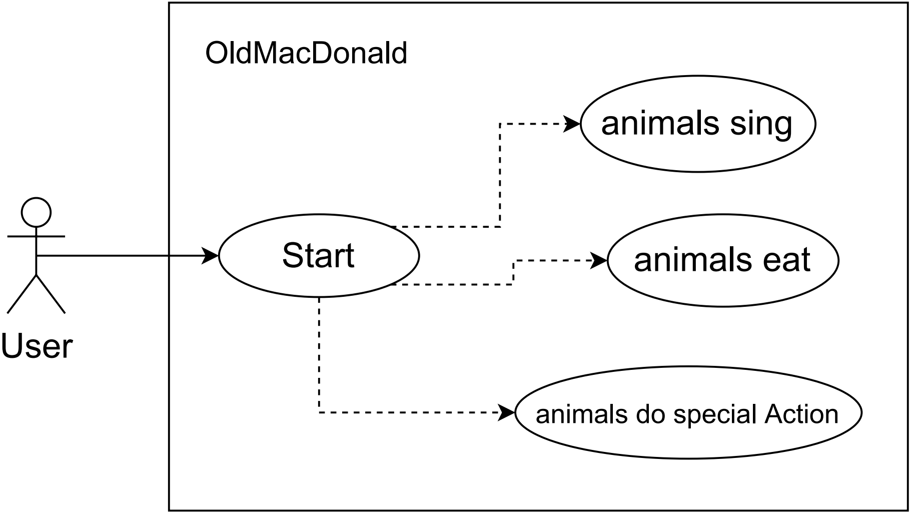
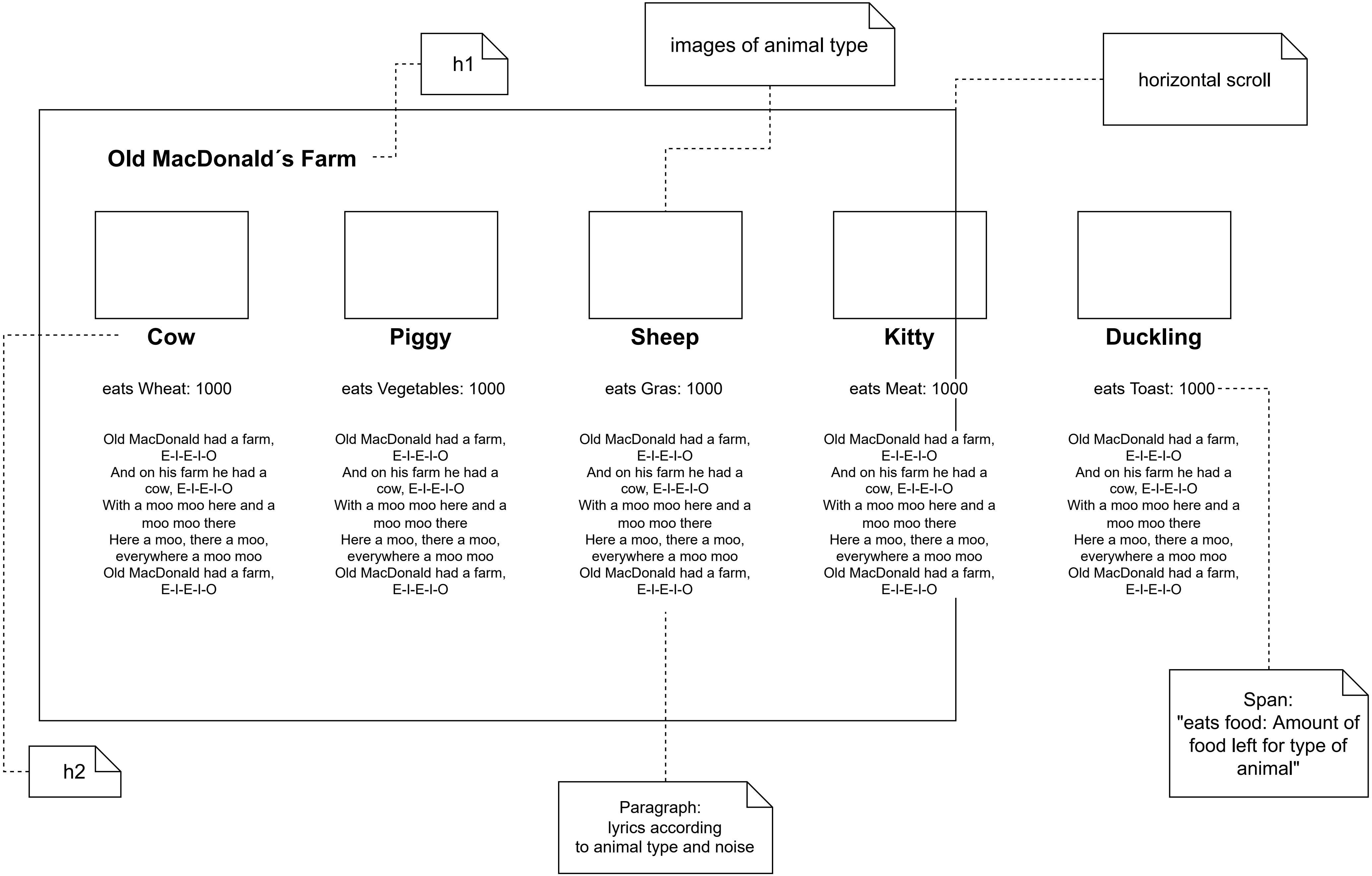
Use-Case-Diagram


