

# Aktivitätsdiagramm

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11:24



## handleload

- addEventListener on document load
  - addEventListener on document keydown
  - addEventListener on every animal keydown
  - drawSky() with gradient  
stop1 = dark blue  
stop2 = light blue in linear gradient  
↳ (0,0) - (0,20) - (w,20) - (w,0)
  - drawField() in green  
(0,h) - (w,h) - (w,80) - (0,80)
  - drawFood() in grey  
(20,h) - (80,h) - (80,30) - (20,30)
  - drawCow()
  - drawDog()
  - drawPig()
  - drawHorse()
  - drawSheep()
- canvas width
- class animal

## GoodMorning

• music/melody of farm-song starts

if thisAnimal.turn

↙ true

↘ false

else { delete animation.status and delete created text-Element }

{  
• mouth is eating food now as type of animation  
• create a textElement as pop-up-information with name: "animalName", food: "enough food!" } }