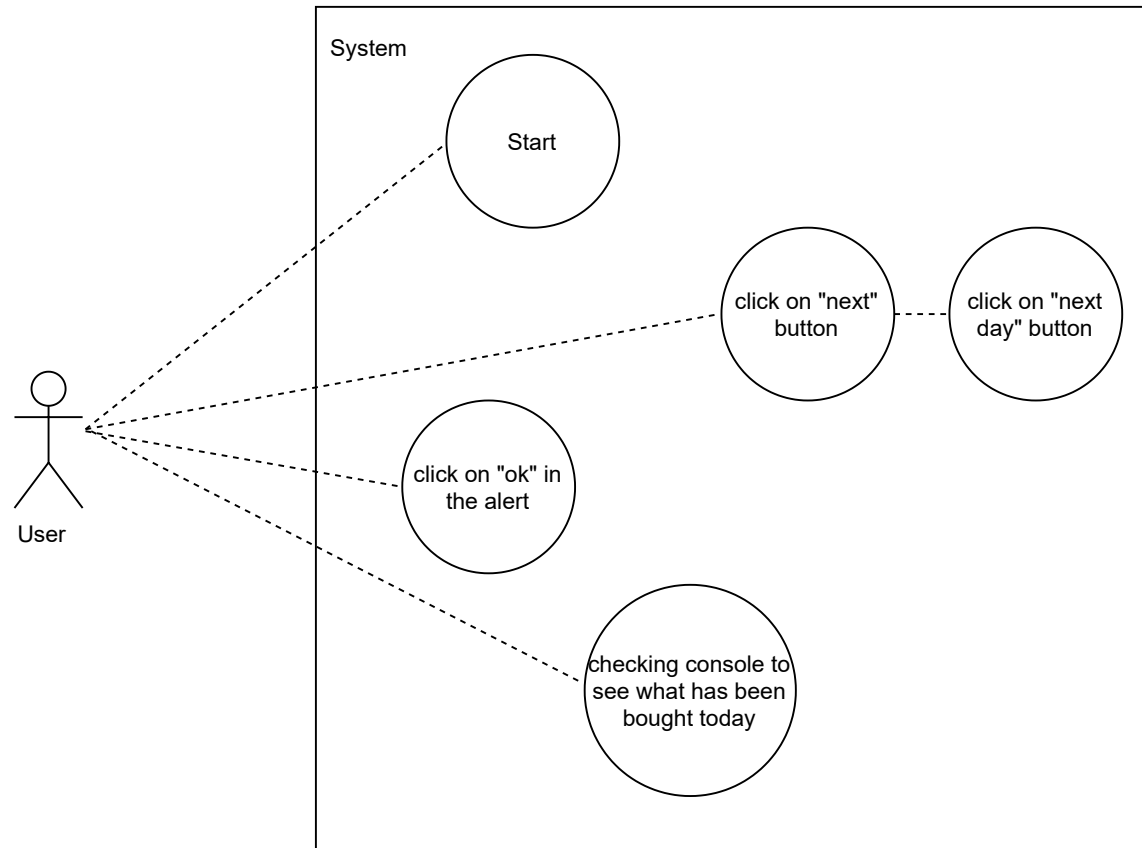