OldMacDonald
animals sing
Start
animals eat
User
animals do special Action

UI-Scribble: Old MacDonald



h1

images of animal type

horizontal scroll

Old MacDonald´s Farm

Cow

eats Wheat: 1000

Old MacDonald had a farm,
E-I-E-I-O
And on his farm he had a
cow, E-I-E-I-O
With a moo moo here and a
moo moo there
Here a moo, there a moo,
everywhere a moo moo
Old MacDonald had a farm,
E-I-E-I-O

Piggy

eats Vegetables: 1000

Old MacDonald had a farm,
E-I-E-I-O
And on his farm he had a
cow, E-I-E-I-O
With a moo moo here and a
moo moo there
Here a moo, there a moo,
everywhere a moo moo
Old MacDonald had a farm,
E-I-E-I-O

Sheep

eats Gras: 1000

Old MacDonald had a farm,
E-I-E-I-O
And on his farm he had a
cow, E-I-E-I-O
With a moo moo here and a
moo moo there
Here a moo, there a moo,
everywhere a moo moo
Old MacDonald had a farm,
E-I-E-I-O

Kitty

eats Meat: 1000

Old MacDonald had a farm,
E-I-E-I-O
And on his farm he had a
cow, E-I-E-I-O
With a moo moo here and a
moo moo there
Here a moo, there a moo,
everywhere a moo moo
Old MacDonald had a farm,
E-I-E-I-O

Duckling

eats Toast: 1000

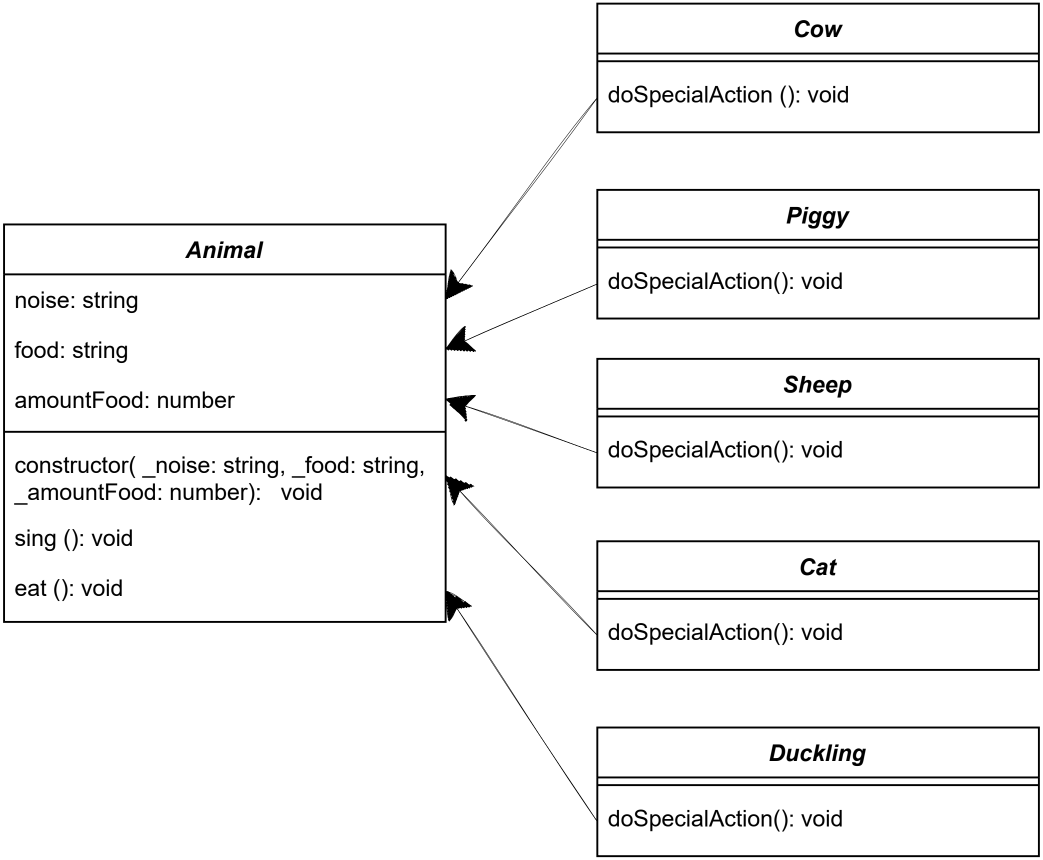
Old MacDonald had a farm,
E-I-E-I-O
And on his farm he had a
cow, E-I-E-I-O
With a moo moo here and a
moo moo there
Here a moo, there a moo,
everywhere a moo moo
Old MacDonald had a farm,
E-I-E-I-O

