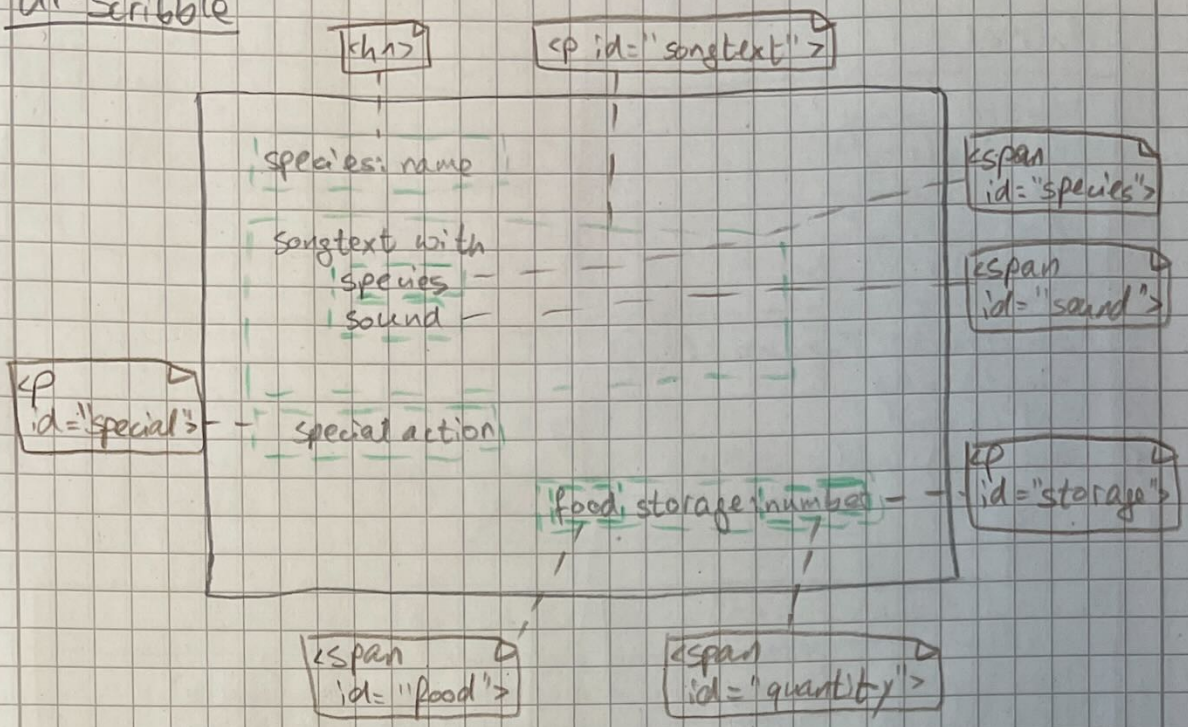
