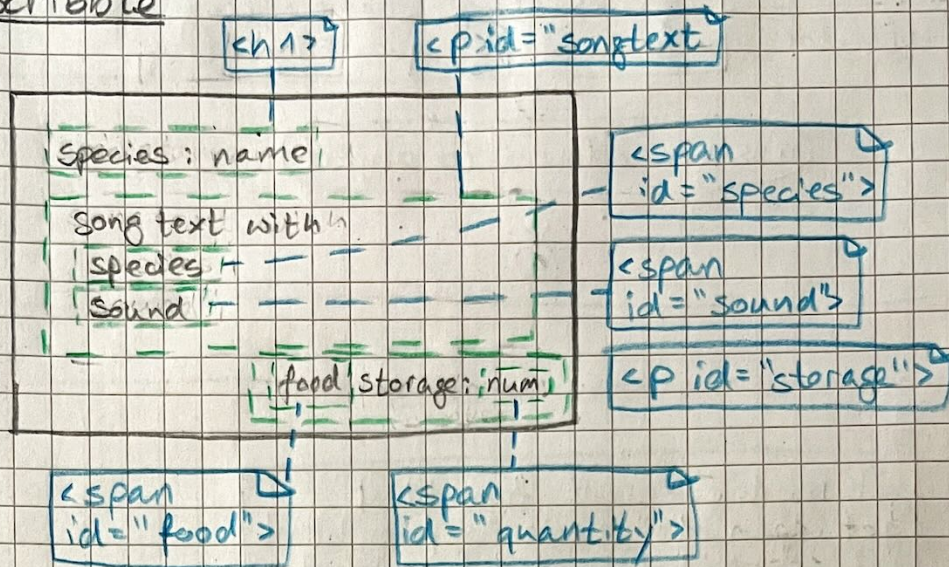
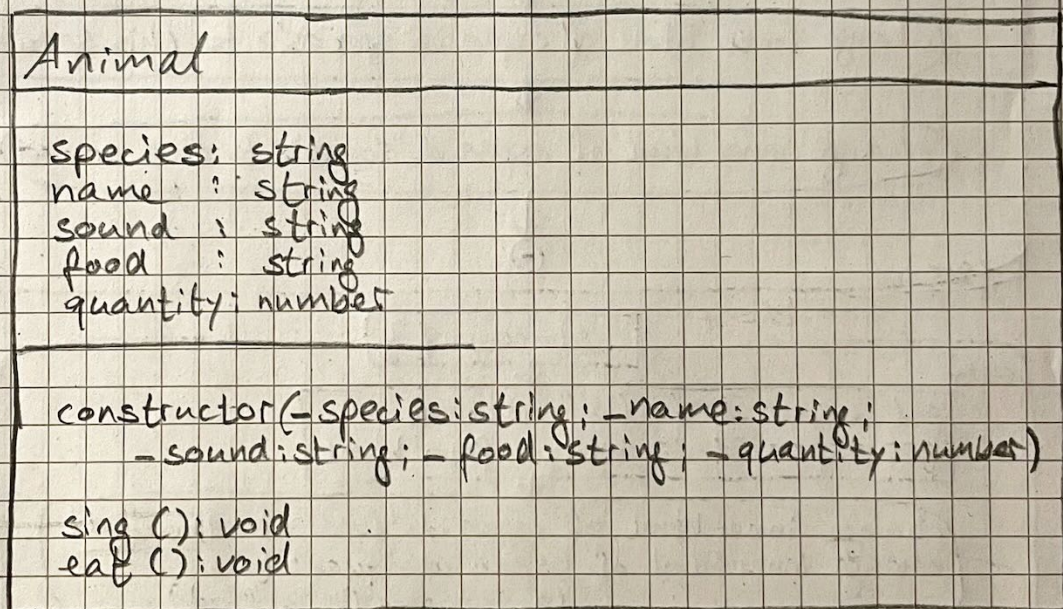


A09.1 Old Mac Donalds Farm

UI Scribble



Class Diagram



Activity Diagram

constructor

```
- species: string; - name: string; - sound: string;  
- food: string; - quantity: string
```

assign values to object



Sing

```
get <h1> Element from html  
get <span id="species"> from html  
get <span id="sound"> from html
```

change inner html of <h1> to this.species : this.name

change inner html of to this.species

change inner html of to this.sound



storage { }

eat

```
get <span id="food"> from html  
get <span id="quantity"> from html
```

change inner html of to this.food
change inner html of
to -storage[this.food]

subtract this.quantity from -storage[this.food]

change inner html of
to -storage[this.food]

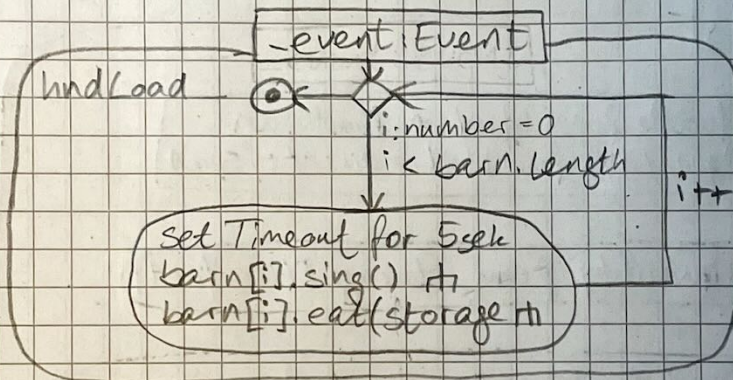
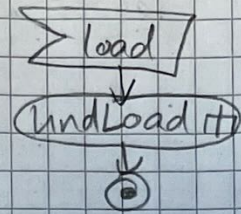
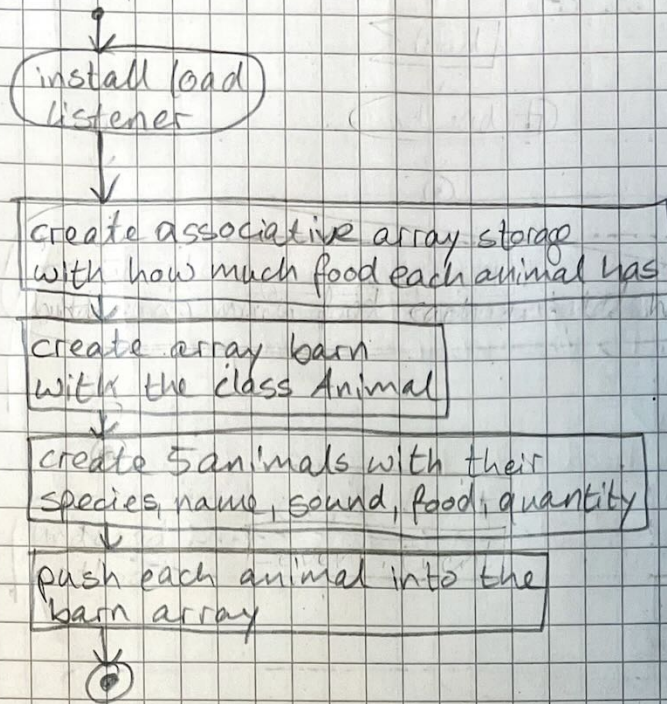


storage = associative array

```
let storage = { Hen: 20; Karotten: 10; ... }
```


Activity Diagram überarbeitet mit Feedback von Richard Mukasa

Activity Diagram: Main



Activity Diagram: Animal