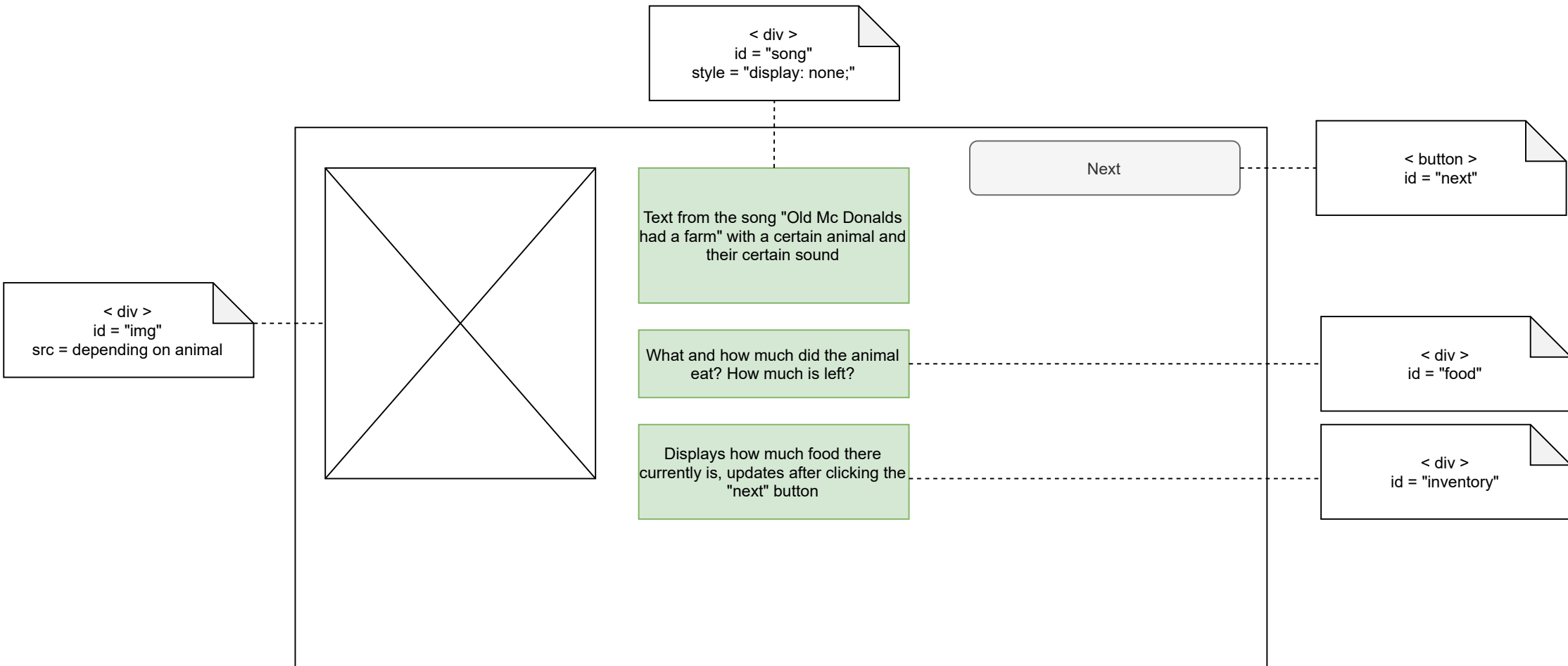


