Class Diagram <<interface>> Stock Triceratops name: string amount: number + ability: string + hornPoke():void Stegosaurus + ability: string Animal + shakeTail():void + name: string + breed: string Mosasaurus + sound: string + ability: string + constructor(_name: string,_breed: string, _sound:string) + huntFish():void + sing(_foodStock: number): void + eat(_foodStock: number, foodPos: number): void Brachiosaurus + ability: string + stretchNeck():void T-Rex + ability: string + shakeHands():void Activity Diagram: main click > load > click refillStock handleLoad refillStock newDay let counter: number = 0 let pDOM: HTMLElement; let defaultStock: number[] = [0,1,2,3,4] <<interface>> Stocks let amountStock: Stocks[] = save remaining amount instal loadListener handleLoad class Animal + name: string + breed: string + sound: string + constructor(_name: string,_breed: string, _sound:string) + sing(_foodStock: number): void + eat(_foodStock: number, foodPos: number): void amountStock[index] amount = defaultStock[]; pDOM = HTMLElement document.querySelector("animal"+index); (install clickListener button1 pDOM.innerHTML = "John Hammond has" + amountStock +"kg" install clickListener button2 + amountStock[index].name + "left"; newDay(); newDay let triceratops: Triceratops = new triceratops("Trixy", "Triceratops", "tritra"); let stegosaurus: Stegosaurus = new stegosaurus("Sunny", "Stegosaurus", "schubi"); let mosasaurus: Mosasaurus = new mosasaurus("Molly", "Mosasaurus", "blubblub"); let brachiosaurus: Brachiosaurus= new brachiosaurus("Betty", "Brachiosaurus", "stampfl"); let trex: Trex= new trex("Ronny", "Trex", "grrgrrr"); let dayCounter: HTMLElement = <HTMLElement> document querySelector("#dayCounter"); triceratops.eat(600, 4); triceratops.sing(); triceratops.hornPoke(); stegosaurus.eat(10000, 2); stegosaurus.sing(); stegosaurus.shakeTail(); mosasaurus.eat(400, 1); mosasaurus.sing(); mosasaurus.huntFish(); brachiosaurus.eat(200, 3); brachiosaurus.sing(); brachiosaurus.stretchNeck(); trex.eat(500, 0); trex.sing(); trex.shakeHands(); Activity Diagram: animals name: string; breed: string; _foodStock: number _sound: string; constructor sing let animalNameDOM: HTMLElement = <HTMLElement> document.querySelector("#animalName"); let songDOM: HTMLElement = <HTMLElement> document.querySelector("#songText"); this.name = Name name: string; let mounchingDOM: HTMLElement = <HTMLElement> document.querySelector("#mounchingAnimal"); this.breed = _breed breed: string; this.sound = sound sound: string; animalNameDOM.innerHTML = this.name; soundDOM.innerHTML = this.sound; mounchingDOMElement.innerHTML = consume: number[]; foodStock: number foodPos: number eat amountStock[_foodPos].amount = _foodStock; pDOM = <HTMLElement>document.querySelector("animal" + foodPos); pDOM.innerHTML = "John Hammond has" + amountStock + "kg" + amountStock[index].name + "left"; shakeTail huntFish