h2

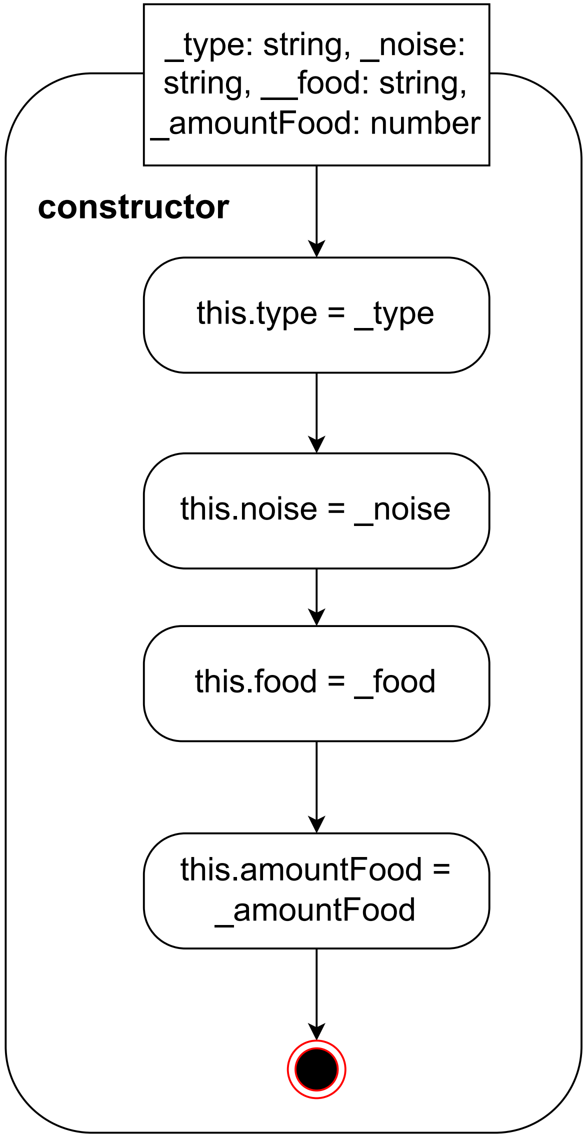
Paragraph:
lyrics according
to animal type and noise

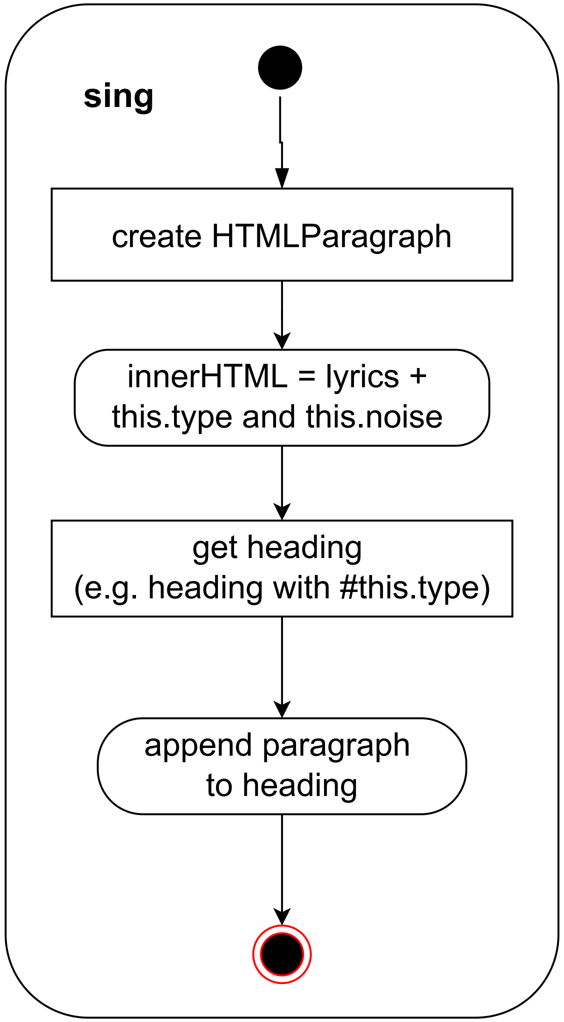
Span:
"eats food: Amount of
food left for type of
animal"

