



```
document.addEventListener("DOMContentLoaded",  
    createAllProducts);
```

```
document.addEventListener("DOMContentLoaded",  
    changedKind);
```

changedKind() ↴

```
let treePrice: number = 0;  
let ballPrice: number = 0;  
let ballAmount: number = 0;  
let candlePrice: number = 0;  
let candleAmount: ...;  
let ornamentPrice: ...;  
let ornamentAmount: ...;  
let lanternPrice: ...;  
let lanternAmount: ...;
```

createAllProducts() ↴

changedKind
↳

[event: Event]

```
let target: HTMLInputElement  
> <HTMLInputElement> event.target
```

gebe target.name & target.price
in Preisberechnungsfunktion
createAllProducts()

createAllProducts() ↴



