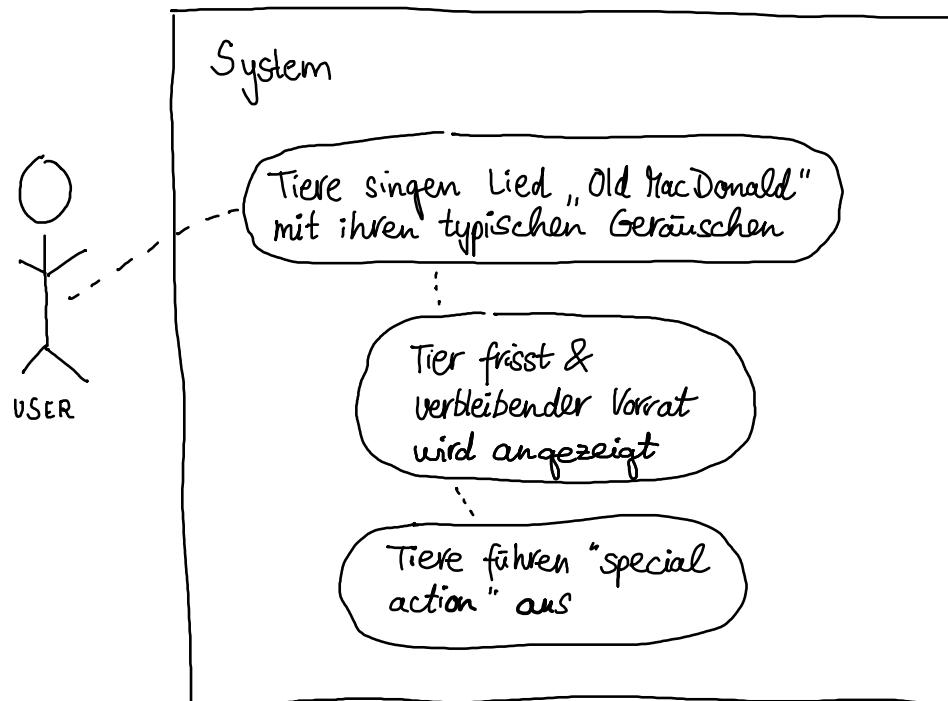


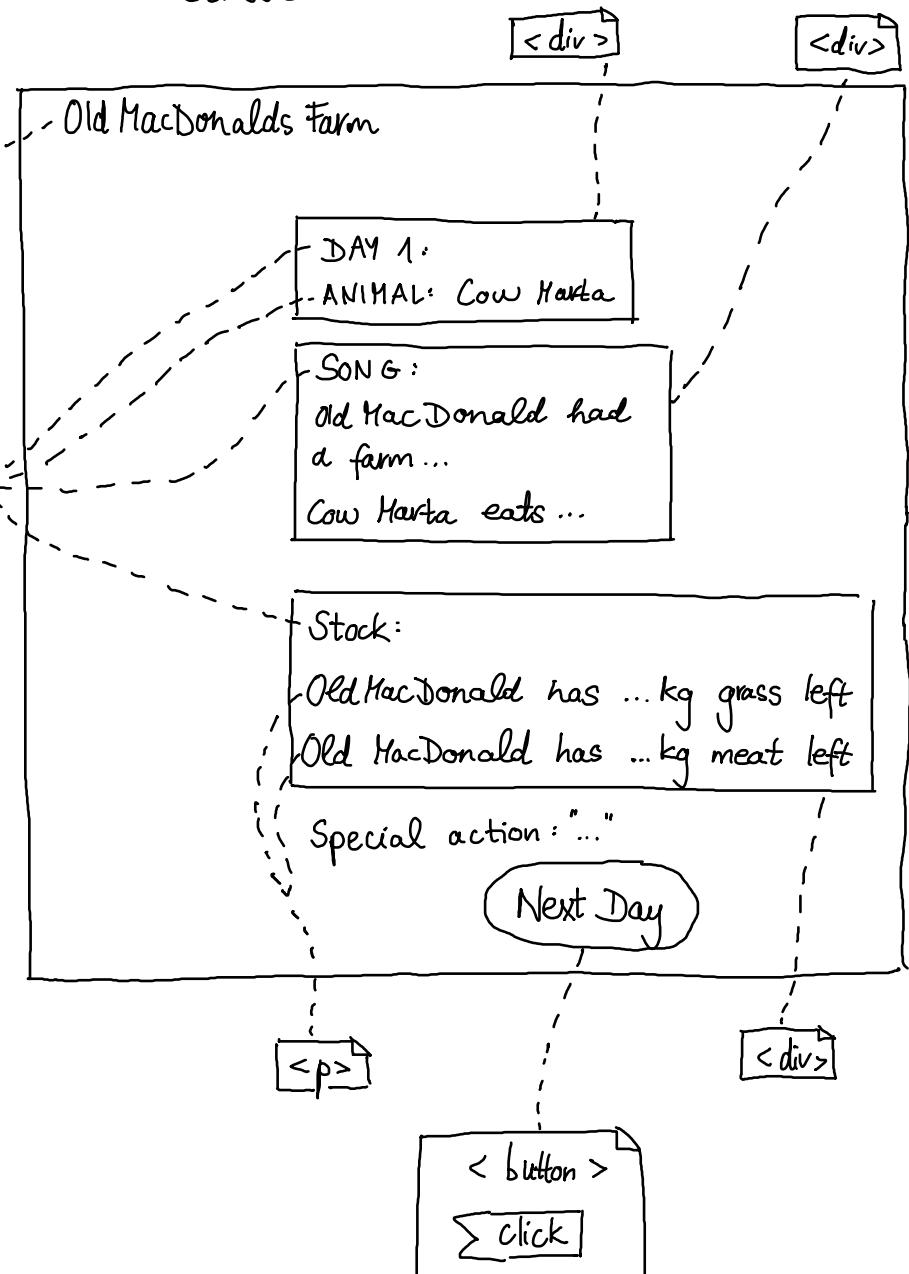
L10.1 - Old MacDonalds Heritage :

Use-Case-Diagram:

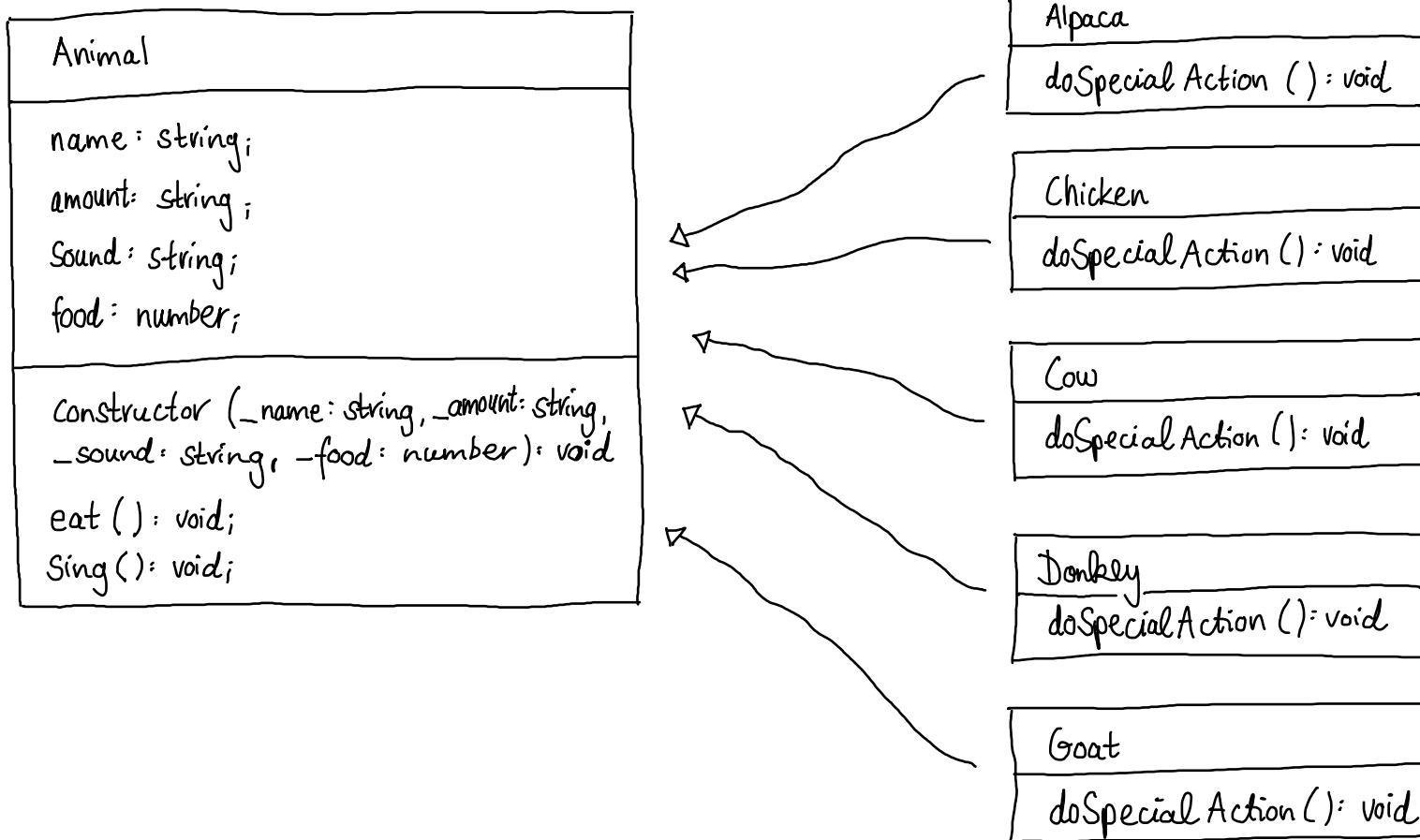


Zusammenarbeit mit Anna-Lena Jörges & Evelin Sinner

UI-Scribble:



Class Diagram:



Activity Diagram:

main

```
counter: number = 0;
let stockAmount: stock [];
let maxGrass: number = 100;
let maxMeat: number = 20;

let maxGrains: number = 20;
let specialAction: string;
```



```
let animals: Animal[] = [];
let alpaca: Animal = new alpaca();
let chicken: Animal = new chicken();
let cow: Animal = new cow();
let donkey: Animal = new donkey();
let goat: Animal = new goat();

let day: number = 1;
let display: HTMLElement;
let specialActions: HTMLElement;
let todayActions: string[] = [];
```