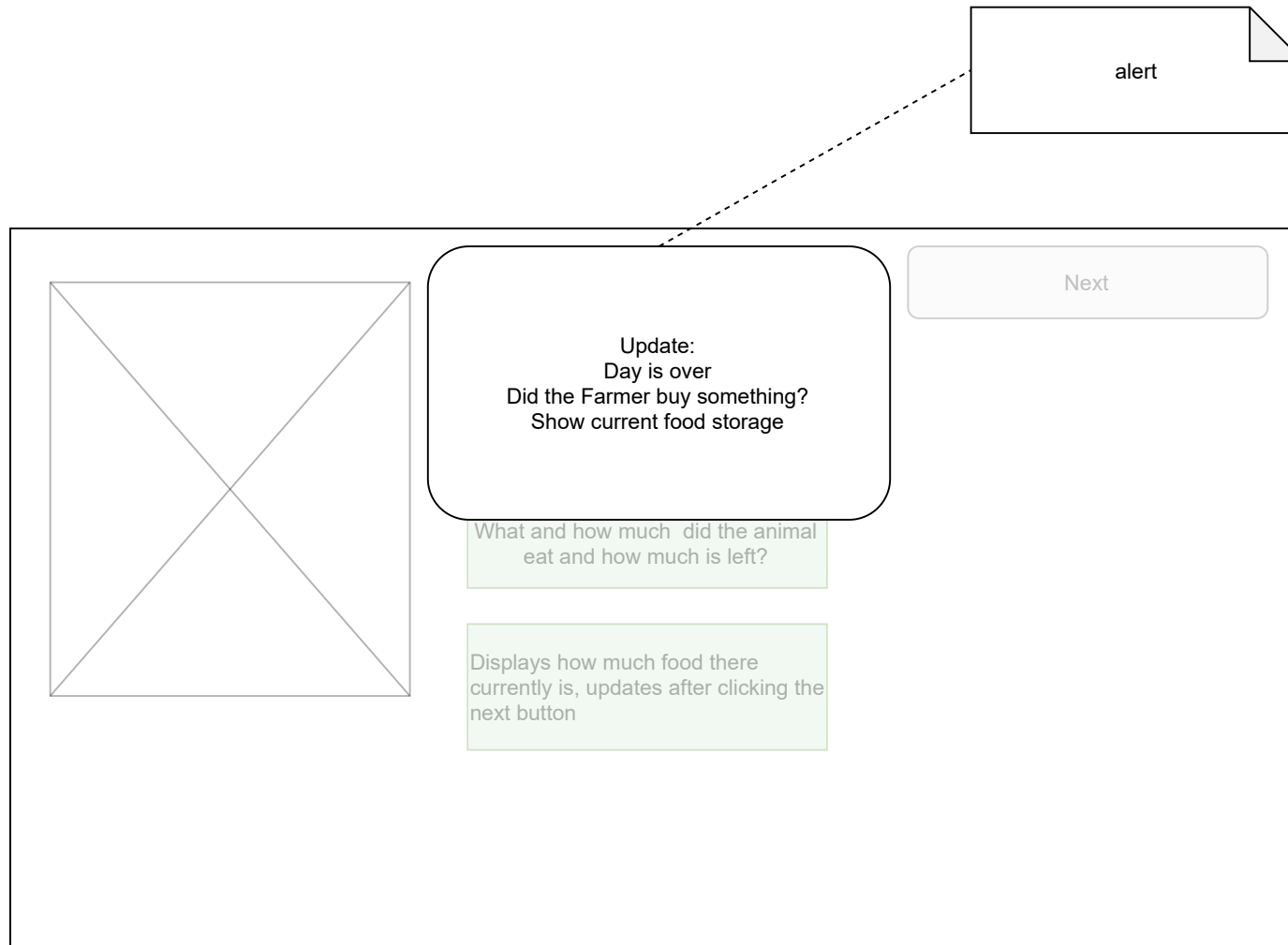
Use-Case Diagramm



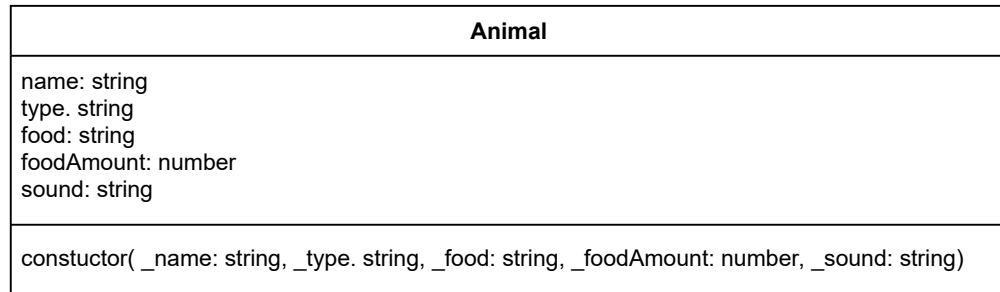
User Interface Diagramm



User Interface Diagramm (with alert)



Class Diagramm



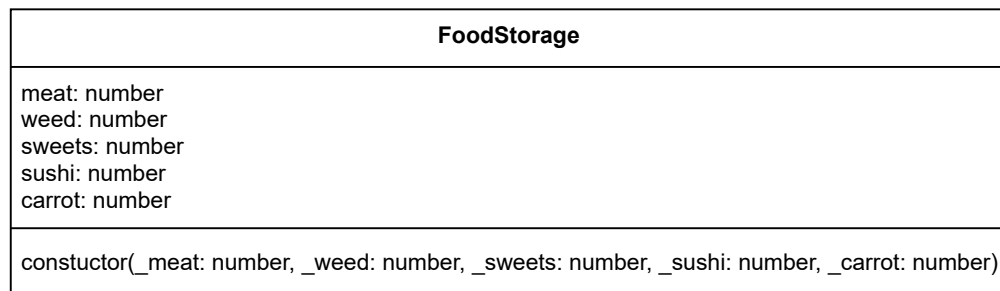
sing()

```
let songDiv: getElementByld("song")

songDiv.innerHTML = Old McDonald had a farm IAIAO,
And on his farm he had some" + this.type + "IAIAO,
With a" + this.sound + "-" + this.sound + "here,
and a" + this.sound + "-" + this.sound + "there,
here a" + this.sound + "there a " + this.sound +
"everywhere a " + this.sound + "-" + this.sound;
```

eat()

```
this.foodStorage.decrease(this.food, this.foodAmount,
this.name);
```



decrease()

