<< interface >>
Stocks

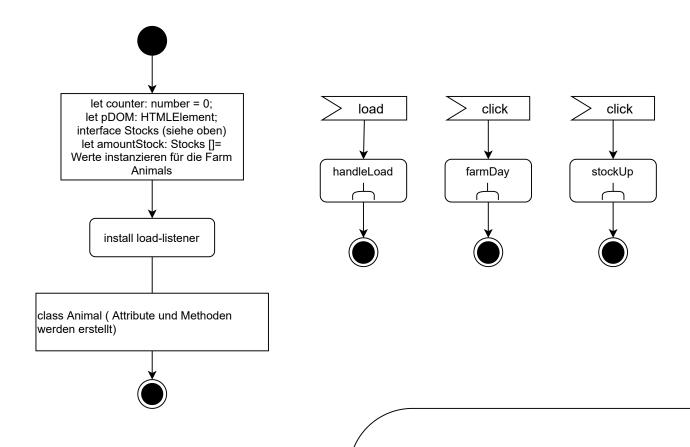name: string

amount: number;

Animal

+ name: string

+ breed: string

+ sound: string

+constructor (_name: string,_breed: string, _sound

+sing (_foodStock: number)
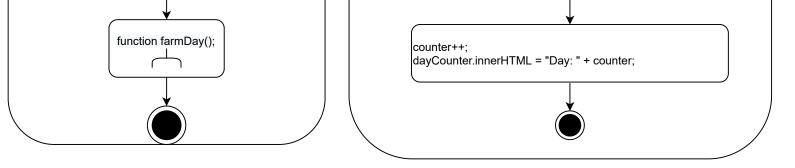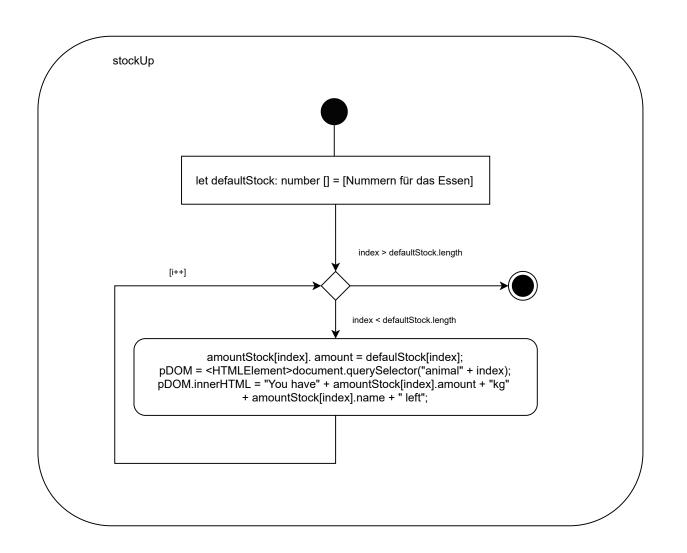
+eat (_foodStock: number, _foodPos: number)

---

let counter: number = 0;
let pDOM: HTMLElement;
interface Stocks (siehe oben)
let amountStock: Stocks []=
Werte instanzieren für die Farm
Animals

install load-listener

class Animal (Attribute und Methoden
werden erstellt)

---

load → handleLoad

click → farmDay

click → stockUp

---

farmDay

let cow: Animal = new Animal ("Fiona", "Cow", "Mooo")
let chicken: Animal = new Animal ("Frieda", "Chicken", "Bowk")
let pig: Animal = new Animal ("Otto", "Pig", "Oink")
let horse: Animal = new Animal ("Speedy", "Horse", "Wieher")
let sheep: Animal = new Animal ("Shaun", "Sheep", "Määh")
let dayCounter: HTMLElement = <HTMLElement>document.
querySelector("#dayCounter");

Methoden der einzelnen
Objekten werden zeitversetzt
(5 sekunden) aufgerufen

---

handleLoad

install Event-Listener to
button: document.querySelector("#nextDay")
button: document.querySelector("#stockUp")

function farmDay();

counter++;
dayCounter.innerHTML = "Day: " + counter;

stockUp

let defaultStock: number [] = [Nummern für das Essen]

index > defaultStock.length

[i++]

index < defaultStock.length

amountStock[index]. amount = defaulStock[index];
pDOM = <HTMLElement>document.querySelector("animal" + index);
pDOM.innerHTML = "You have" + amountStock[index].amount + "kg"
+ amountStock[index].name + " left";

Aktivitätdiagramm - Animal

public name: string;
public breed: string;
publc sound: string;

_name: string
_breed: string
_sound: string

constructor

```
this.name = _name;
this.breed = _breed;
this.sound = _sound;
```

_foodStock: number

sing

```
let animalNameDOM: HTMLElement =
<HTMLElement>document.querySelector("#animalName");
let songDOM: HTMLElement =
<HTMLElement>document.querySelector("#songText");
let munchingDOMElement: HTMLElement =
<HTMLElement>document.querySelector("#munchingAnimal");
```

```
animalNameDOM.innerHTML = this.name + "the" + this.breed;
sondDOM.innerHTML = Songtext für jeweiliges Tier;
munchingDOMElement.innerHTML = this.name + "ate" +
_foodStock + "kg today";
```

_foodStock: number
_foodPos: number

eat

```
amountStock[_foodPos].amount -= _foodStock;
pDOM = <HTMLElement>document.querySelector("animal" +
_foodPos);
pDOM.innerHTML = "You have" +
amountStock[_foodPos].amount + "kg" +
amountStock[_foodPos].name + " left";
```