

## Animal:

name: string  
sound: string  
foodType: string  
foodAmount: number

### Constructor:

- name: string  
- sound: string  
- foodType: string  
- foodAmount: number

drawChicken()  
drawCow()  
drawDog()  
drawDonkey()  
drawPig()  
sing()

## Food:

blockSize: number  
context: Canvas Rendering  
Context 2D

### Constructor:

- blockSize: number  
- context: Canvas Rendering  
Context 2D

drawBlock()  
drawManager()  
drawFood()  
eat(-animal: Animal)  
clearCanvas()

### Constructor:

- name: string  
- sound: string  
- foodType: string  
- foodAmount: number

this.name = -name  
this.sound = -sound  
this.foodType = -foodType  
this.foodAmount = -foodAmount



### Constructor:

this.blockSize = -blockSize  
this.context = -context



drawManager



draw foodcontainer  
set fillStyle  
fillRect()



drawChicken  
drawPig  
drawDonkey  
drawDog  
drawCow



Pig.name = " ";  
Pig.sound = " ";  
Pig.foodType = " ";  
Pig.foodAmount = " ";



Create head, body,  
eyes, ears, nose:  
fillRect(), lineTo(),  
fill(), fillStyle()



x: number      color: string  
y: number

drawBlock



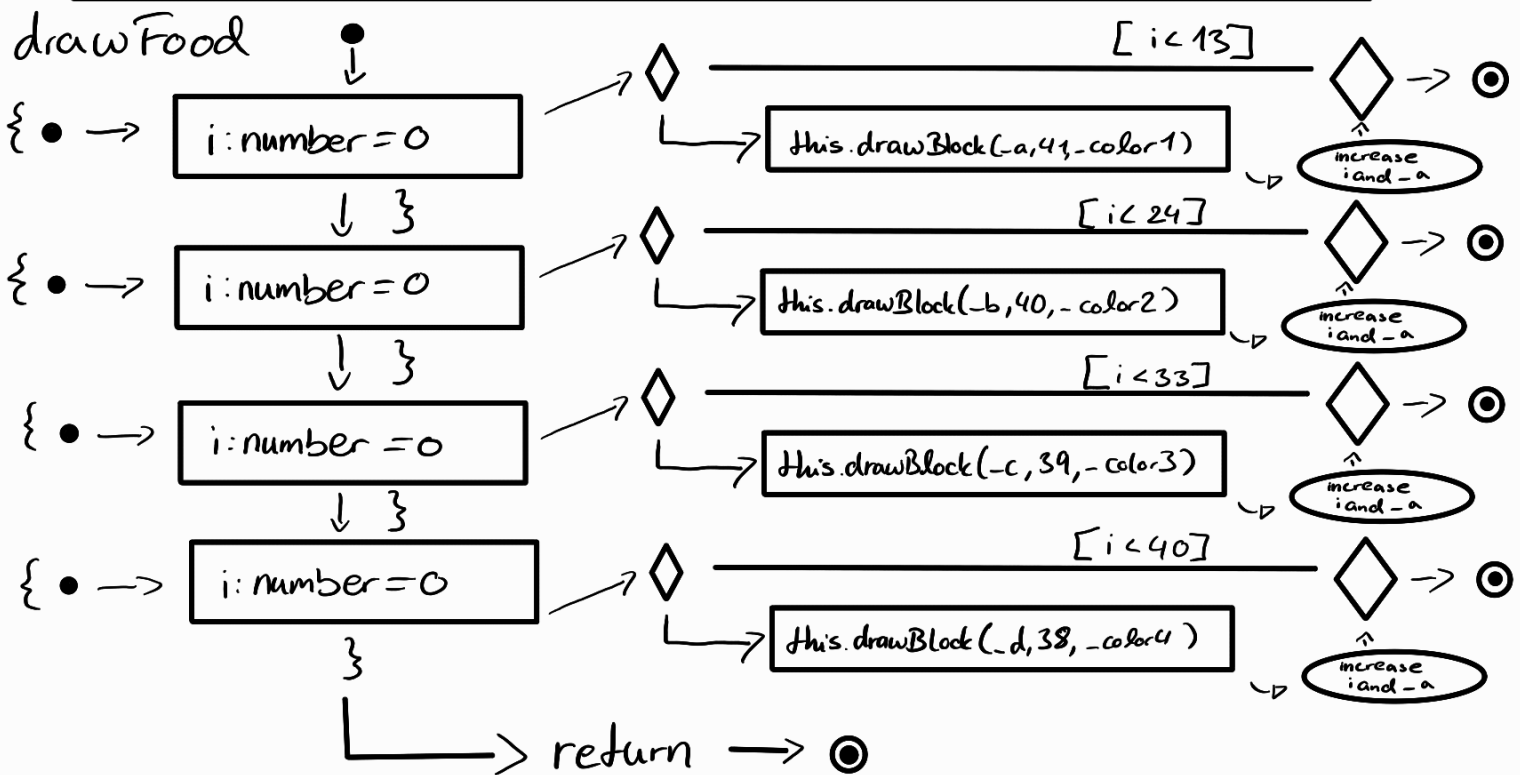
const xPos = x \* this.blockSize  
const yPos = y \* this.blockSize