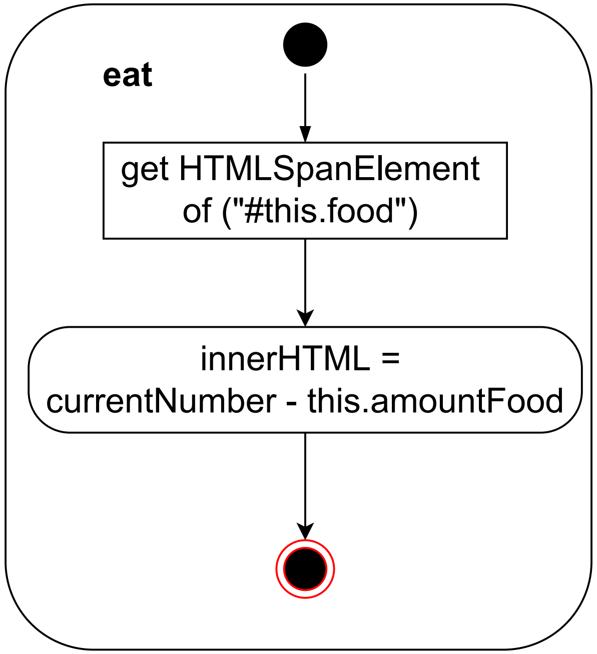
Class Diagram: Old MacDonald Heritage


Cow
doSpecialAction (): void
Piggy
doSpecialAction(): void
Animal
noise: string
food: string
amountFood: number
constructor(_noise: string, _food: string, _amountFood: number):   void
sing (): void
eat (): void
Sheep
doSpecialAction(): void
Cat
doSpecialAction(): void
Duckling
doSpecialAction(): void

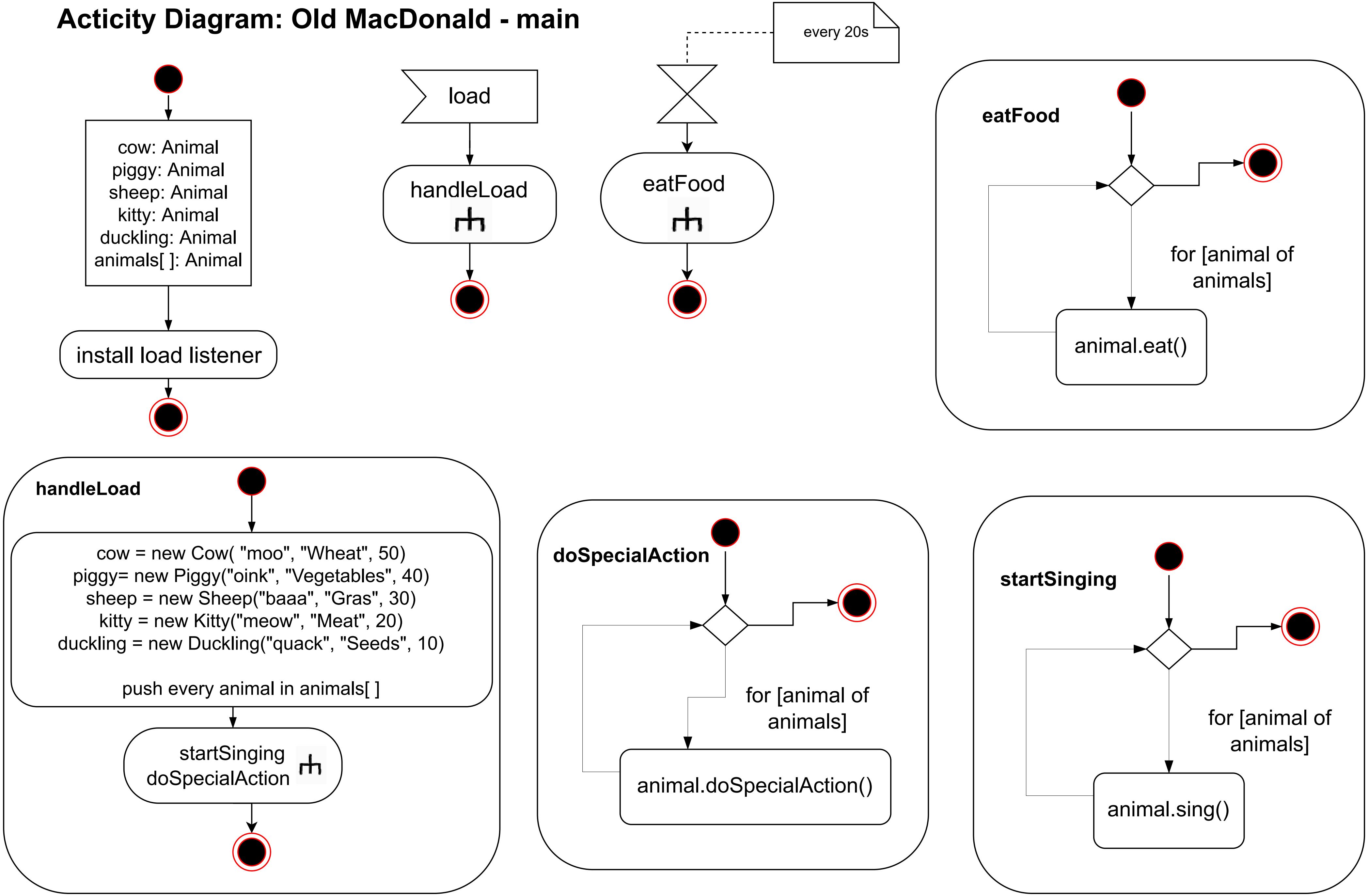
Acticity Diagram: Old MacDonald - Animal