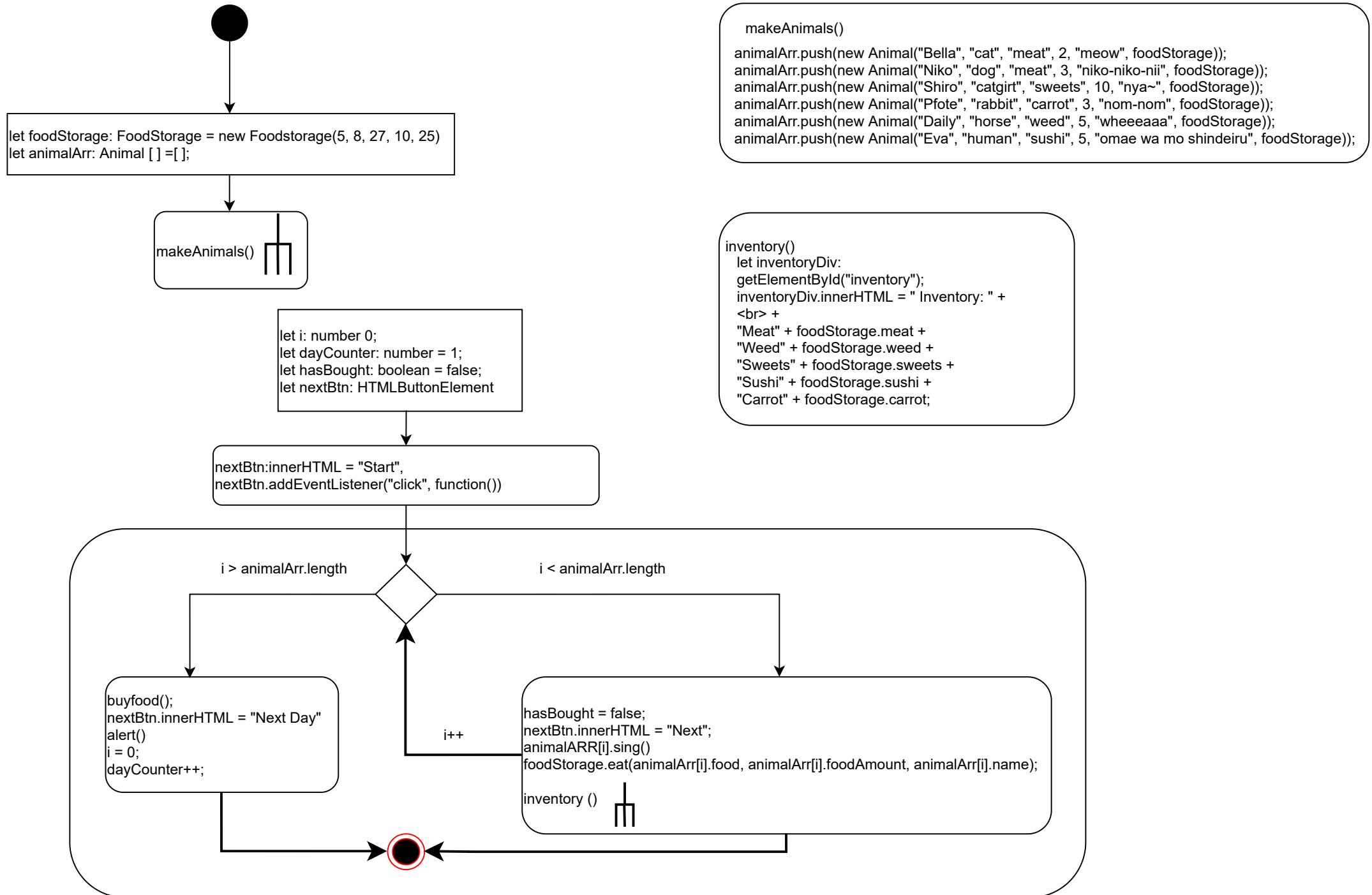
```
let foodDiv: HTMLDivElement =
<HTMLDivElement>document.getElementById("food");
let newAmount = 0;
```