push alpaca, chicken, cow, donkey, goat in the animals array

> load

handleLoad



> click

farmDay



handleLoad

install clicklistener
on button

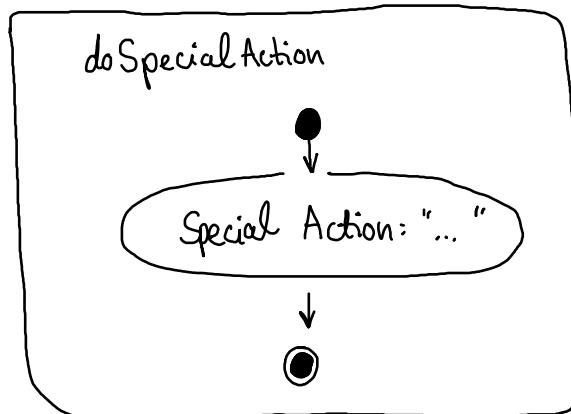
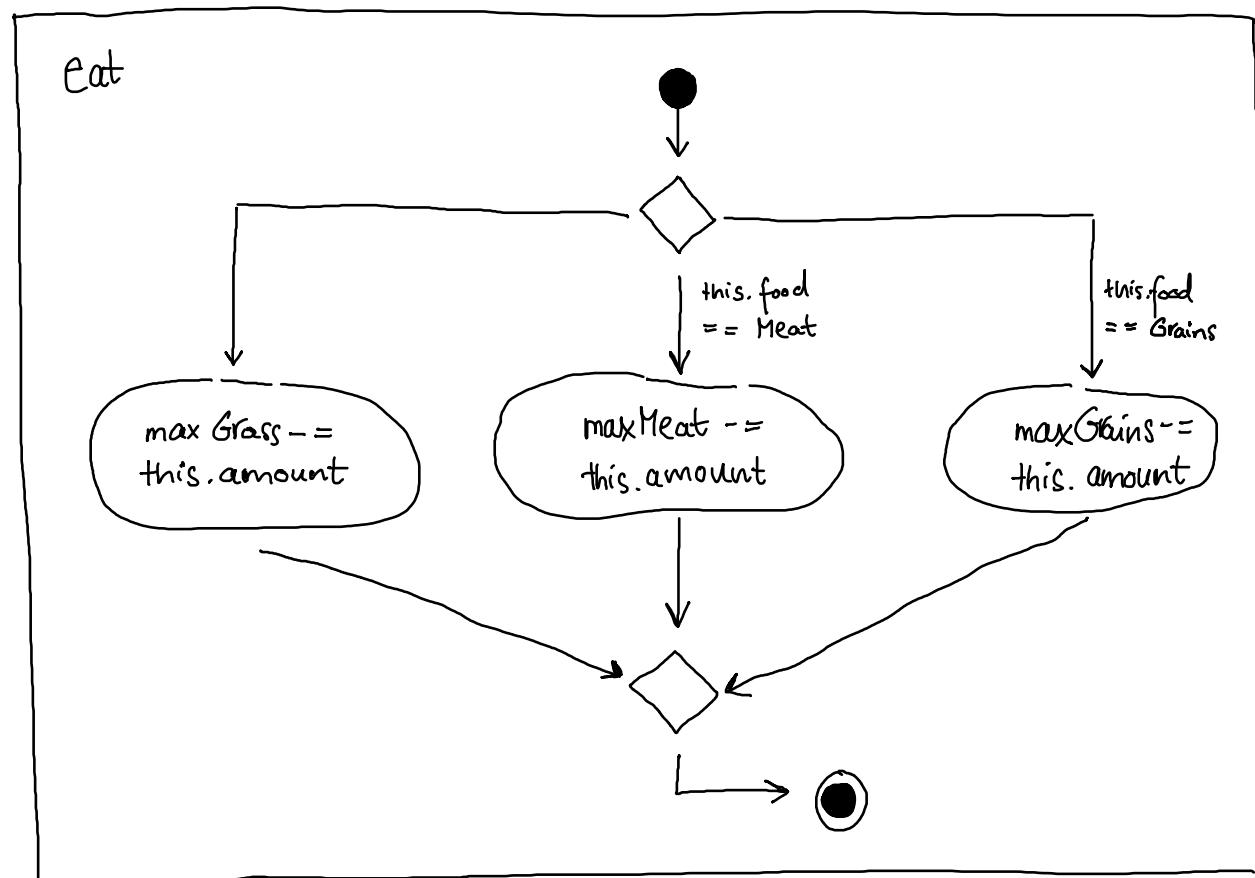
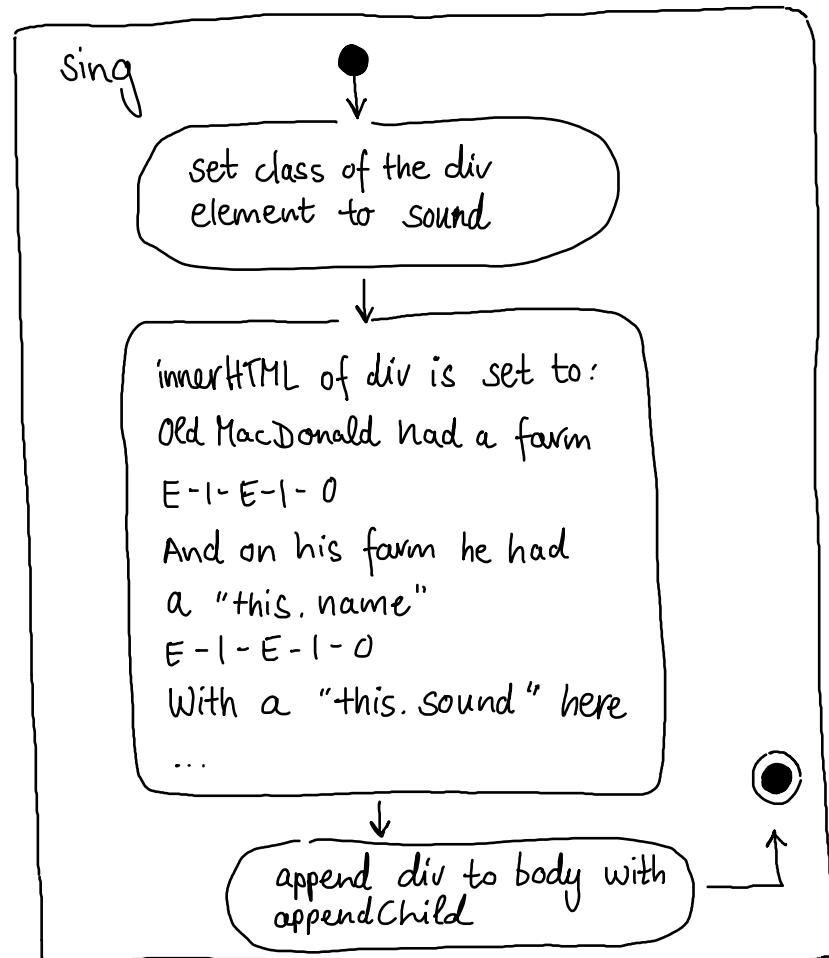
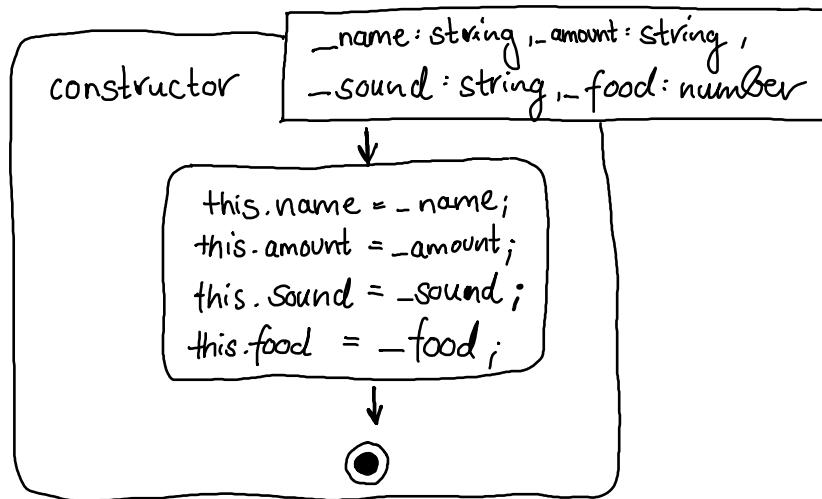