_type: string, _noise: string, __food: string, _amountFood: number
constructor
this.type = _type
this.noise = _noise
this.food = _food
this.amountFood = _amountFood

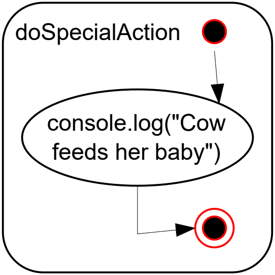

sing
create HTMLParagraph
innerHTML = lyrics + this.type and this.noise
get heading (e.g. heading with #this.type)
append paragraph to heading

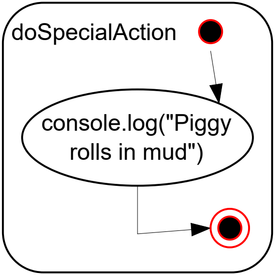

eat
get HTMLSpanElement of ("#this.food")
innerHTML = currentNumber - this.amountFood

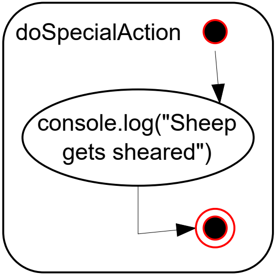
Acticity Diagram: Old MacDonald - main

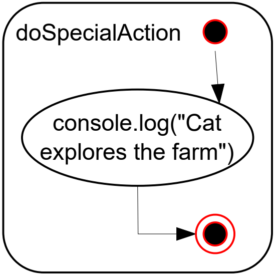

every 20s
cow: Animal
piggy: Animal
sheep: Animal
kitty: Animal
duckling: Animal
animals[ ]: Animal
install load listener
load
handleLoad
eatFood
eatFood
for [animal of animals]
animal.eat()
handleLoad
cow = new Cow("moo", "Wheat", 50)
piggy= new Piggy("oink", "Vegetables", 40)
sheep = new Sheep("baaa", "Gras", 30)
kitty = new Kitty("meow", "Meat", 20)
duckling = new Duckling("quack", "Seeds", 10)
push every animal in animals[ ]
startSinging
doSpecialAction
doSpecialAction
for [animal of animals]
animal.doSpecialAction()
startSinging
for [animal of animals]
animal.sing()

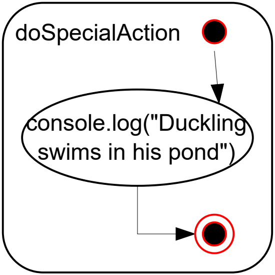
Activity Diagram: OldMacDonaldHeritage - Subclasses


doSpecialAction
console.log("Cow feeds her baby")


doSpecialAction
console.log("Piggy rolls in mud")


doSpecialAction
console.log("Sheep gets sheared")


doSpecialAction
console.log("Cat explores the farm")


doSpecialAction
console.log("Duckling swims in his pond")