set fillStyle  
fillRect()

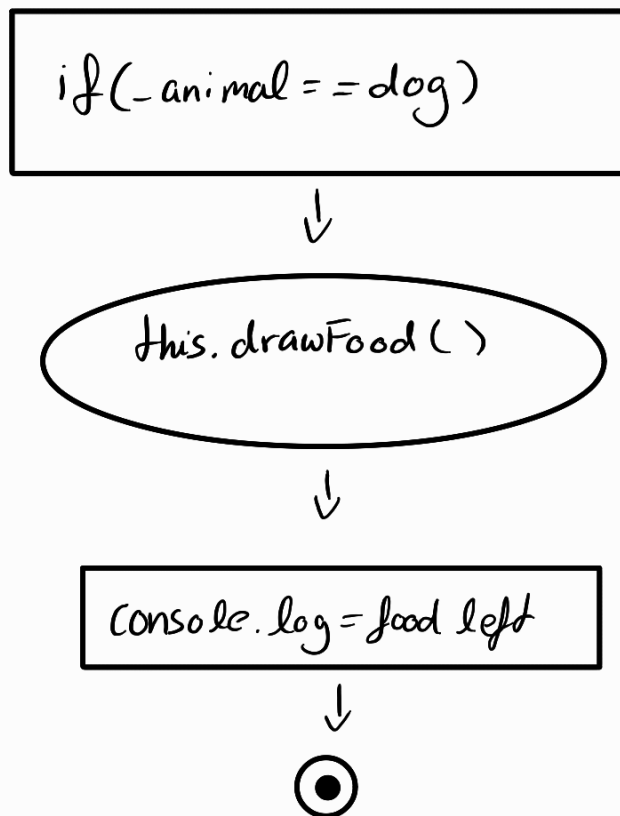


-a: number, -b: number, -c: number, -d: number, color1: string, color2: string  
color3: string, color4: string

