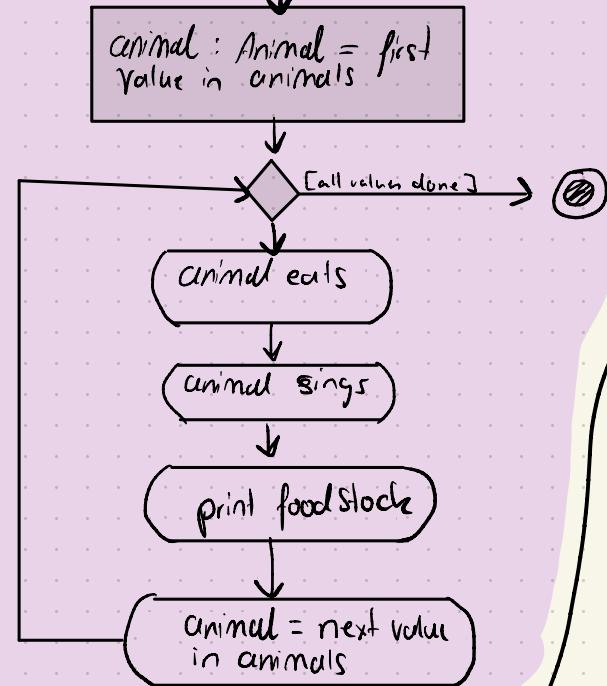
food Stock : Set ("junk", 4)

food Stock : Set ("dreamin", 20)

print food Stock

((()))

Simulate Next Day



Activity Diagram: Animal

