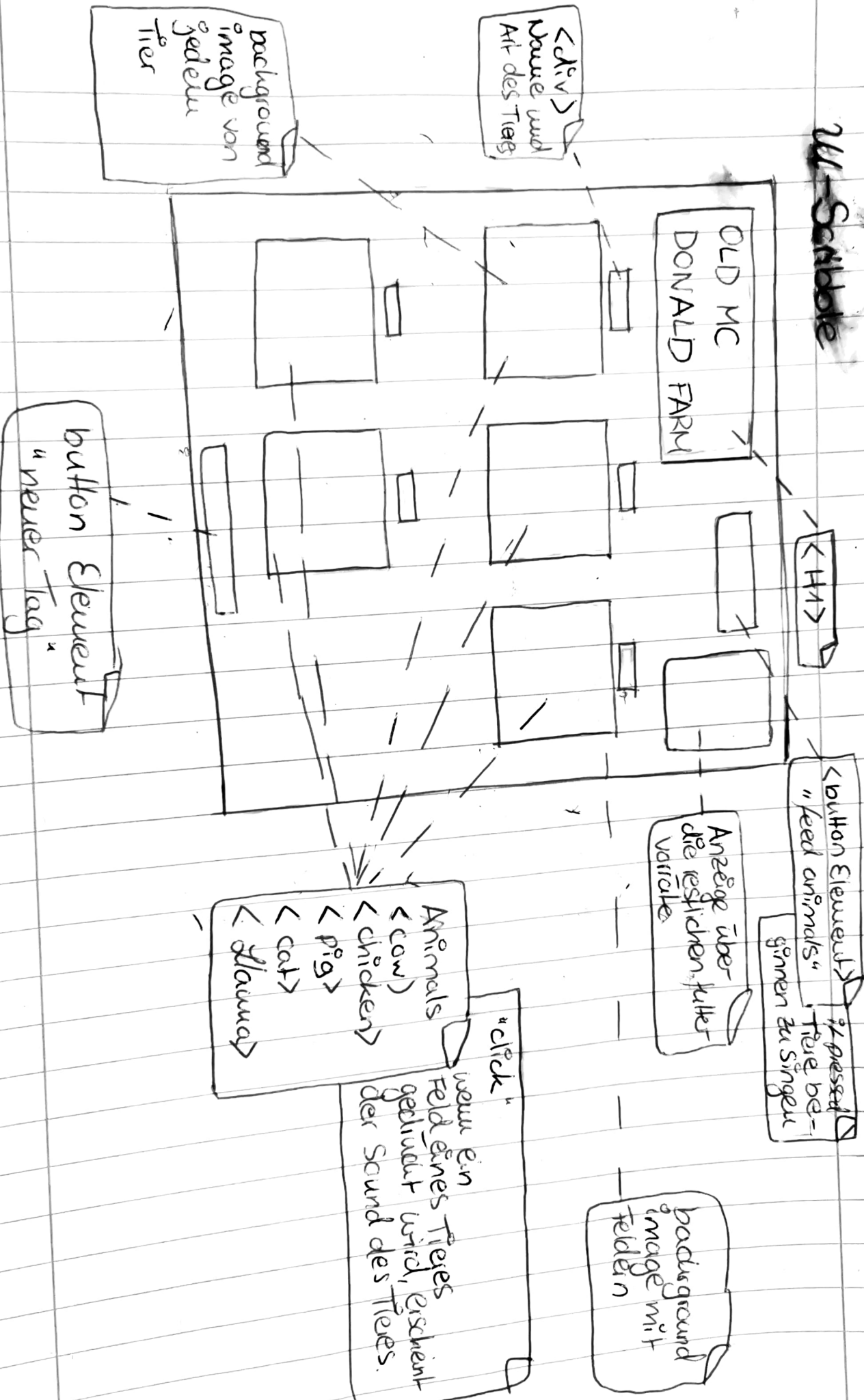


# W-Schritte



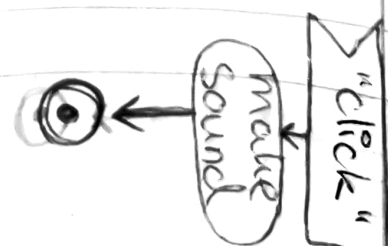
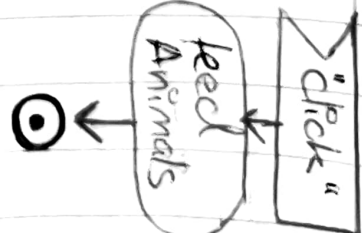
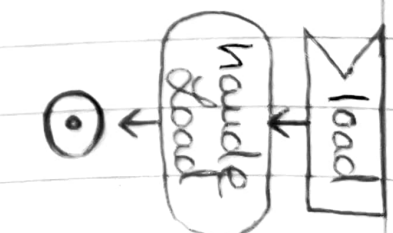
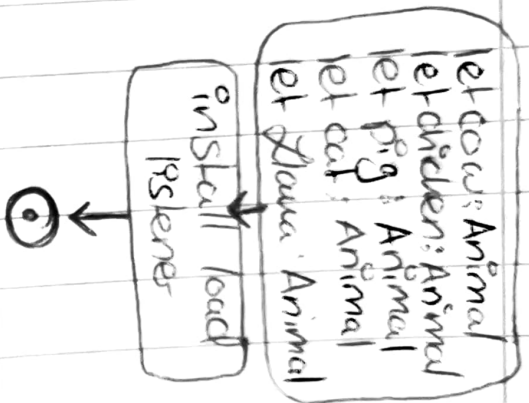
# UML Framework

Animal

type: string  
name: string  
food: number  
food Amount:  
Sound: string  
lyrics: string

Constructor(- name: string, - type: string, - food: number,  
- sound: string,

Sing(): string  
eat(): string



## handleFeed - ↓

install EventListener  
on Button  
"feed Animals" +  
"never Tag"

create HTML Div  
Element for each  
Animal

let Animals sing  
song. Set Sound  
for each animal



## Animals ↓

let cow: Animal = new Animal  
("cow", "milk", "bals", 20 + "kg",  
"moo")  
create for each Animal

Push each Animal to  
Animals

let sounds = []  
new Sounds for each  
Animal

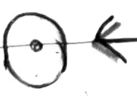


## Sing ↓

if button "feed  
animals" is clicked

let sounds = []  
get played

set Timeout for  
each Animal



## eat ↓

subtract amountFeed  
from the Stock