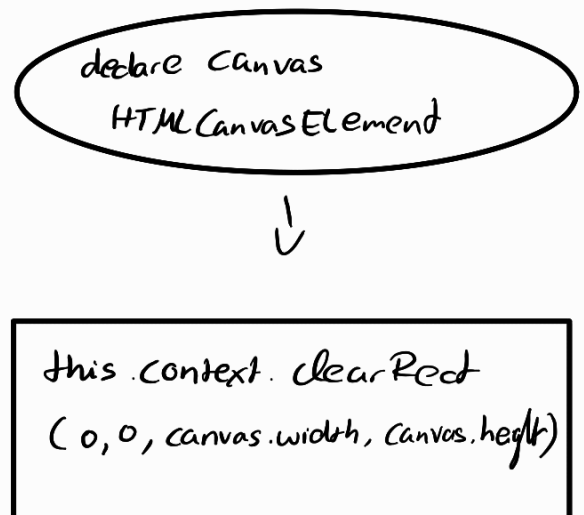


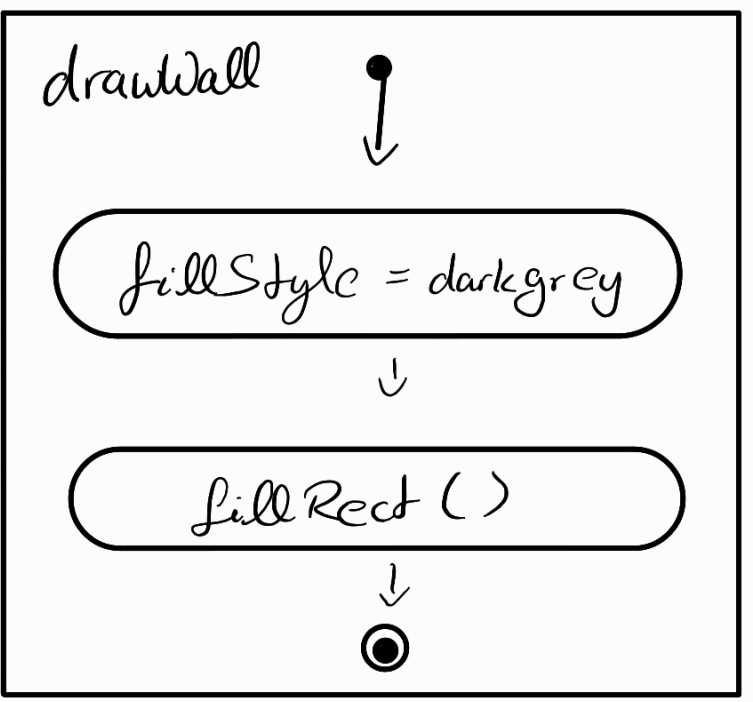
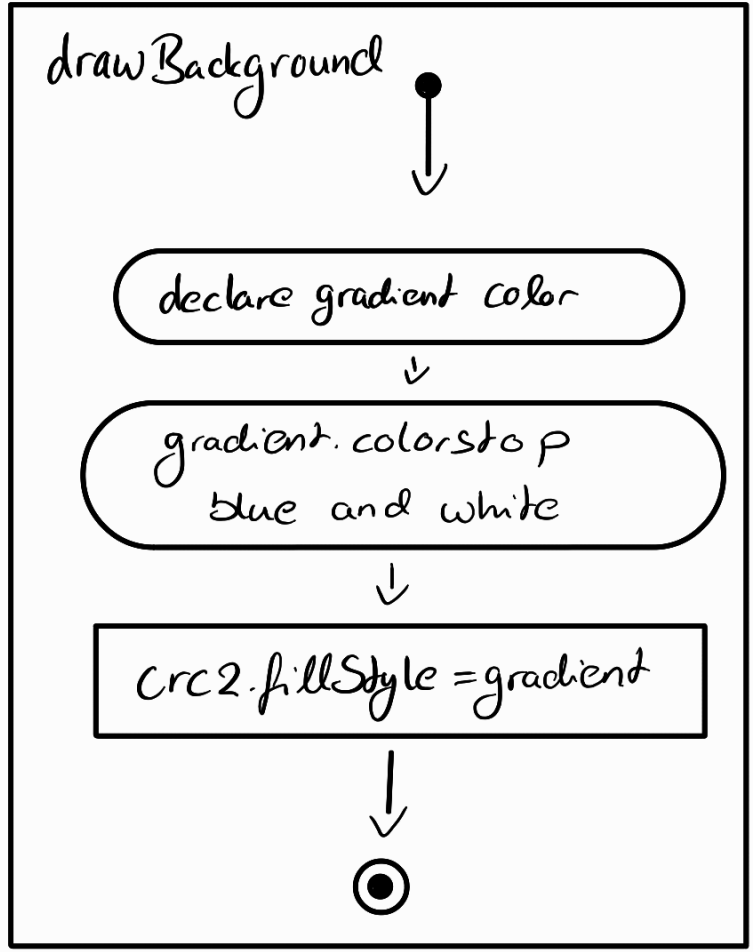
