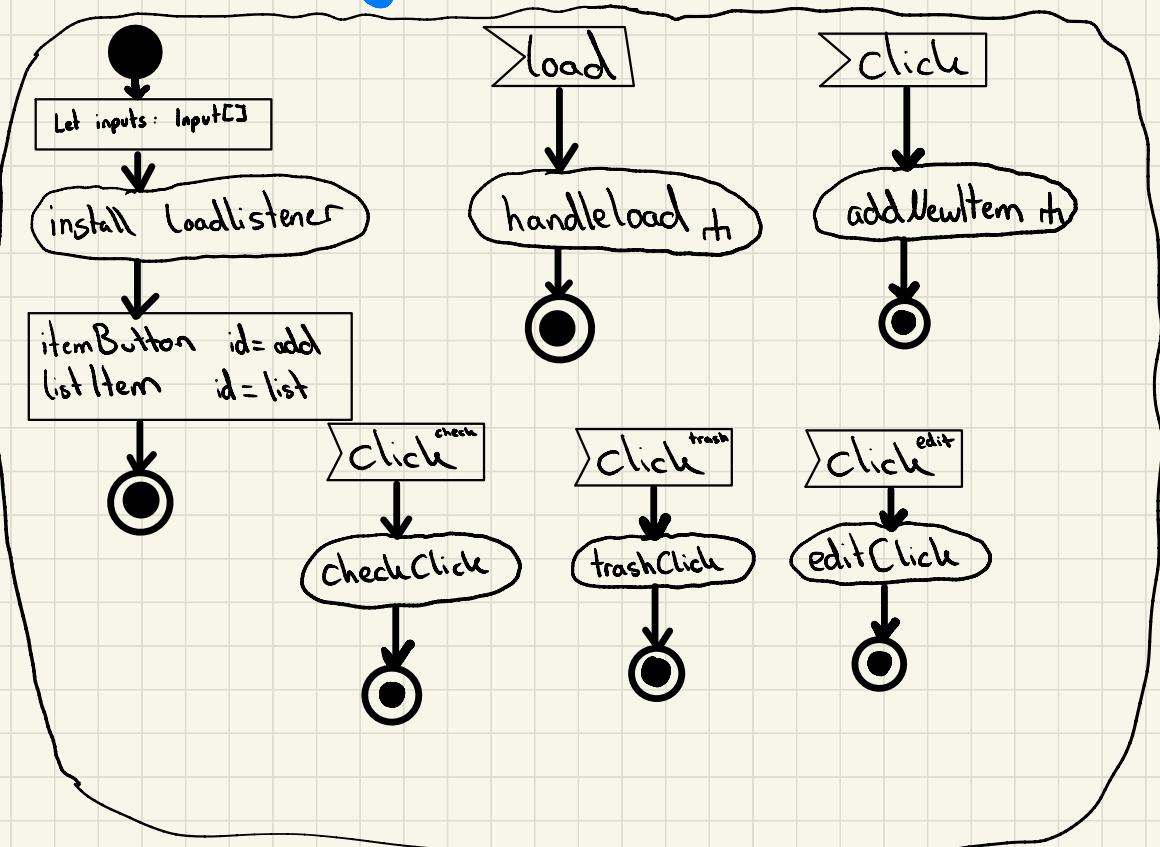


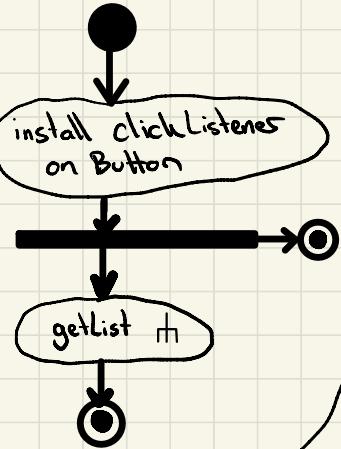
# Aktivitätsdiagramm



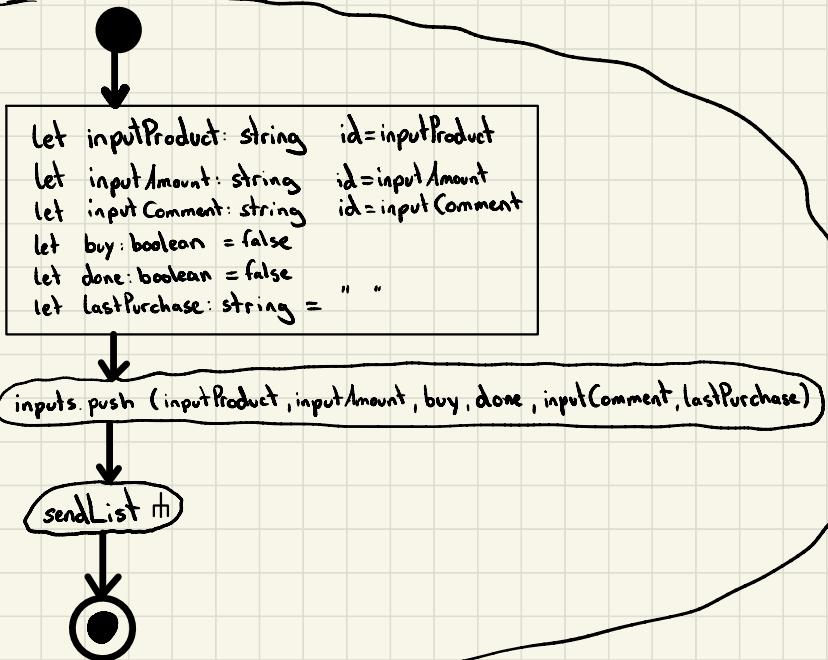
interface Input

```
inputProduct: string;
inputAmount: number;
buy: boolean;
done: boolean;
inputComment: string;
lastPurchase: string;
```

## handleLoad



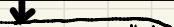
## addNewItem



# writeItems



```
let list = Div with id=list
```



```
list.innerHTML = ""
```



```
let index: number = 0
```



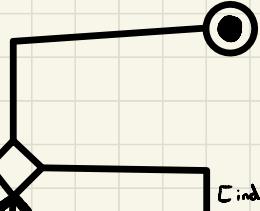
```
[index < inputs.length]
```

```
create div with id = index  
class = buy
```

```
create checkbox with id = checkbox + index  
create p with id = item + index  
create button with id = trash + index  
class = fas fa-trash  
create button with id = edit + index  
class = fas fa-pen
```

```
listItem.appendChild (newDiv)
```

```
newDiv.appendChild (checkbox, p,  
button, button)
```



```
[index < inputs.length]
```

```
let item = document.getElementById(item + index)  
let checkBox = document.getElementById(checkbox + index)  
let trashButton = document.getElementById(trash + index)  
