



EventListener

Another Option ↴

```
let treePrice: number = 0;  
let ballPrice: number = 0;  
...  
let candlePrice: number = 0;  
let ornamentPrice: number = 0;  
let lamettaPrice: number = 0;
```

CreateProducts

AnotherOption ↴

- even: Event

```
let fieldSet: HTMLFormElement  
= document.getElementById("fieldset")
```

handleChange

Create Products ↴

```
document.getElementById("button")  
addEventListener("click",  
clickProgress);
```

```
let node: HTMLElement =  
document.getElementById  
(fieldset)
```

let HTML: string

Innenhalb von HTML  
werden die Elemente  
Produkte erstellt  
mit Hilfe von ID's.

node.innerHTML  
+= HTML

handleChange in

event: Event

let target: HTMLInputElement  
<HTMLInputElement>  
- event.target

let node: HTMLElement

Werte bewerten u.  
auswerten, dann  
ausgabe in  
„check“

verkaufen in

export interface Products

name: string;  
price: number;

Export let xmasTree: Products [j=0]

export let xmasBulbs: " " " "

export let lampHg: Products [j=0]