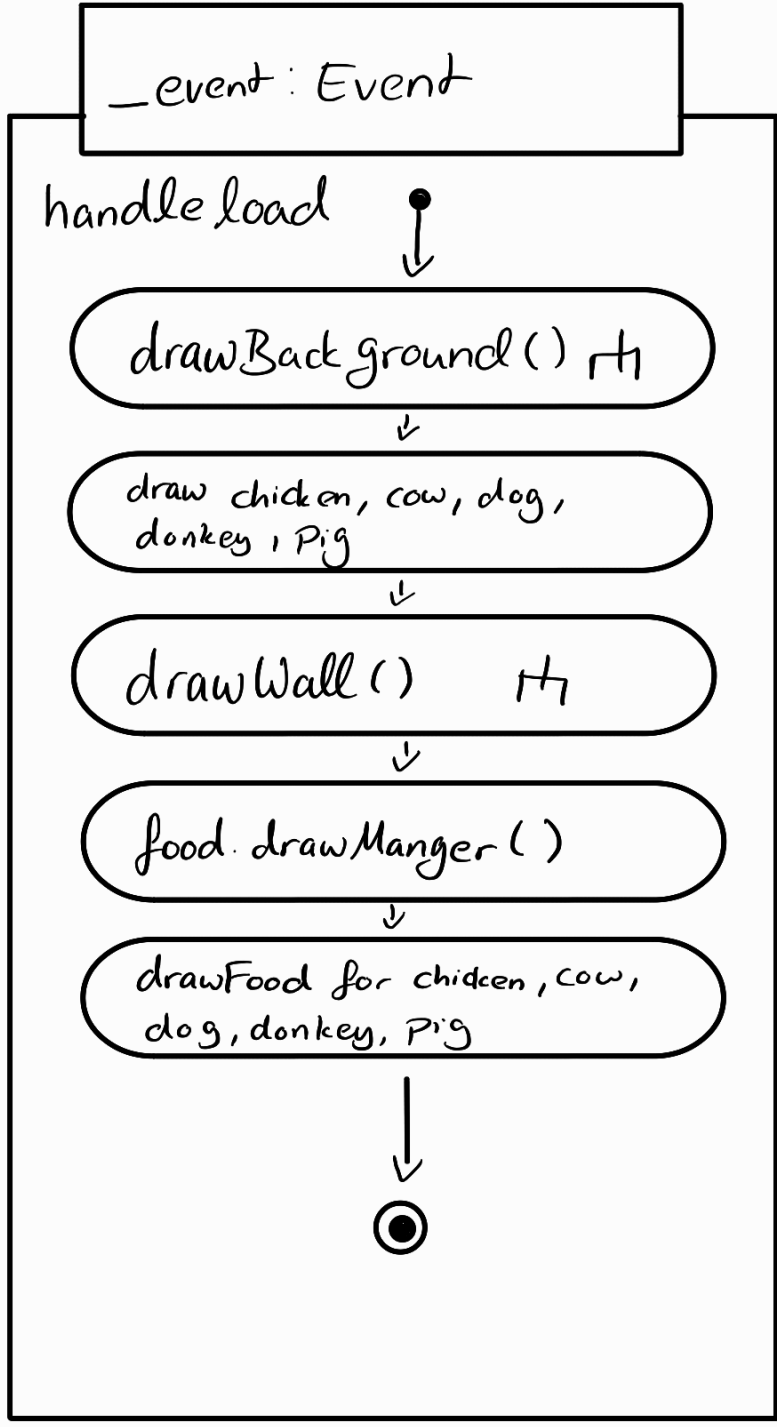
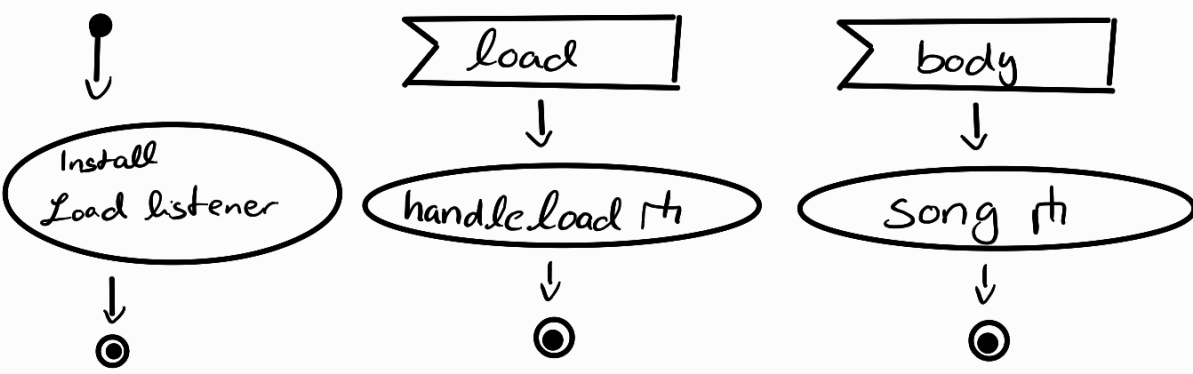
-animal: Animal

