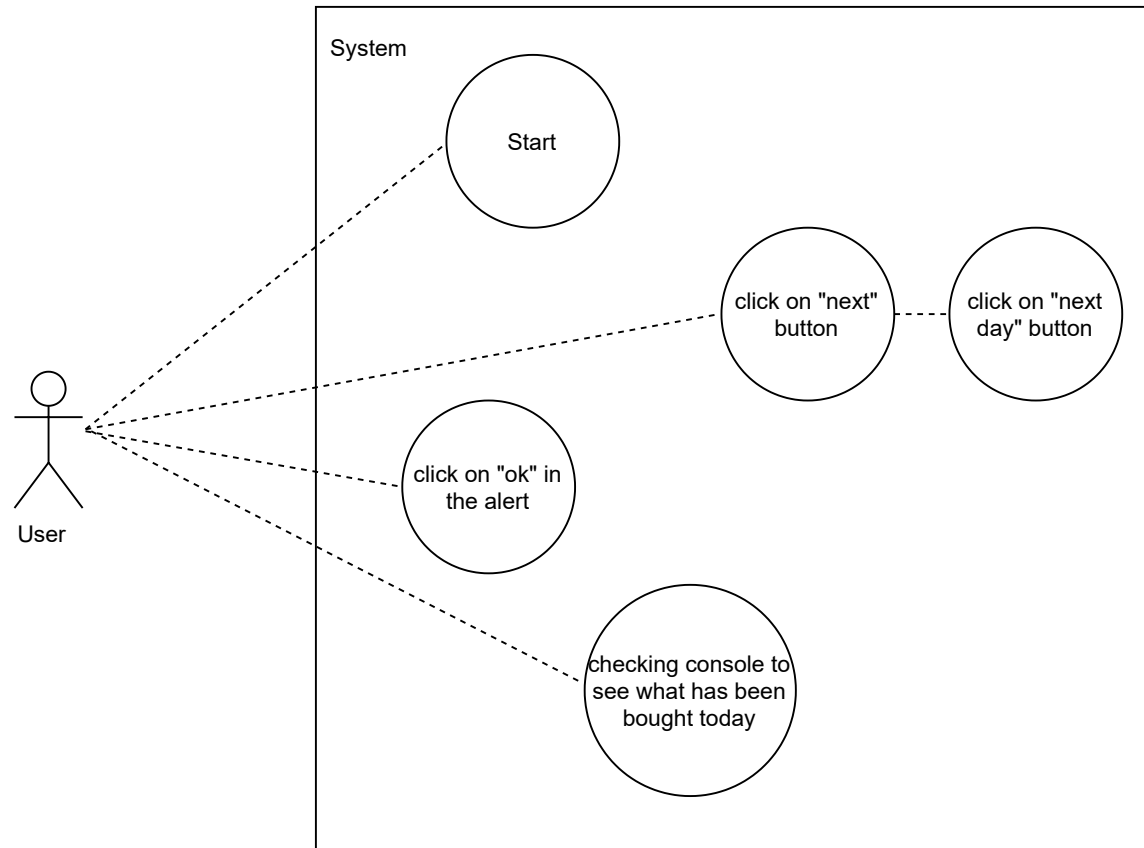
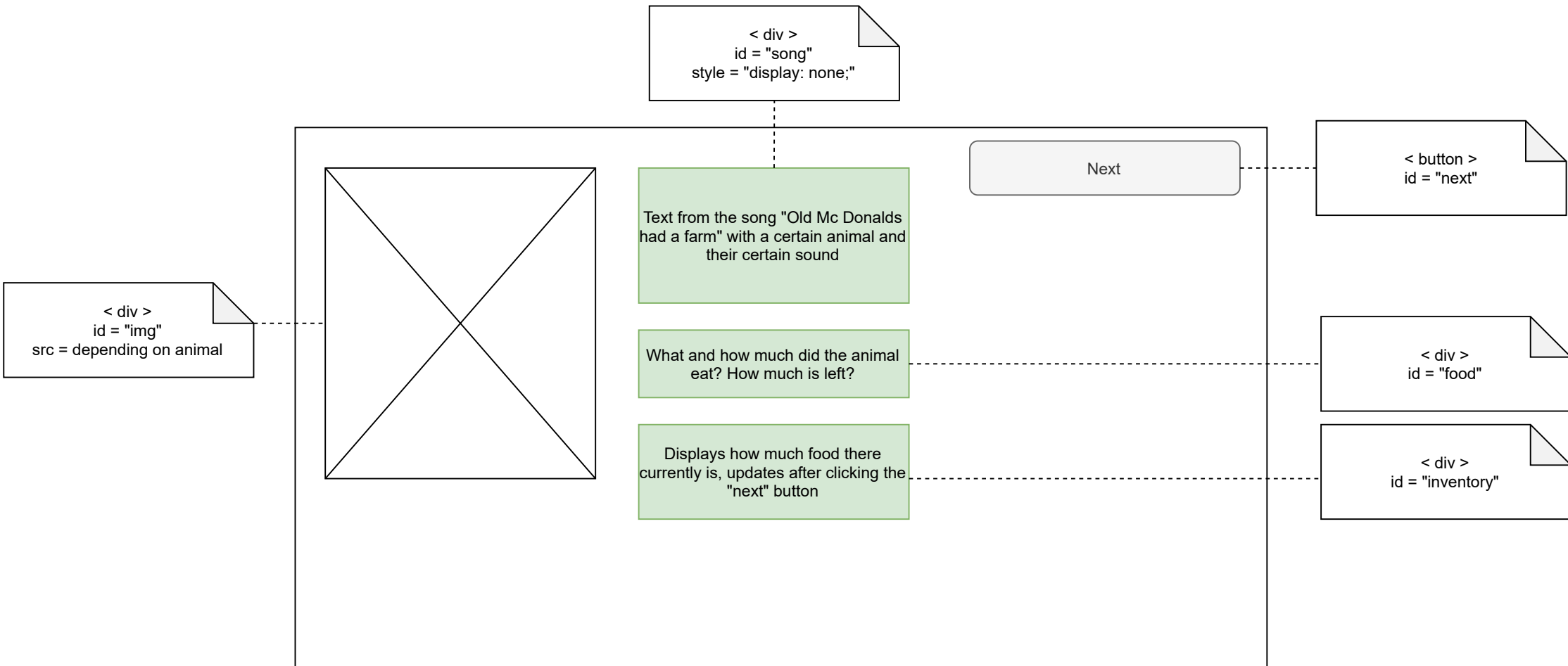


