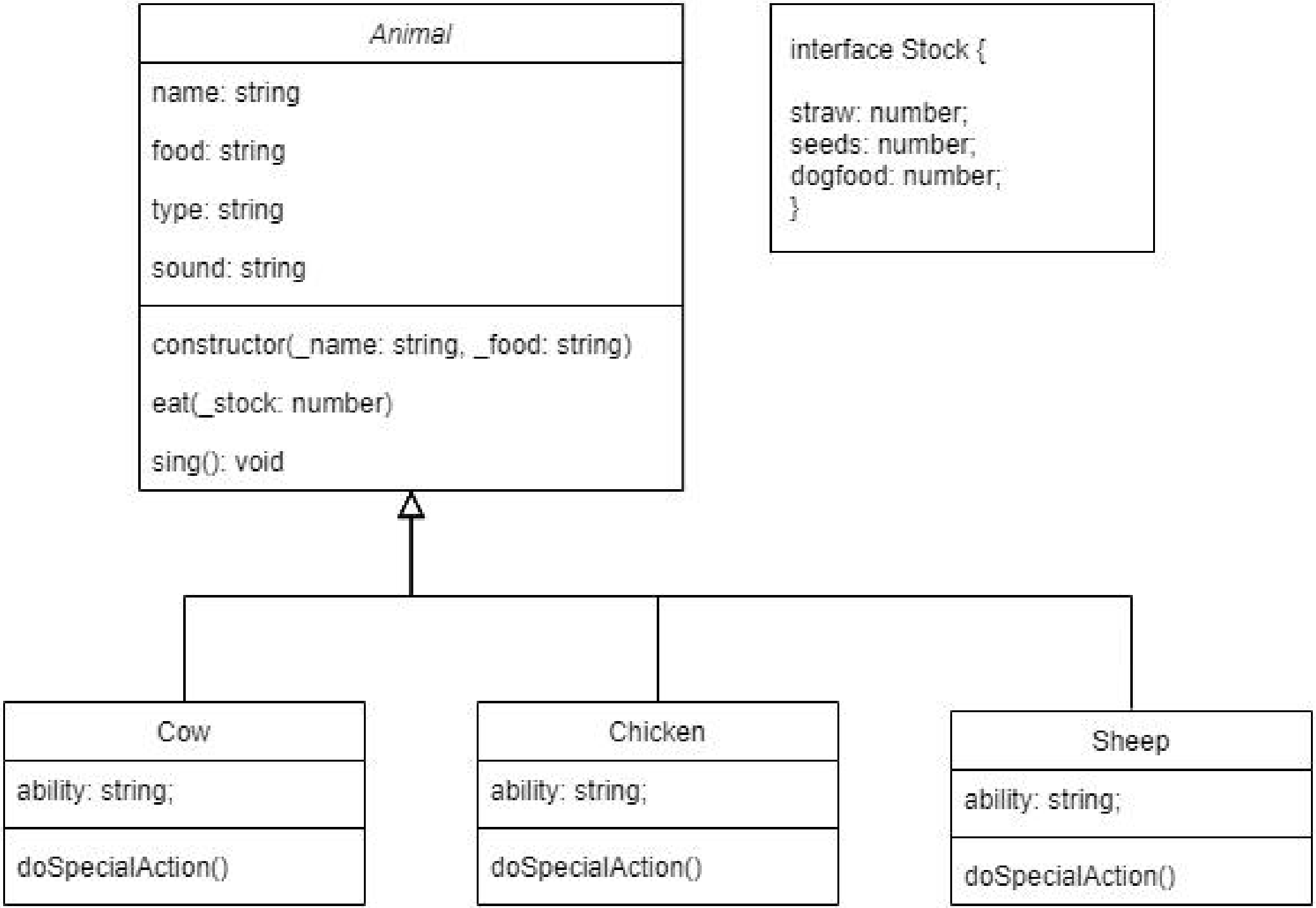
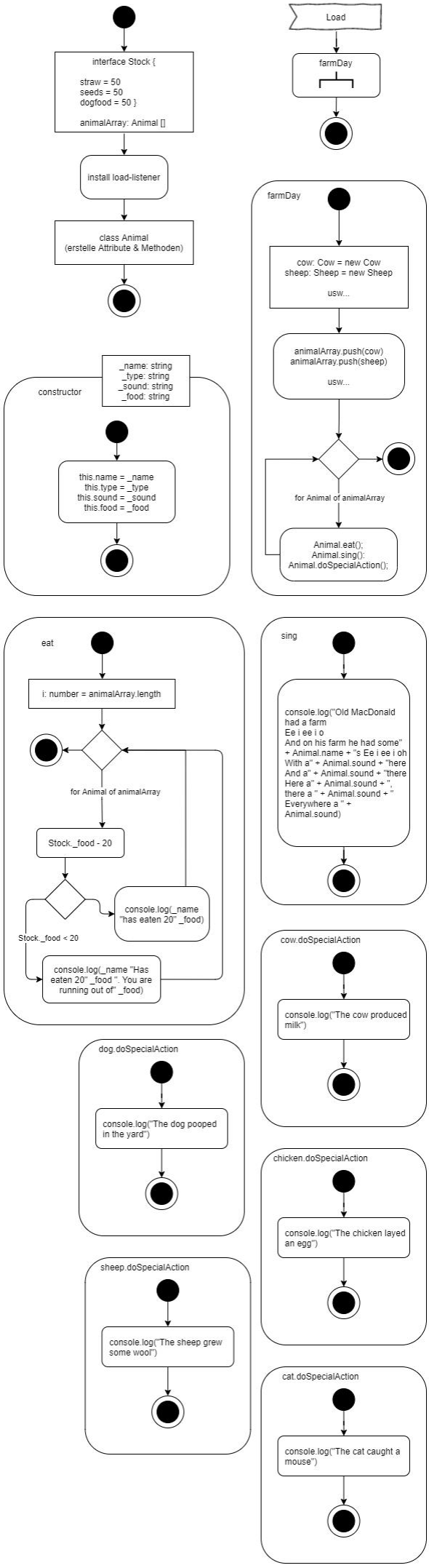

Animal
name: string
food: string
type: string
sound: string
constructor(_name: string, _food: string)
eat(_stock: number)
sing(): void
interface Stock {
straw: number;
seeds: number;
dogfood: number;
}
Cow
ability: string;
doSpecialAction()
Chicken
ability: string;
doSpecialAction()
Sheep
ability: string;
doSpecialAction()


interface Stock {
straw = 50
seeds = 50
dogfood = 50 }
animalArray: Animal []
install load-listener
class Animal
(erstelle Attribute & Methoden)
Load
farmDay
farmDay
cow: Cow = new Cow
sheep: Sheep = new Sheep
usw...
animalArray.push(cow)
animalArray.push(sheep)
usw...
for Animal of animalArray
Animal.eat();
Animal.sing();
Animal.doSpecialAction();
constructor
_name: string
_type: string
_sound: string
_food: string
this.name = _name
this.type = _type
this.sound = _sound
this.food = _food
eat
i: number = animalArray.length
for Animal of animalArray
Stock._food - 20
console.log(_name "has eaten 20" _food)
Stock._food < 20
console.log(_name "Has eaten 20" _food ". You are running out of" _food)
sing
console.log("Old MacDonald had a farm
Ee i ee i o
And on his farm he had some" + Animal.name + "s Ee i ee i oh
With a" + Animal.sound + "here
And a" + Animal.sound + "there
Here a" + Animal.sound + ",
there a " + Animal.sound + "
Everywhere a " + Animal.sound)
cow.doSpecialAction
console.log("The cow produced milk")
dog.doSpecialAction
console.log("The dog pooped in the yard")
chicken.doSpecialAction
console.log("The chicken layed an egg")
sheep.doSpecialAction
console.log("The sheep grew some wool")
cat.doSpecialAction
console.log("The cat caught a mouse")