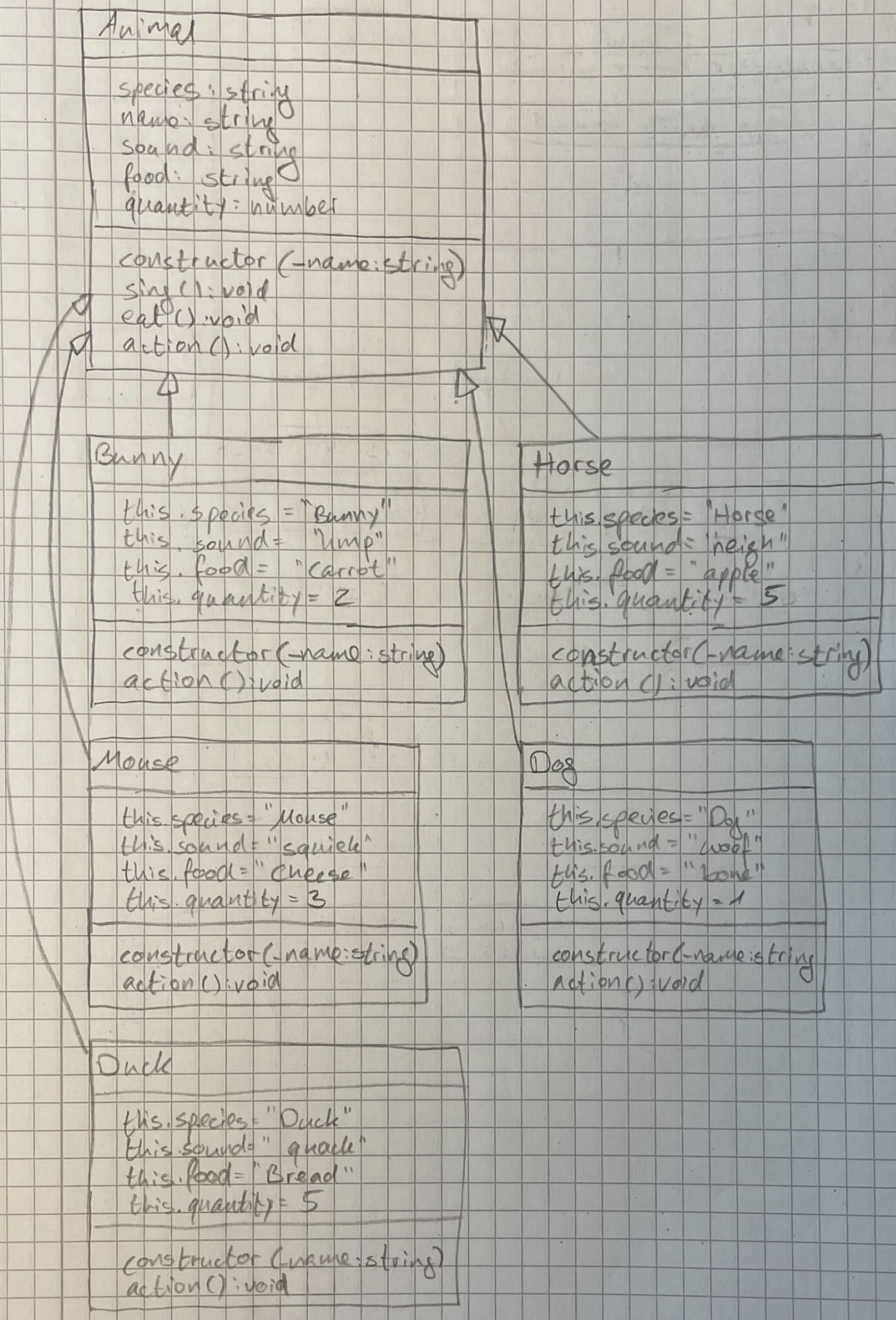
L 10.1 Old Mc Donalds Heritage