let editButton = document.getElementById(edit + index)
```

```
item.innerHTML = inputs[index].inputProduct + " " +  
inputs[index].inputAmount + " " +  
inputs[index].inputComment + " " +  
inputs[index].lastPurchase
```



```
install click listeners on  
checkbox, trash- and editButton
```

trashClick

\_event: MouseEvent

```
let id = target of _event
let newId: number = cutID(id, 5)
```

```
inputs.splice(newId, 1)
```

sendList ()

cutID

\_id: string, \_length: number

```
let newId: string = _id.slice(_length)
```

```
return parseInt(newId)
```

check Click

\_event: MouseEvent

```
let id: string = (_event.target).id
let newId: number = cutID(id, 8)
let date: Date = new Date()
let day: number = date.getDate()
let month: number = (new Date().getMonth() + 1)
let year: number = date.getFullYear()
```

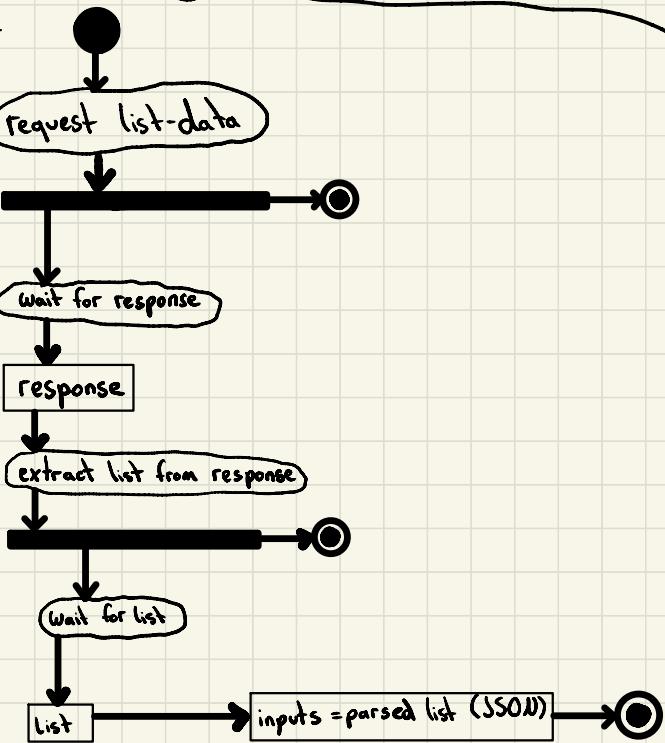
```
inputs[newId].lastPurchase = day + "/" + month + "/" + year
```

sendList ()

edit Click



getList



SendList



```
(let sendInputs: string  
= JSON.stringify(inputs))
```

```
query = create query  
from sendInputs
```

send query to server



Wait for response

notify user about  
request send