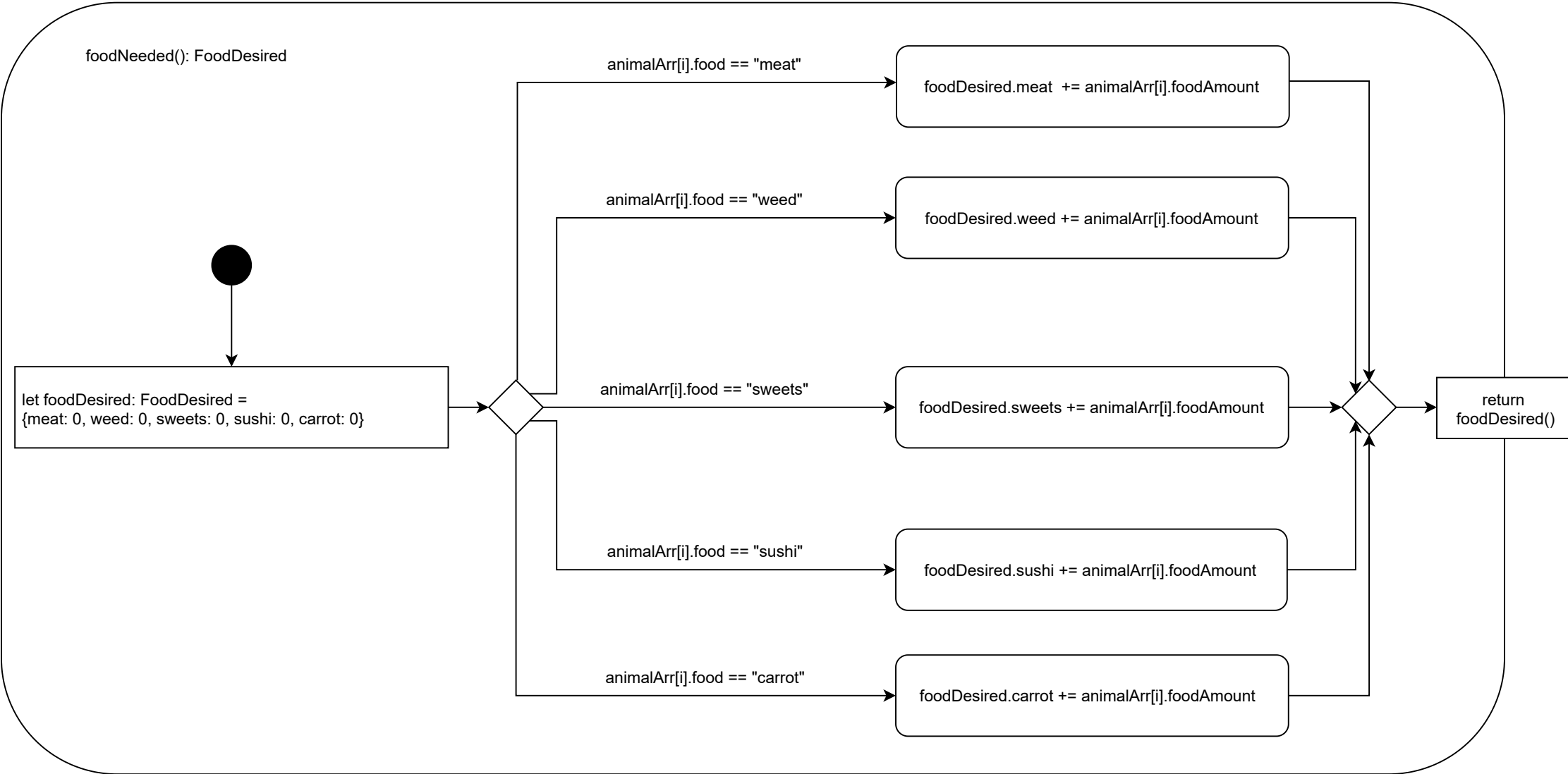
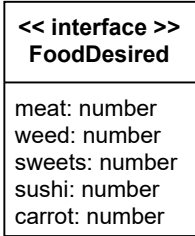
```
_food: string
_foodAmount: number
_name: string
```