UI-Scribble

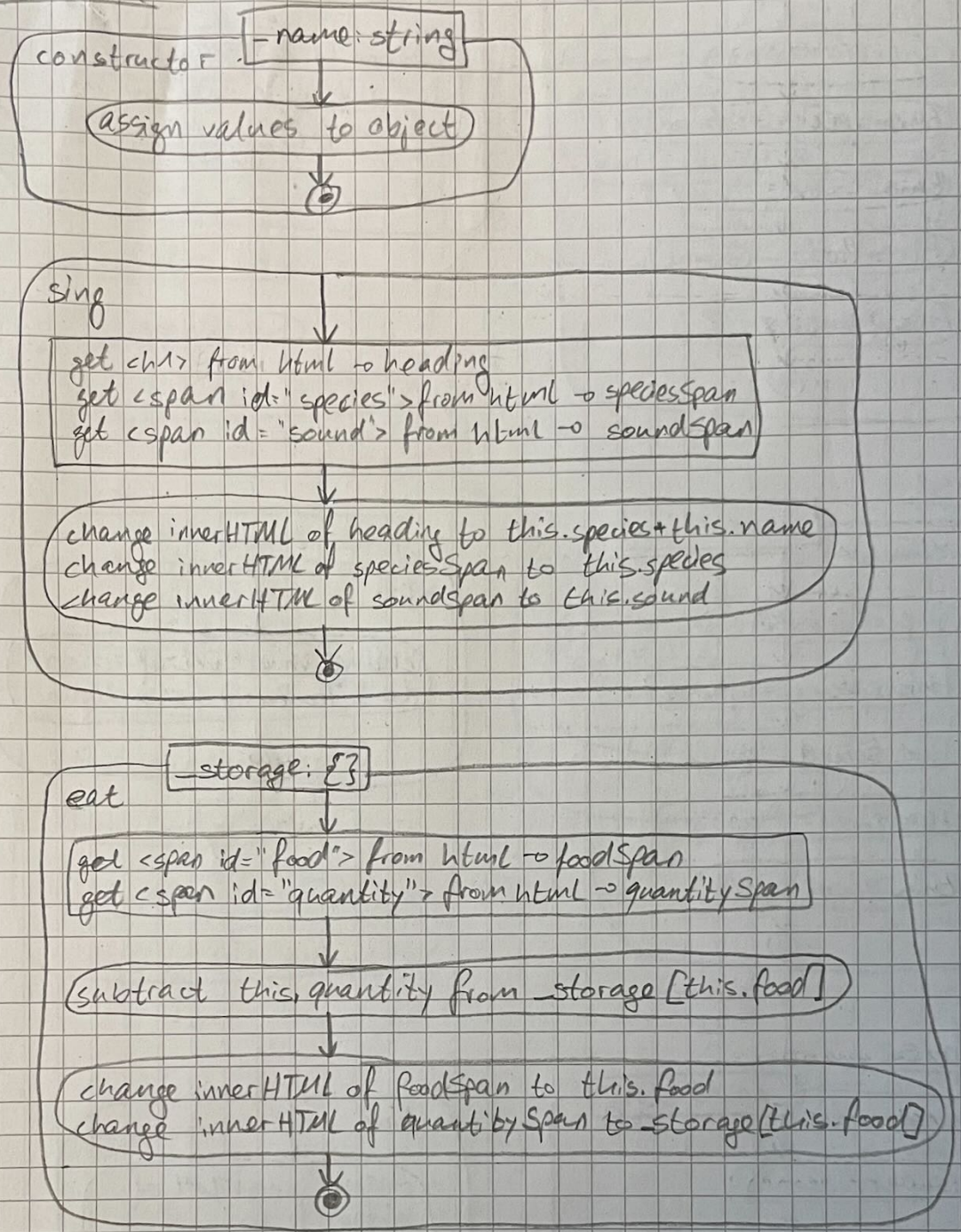


Class Diagram

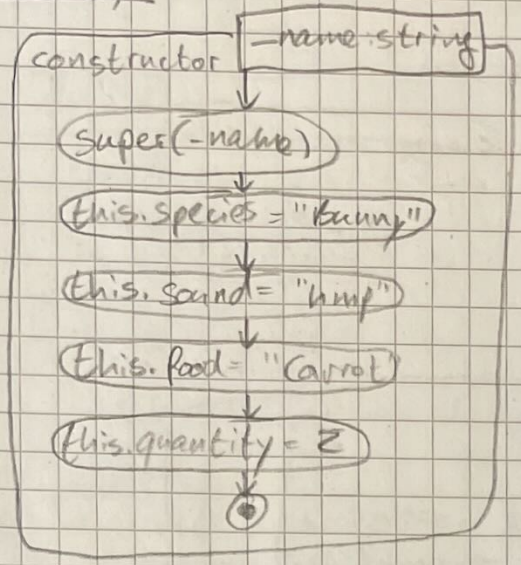


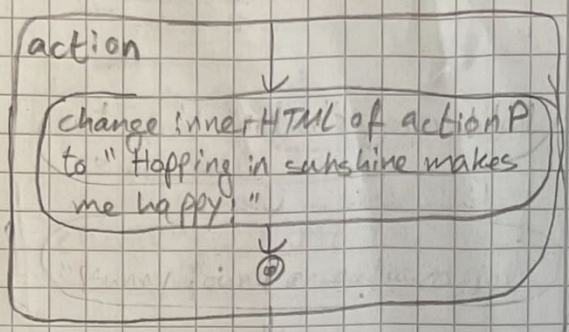
Activity Diagram

Animal

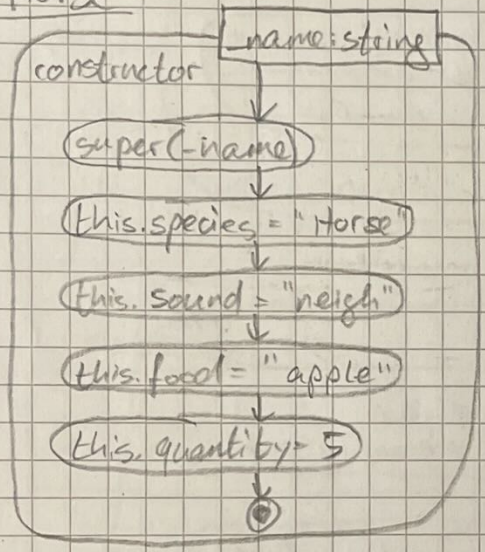


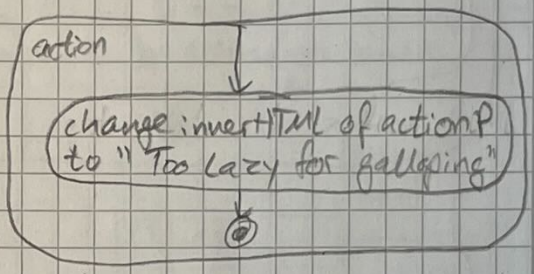
Bunny



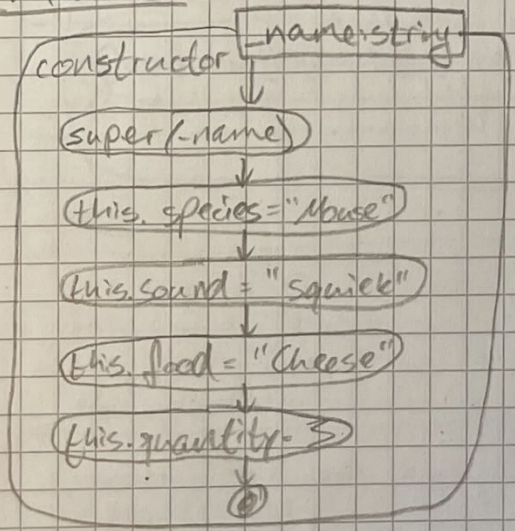


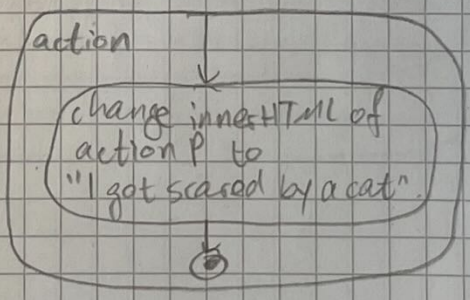
Horse



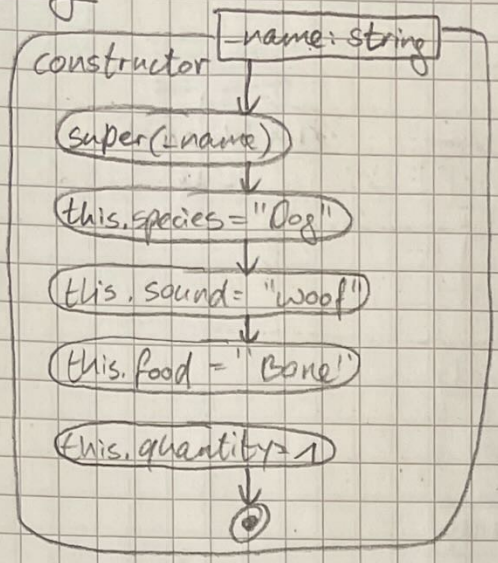


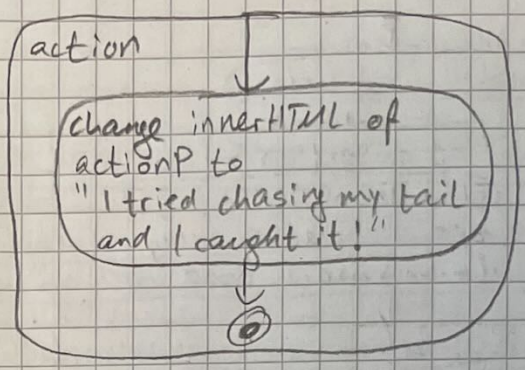
Mouse



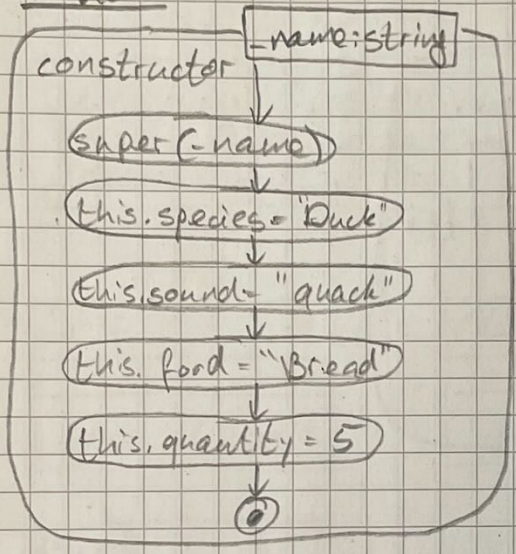