farmDay

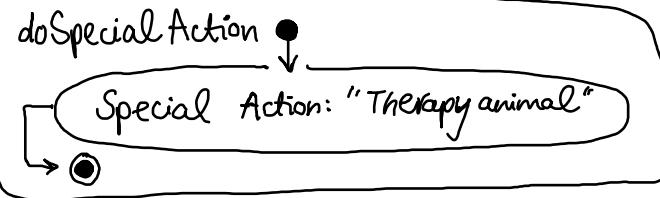
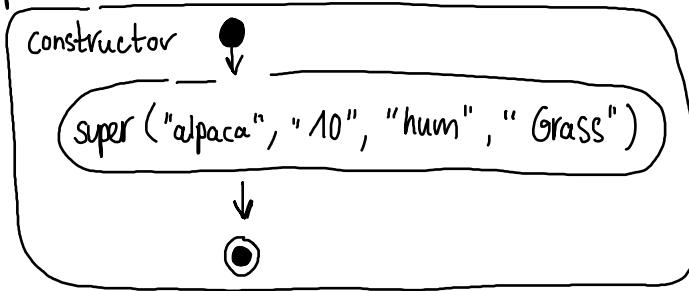
animals in the animals array
eat, sing and doSpecialAction

|| |

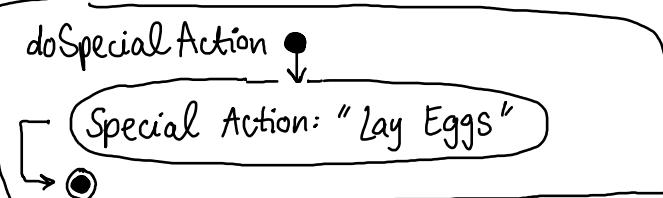
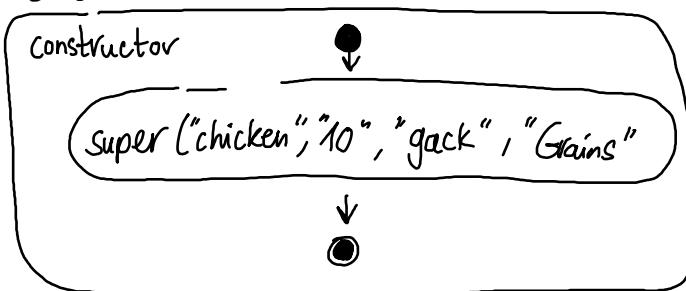




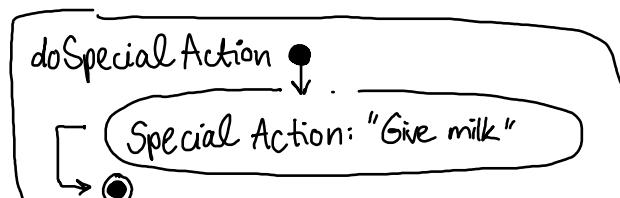
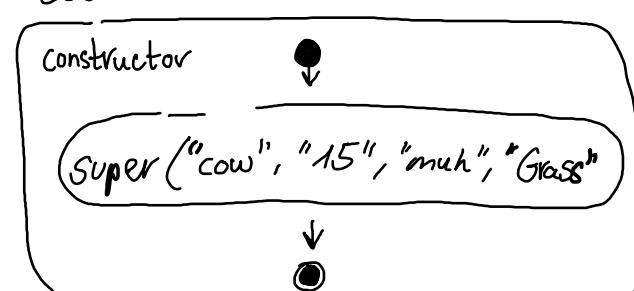
alpaca



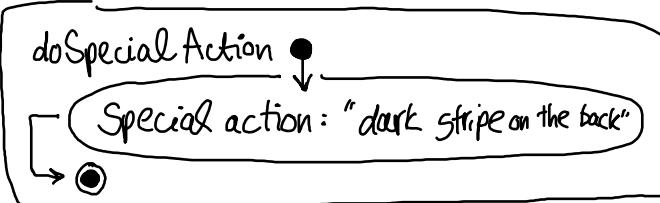
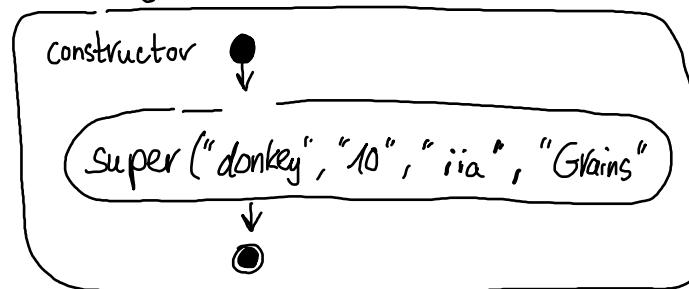
chicken



cow



donkey



goat

