

# UI Scribble Old MacDonald's Farm

[button id="next"]

[h1]

## Old MacDonald's Farm

(next day)

[h2]

Cow

Dog

Chicken

Sheep

Pig

Grass: x left

dog-  
food: x left

Grains: x left

hay: x left

Junk: x left

[span id="cowfood"/"dogfood"/etc]

Lyrics:

moo moo  
woof woof  
noo noo  
woof woof

gawh gawh  
gawh gawh

baah baah  
baah baah

oink oink  
oink oink

[div id="callyrics"/"doglyrics"/etc]

## Class-diagram

Animal

name: String

food: String

foodamount: number

sound: String

initialFoodamount: number

- initialFoodamount: number

constructor (-name: String, food: String, - foodamount: number, - sound: String)

eat () food: string, - foodamount: number, " " " " " " "

sing () sound: String



install Load Listener  
on window

Load

hadLoad (th)



hadLoad

let cow: Animal = new Animal ("cow",

"grass", 10, "moo", 100);

let dog: Animal = new Animal ("dog",

"dogfood", 0.5, "woof", 5);

let chicken: Animal = new Animal ("chicken",

"grains", 0.3, "gawk", 2);

let sheep: Animal = new Animal ("sheep")

"hay", 2, "baah", 10);

let pig: Animal = new Animal ("pig",

"yink", 1, "oink", 5);



animalDo (cow, dog, chicken, sheep,  
+ pig)



document.querySelector("#next").  
addEventListener ("click", animalDo)  
(cow, dog, chicken, sheep, pig)



Constructor

```
name: string, - food: string,  
- foodamount: number, - sound: string  
- initialFoodamount: number
```

```
this.name = - name
```

```
this.food = - food
```

```
this.foodamount = - foodamount
```

```
this.sound = - sound
```

```
this.initialFoodamount = - initialFoodamount
```

sing

```
document.querySelector("#" + this.name + "lyrics")
```

```
innerHTML =
```

```
"Old Mac Donald had a farm<br>+
```

```
"And on his farm he had a" + this.name +
```

```
"with a" + this.sound + " " + this.sound + "<br>
```

```
... this.sound + this.sound + "<br>
```

```
... this.sound + this.sound + "<br>
```

```
Old Mac Donald had a farm
```

E I E I O

eat

```
- food: string, - foodamount: number
```

```
- initialFoodamount: number
```

```
this.initialFoodamount = initialFoodamount -  
this.foodamount
```

```
(document.querySelector("#" + this.name + "food").innerHTML = "")
```

```
(document.querySelector("#" + this.name + "food").innerHTML = "")
```

```
this.food + ":" + this.initialFoodamount + " kg left")
```

animal IDs

-cow:Animal, -dog:Animal, -chicken,  
-sheep:Animal, -pig:Animal

- cow. eat  
- cow. sing  
- dog. eat  
- dog. sing  
- chicken. eat  
- chicken. sing  
- sheep. eat  
- sheep. sing  
- pig. eat  
- pig. sing