Verbesserung
durch Mona
Stingl:
Übergabe als
externe Box

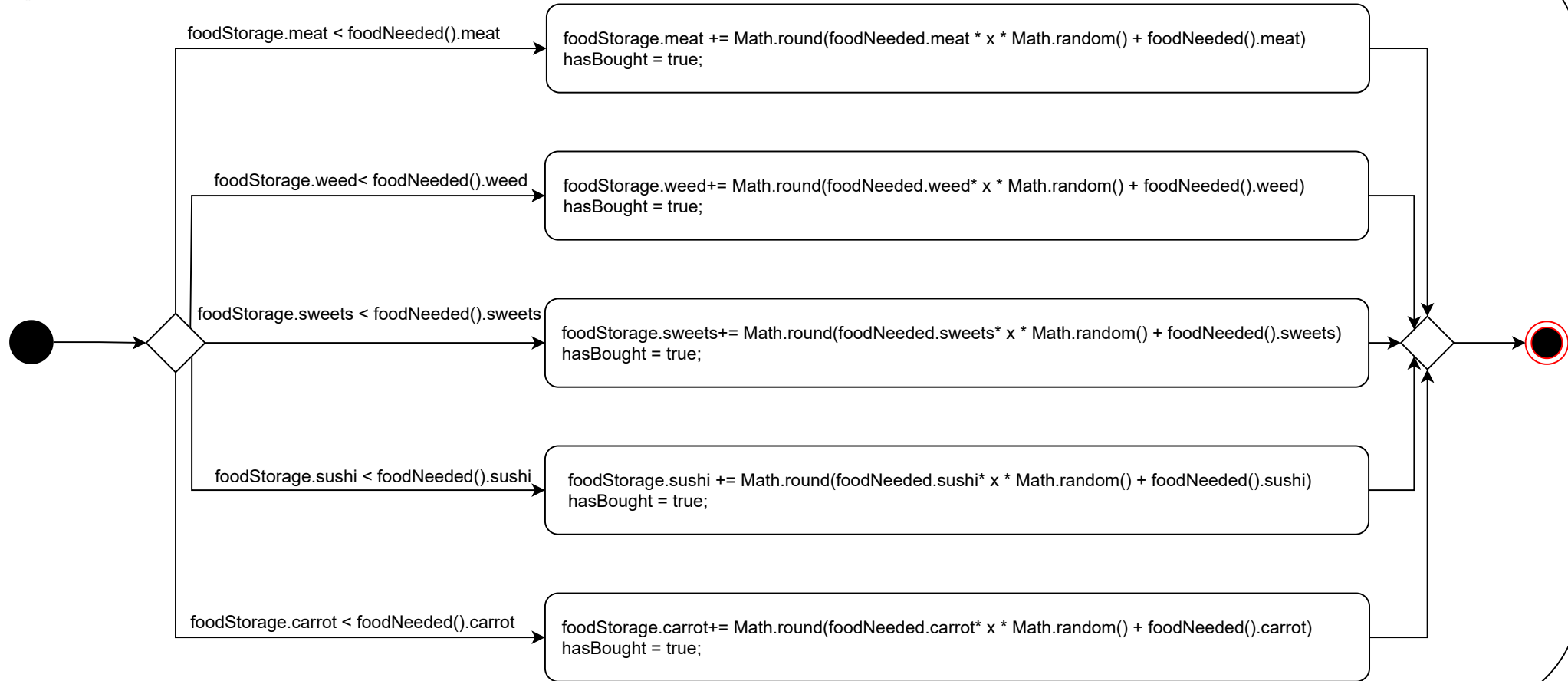


Activity Diagram





buyFood()



Verbesserung
durch Mona
Stingl:
Übergabe als
externe Box

decrease()

What food will be
consumed?

_food: string,
_foodAmount: number,
_name: string

newAmount = 0

[meat]

set food to meat

[weed]

set food to weed

[sweets]

set food to sweets

[sushi]

set food to sushi

[carrot]

set food to carrot

foodDiv.innerHTML = _name + " ate " + _foodamount +
((foodAmount == 1) ? " piece " : " pieces ") +
" of " + _food + "
 " +
newAmount + ((newAmount == 1) ? "piece " : " pieces ")
+ "left"