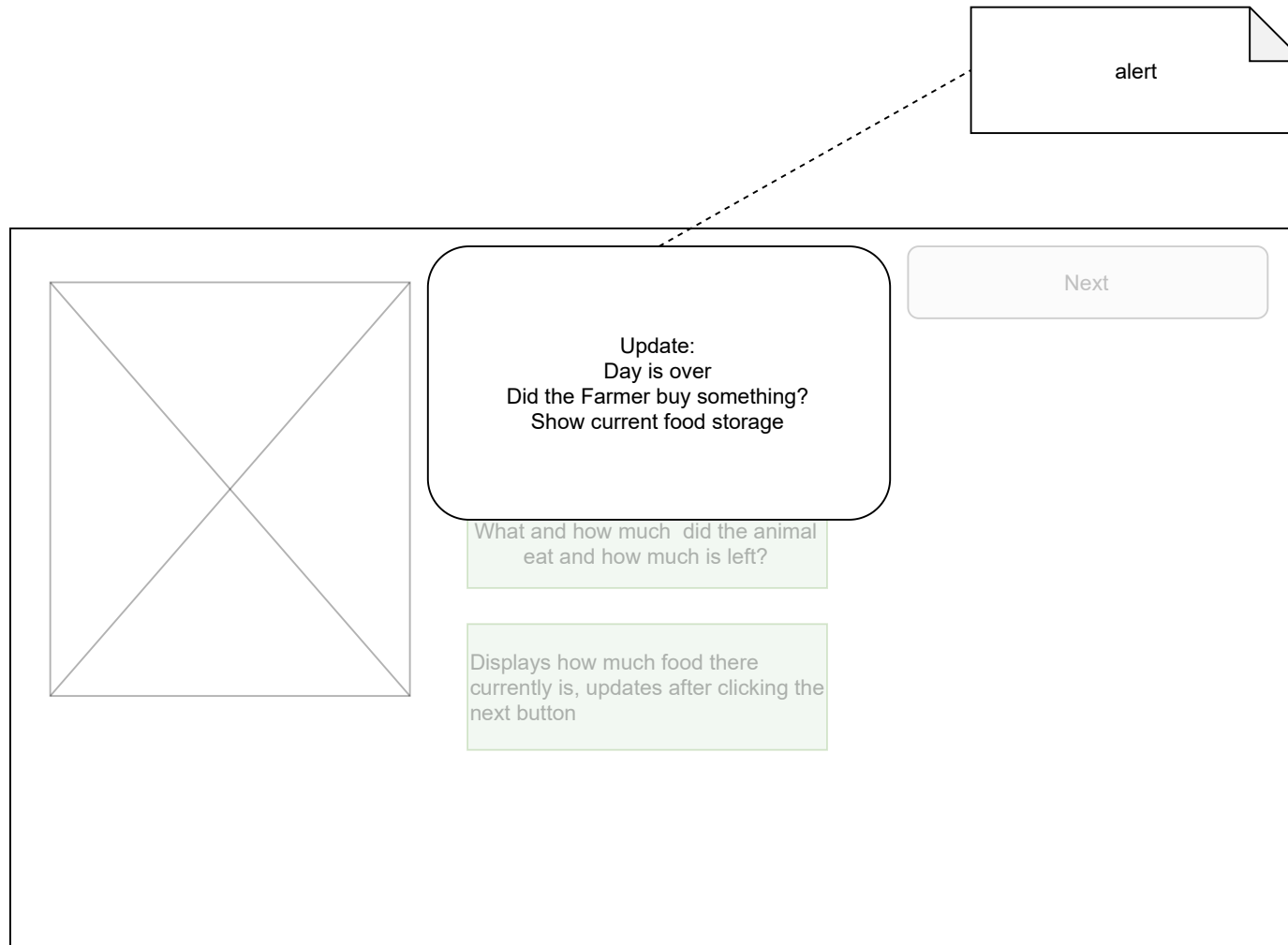
Use-Case Diagramm



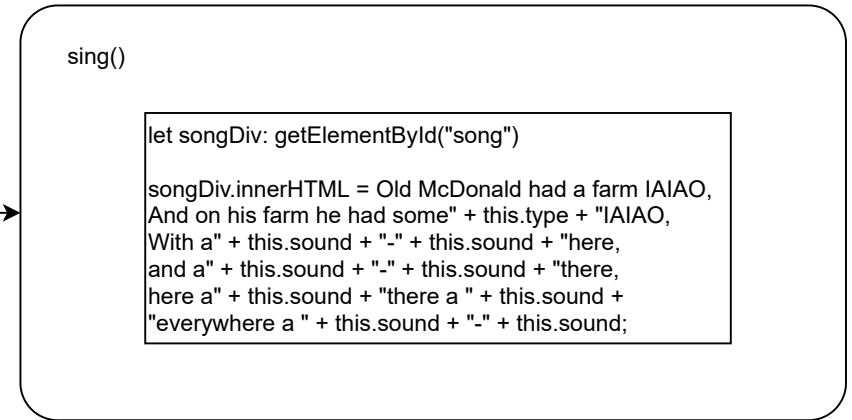
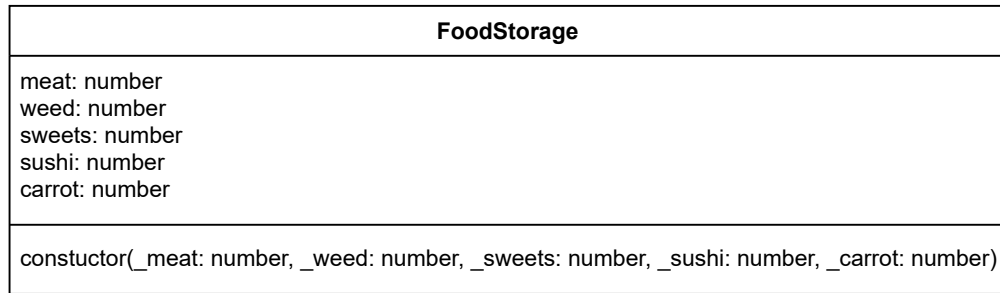
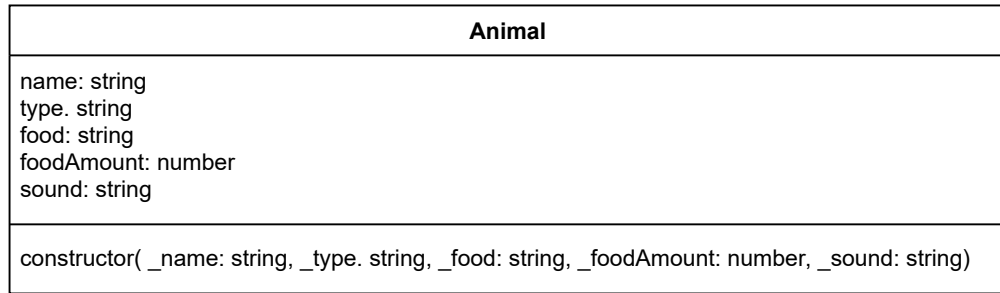
User Interface Diagramm



User Interface Diagramm (with alert)



Class Diagramm



Activity Diagram

let feedDiv: getElementById("food")

_food: string, _foodAmount: number, _name: string

eat()

_food == "meat"

foodDiv.innerHTML = _name + "ate" + _foodAmount +



"pieces"

+ "of" + _food + this.meat +



"pieces" + "left"

_foodAmount == 1

"piece"

_foodAmount == 1

"piece"

_food == "weed"

foodDiv.innerHTML = _name + "ate" + _foodAmount +



"pieces"

+ "of" + _food + this.weed +



"pieces" + "left"

_foodAmount == 1

"piece"

_foodAmount == 1

"piece"

_food == "sweets"

foodDiv.innerHTML = _name + "ate" + _foodAmount +



"pieces"

+ "of" + _food + this.sweets +



"pieces" + "left"

_foodAmount == 1

"piece"

_foodAmount == 1

"piece"

_food == "sushi"

foodDiv.innerHTML = _name + "ate" + _foodAmount +



"pieces"

+ "of" + _food + this.sushi +



"pieces" + "left"

_foodAmount == 1

"piece"

_foodAmount == 1

"piece"

_food == "carrots"

foodDiv.innerHTML = _name + "ate" + _foodAmount +



"pieces"

+ "of" + _food + this.carrots +



"pieces" + "left"

_foodAmount == 1

"piece"

_foodAmount == 1

"piece"