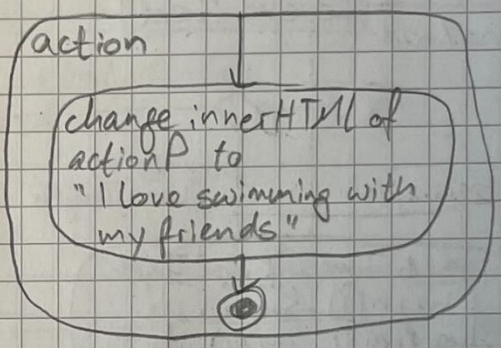
Dog


constructor
_name: string
super(_name)
this.species = "Dog"
this.sound = "woof"
this.food = "Bone"
this.quantity = 1

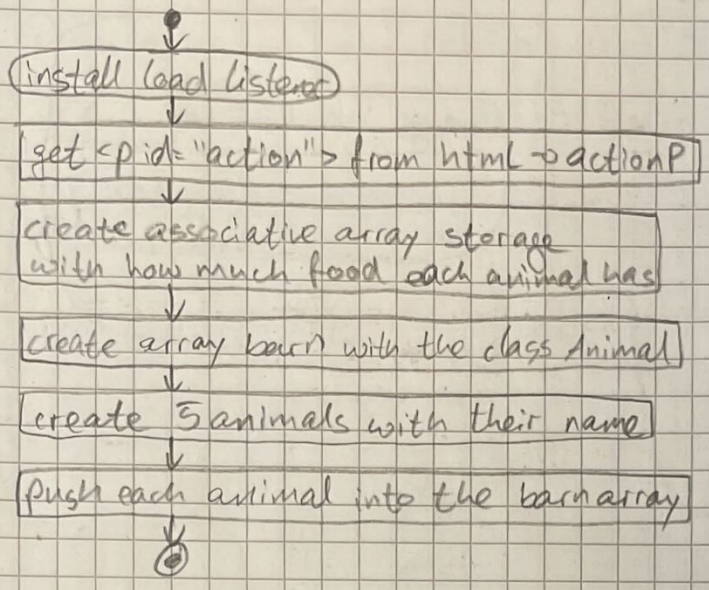

action
change innerHTML of actionP to "I tried chasing my tail and I caught it!"

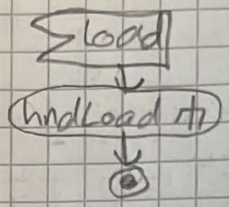
Duck

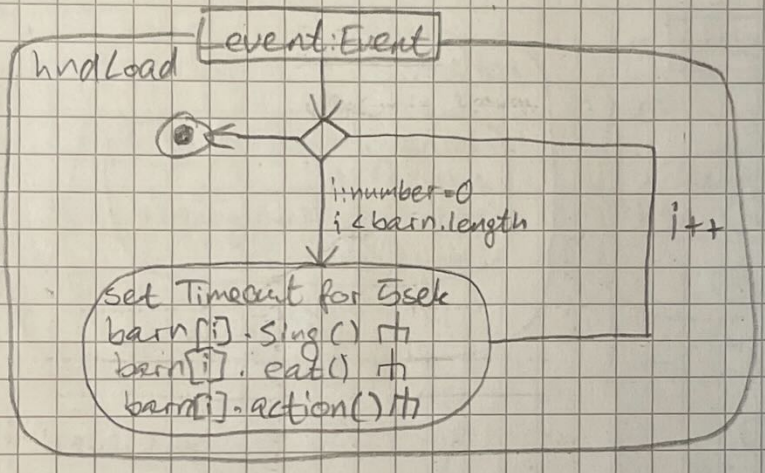

constructor
_name: string
super(_name)
this.species = "Duck"
this.sound = "quack"
this.food = "Bread"
this.quantity = 5


action
change innerHTML of actionP to "I love swimming with my friends"

Main


install load listener
get <p id="action"> from html -> actionP
create associative array storage with how much food each animal has
create array barn with the class Animal
create 5 animals with their name
Push each animal into the barn array


Load
hndLoad fn


hndLoad
event:Event
i:number=0
i<barn.length
i++
Set Timeout for 5sek
barn[i].sing() fn
barn[i].eat() fn
barn[i].action() fn