eat



clear Canvas





Song



if ( $i < 1$ )



console log for the song  
with every sound of the  
fitting animal.



Create HTML-Element  
and append it as a span  
to the body



Paste the song from  
the console.log to the  
Span Element



with every click, the  
Song continues.



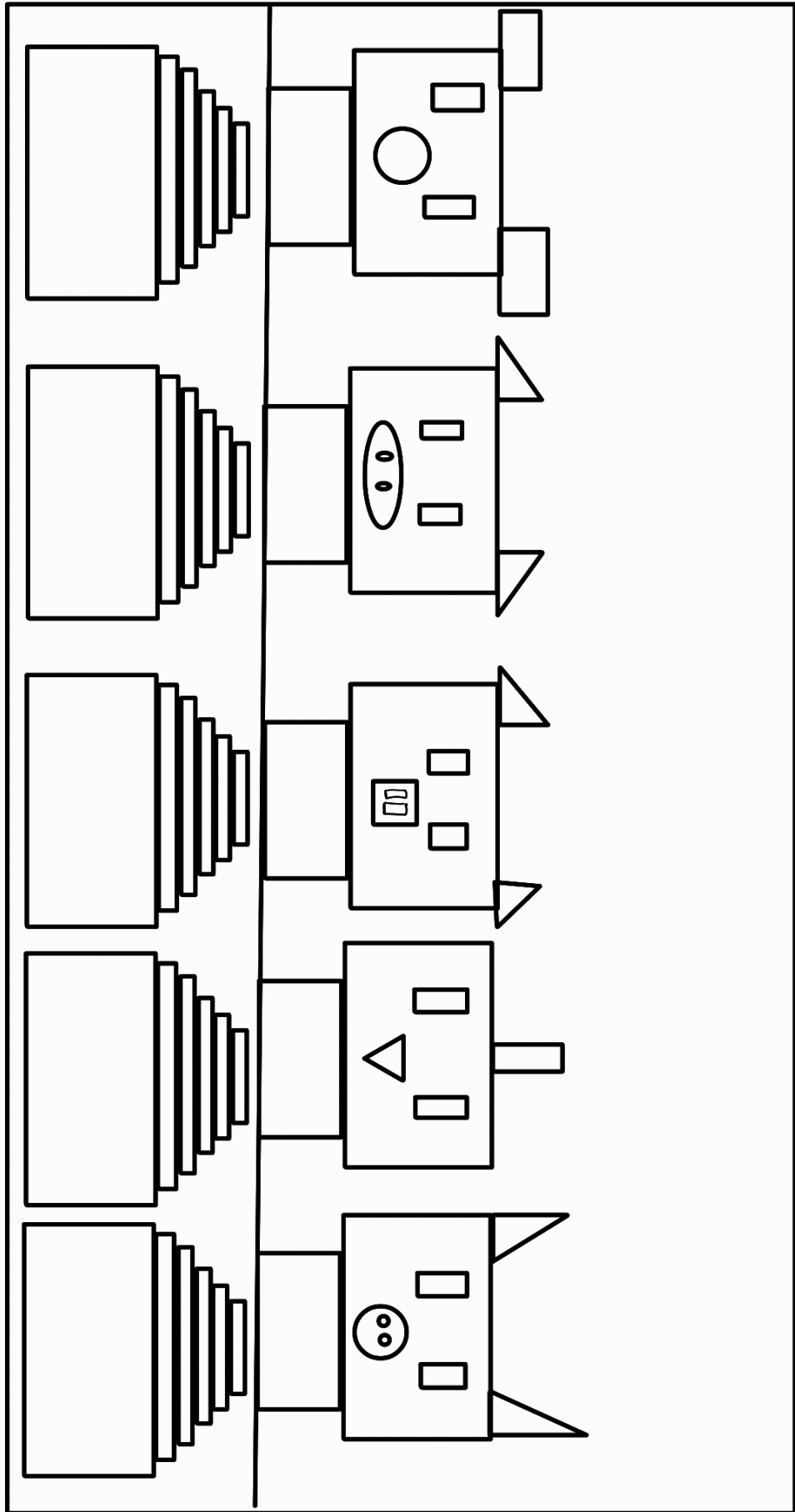
Canvas  
1000x500px

0,0

1000

0,500

1000,500



Color gradient lightblue, white

Dog: Old Mc Donald...

Create  
Span Element  
Song n

Song changes  
per animal