interface

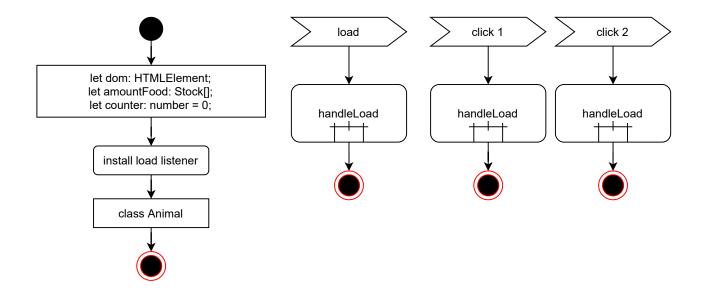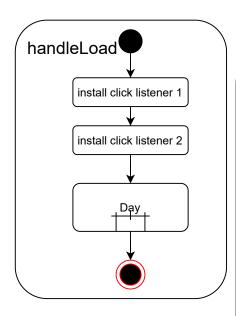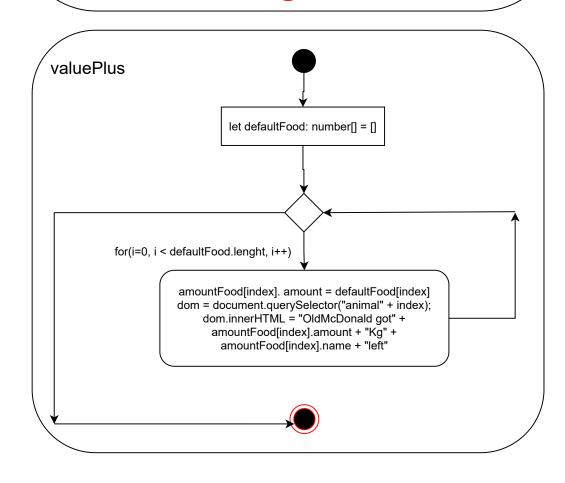| |
|---|
| name: string |
| amount: number |

animal

name: string
food: string
sound: string
constructor(_name: string, _food: string, _sound: string)
sing(_foodValue: number)
eat(_foodValue: number, _foodConsume: number)

```
let dom: HTMLElement;
let amountFood: Stock[];
let counter: number = 0;
```

install load listener

class Animal

load → handleLoad

click 1 → handleLoad

click 2 → handleLoad

handleLoad

install click listener 1

install click listener 2

Day

Day

```ts
let cow: Animal = new Animal("Gisela", "Cow", "Muu");
let cat: Animal = new Animal("Gerdhilde", "Cat", "Miau");
let pig: Animal = new Animal("Bert", "Pig", "Hoir");
let horse: Animal = new Animal("Jonny", "Horse", "Hüüa");
let dog: Animal = new Animal("Herbert", "Dog", "Wuff");
let dayCounter: HTMLElement = <HTMLElement>document.querySelector();
```

```ts
setTimeout(function (): void {
        animal.eat(foodValue, foodConsume);
        animal.sing(foodValue);
    }, 2000);

Wird für jedes Tier gemacht in unterschiedlichen
Zeitabständen.
```

```ts
counter++;
dayCounter.innerHTML = "Day" + counter;
```

valuePlus

let defaultFood: number[] = []

for(i=0, i < defaultFood.lenght, i++)

amountFood[index]. amount = defaultFood[index]
dom = document.querySelector("animal" + index);
dom.innerHTML = "OldMcDonald got" +
amountFood[index].amount + "Kg" +
amountFood[index].name + "left"

public name: string
public food: string
public sound: string

eat

_foodValue: number
_foodConsume: number

amountFood[_foodConsume].amount = _foodValue
dom = document.querySelector("animal" +
_foodConsume);
dom.innerHTML = "OldMcDonald got" +
amountFood[_foodConsume].amount + "Kg" +
amountFood[_foodConsume].name + "left";

sing

_foodValue: number

let animal: HTMLElement
= document.querySelector("animalName");
let song: HTMLElement
= document.querySelector("songAnimal");

```
let eating: HTMLElement =
document.querySelector("eatingAnimal");
```

```
animal.innerHTML = this.name;
song.innerHTML = Songtext;
eating.innerHTML = Anzahl des Fressen;
```