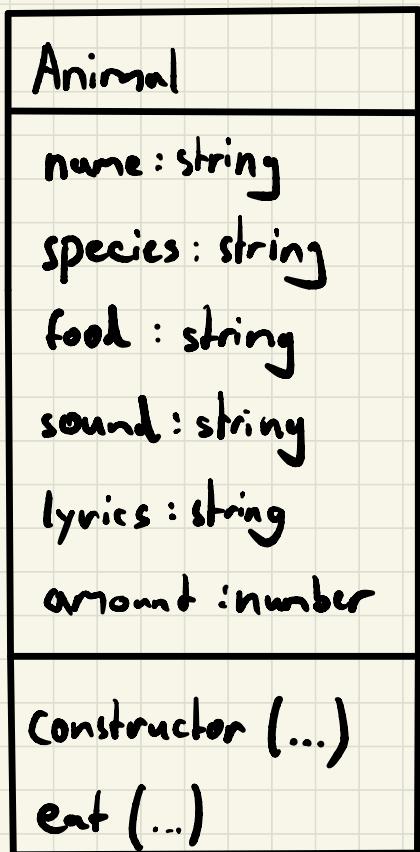
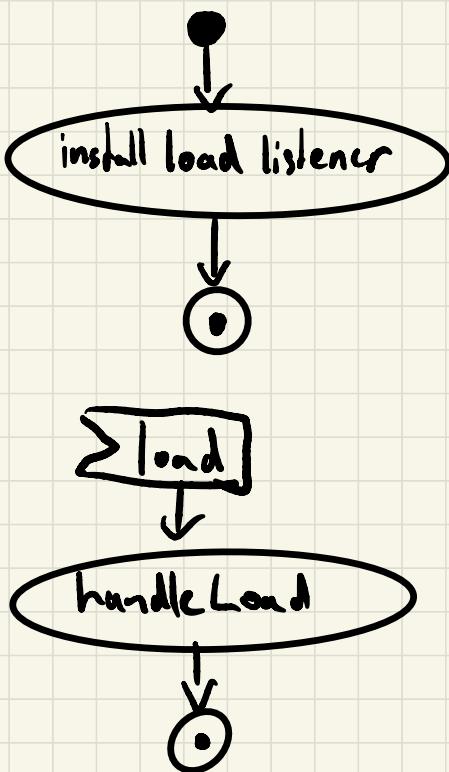


Class diagram



Old Mac Donald Farm

Activity Diagram



handleLoad

```
startButton = document.createElement('button')
```

```
startButton.classList.add('startButton')
```

```
startButton.addEventListener('click', farmSettings) -> End((( )))
```

Create Animals



```
cat = new Animal (...);  
dog = new Animal (...);  
horse = new Animal (...);  
cow = new Animal (...);  
chicken = new Animal (...);
```



```
macDonaldsAnimals.push (cat)  
macDonaldsAnimals.push (dog)  
macDonaldsAnimals.push (horse)  
macDonaldsAnimals.push (cow)  
macDonaldsAnimals.push (chicken)
```

Create Food Supplies



currentSupplies = new Map()

```
CurrentSupplies.set(fish, 4)  
CurrentSupplies.set(meat, 9)  
CurrentSupplies.set(hay, 16)  
CurrentSupplies.set(grass, 20)  
CurrentSupplies.set(corn, 12)
```



farm

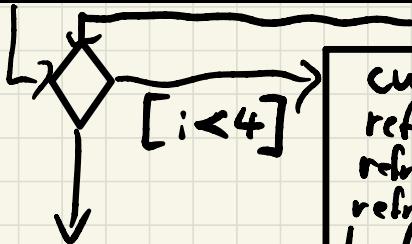


```
for ( i = 0 ; i < MacDonalds.Animals.length , i ++ )
```



```
let currentAnimal : Animal = MacDonalds.Animals [ i ]  
log (currentSupplies, currentAnimal.lyrics)
```

$[i \geq 4]$



```
currentAnimal.eat (currentSupplies)
```

End Farm() ⌂

```
currentAnimal.eat (currentSupplies)  
refreshAnimalCharacteristics (currentAnimal)  
refreshAnimalLyrics (currentAnimal)  
refreshSupplies  
log (currentAnimal.species, "cats",  
currentAnimal.amount,  
currentAnimal.food)
```

```
log (currentAnimal.species, "cats", currentAnimal.amount, currentAnimal.food)  
log (currentSupplies)
```



refresh Supplies

Sollte immer HTML ausgegeben werden



let supplyString : string = " "



```
supplyString += "Food Supply:" + "<br>" +  
    "fish" + currentSupplies.get("fish")  
    "meat" + currentSupplies.get("meat")  
    "hay" + currentSupplies.get("hay")  
    "grass" + currentSupplies.get("grass")  
    "corn" + currentSupplies.get("corn")
```



foodSupplier.innerHTML = supplyString



refresh Animal Characteristics Sollte inner HTML ausgegeben werden



let characteristics : string = " "



show current Animal characteristics



animalCharacteristics.innerHTML = characteristics



refresh Animal Lyrics

Sollte inner HTML ausgegeben werden



let lyricsOfAnimal : string = " "



lyricsOfAnimal = currentAnimal.lyrics



animalLyrics.innerHTML = lyricsOfAnimal



Farm Settings



```
headline.remove();  
startButton.remove();
```



inner HTML ... (geht leider nicht)



farm() ↗

create Animals () ↗

createFoodSupplies () ↗

farm () ↗

restart Function



```
document.body.innerHTML = ""
```



farm () ↗



end Farm



remove all



create spanElement



spanElement add to class id „grocery”



groceries = " "



groceries = Farm needs the following goods



if currentSupplies <= 10



groceries += key



groceries = innerHTML



create restart Button



install Event Listen

