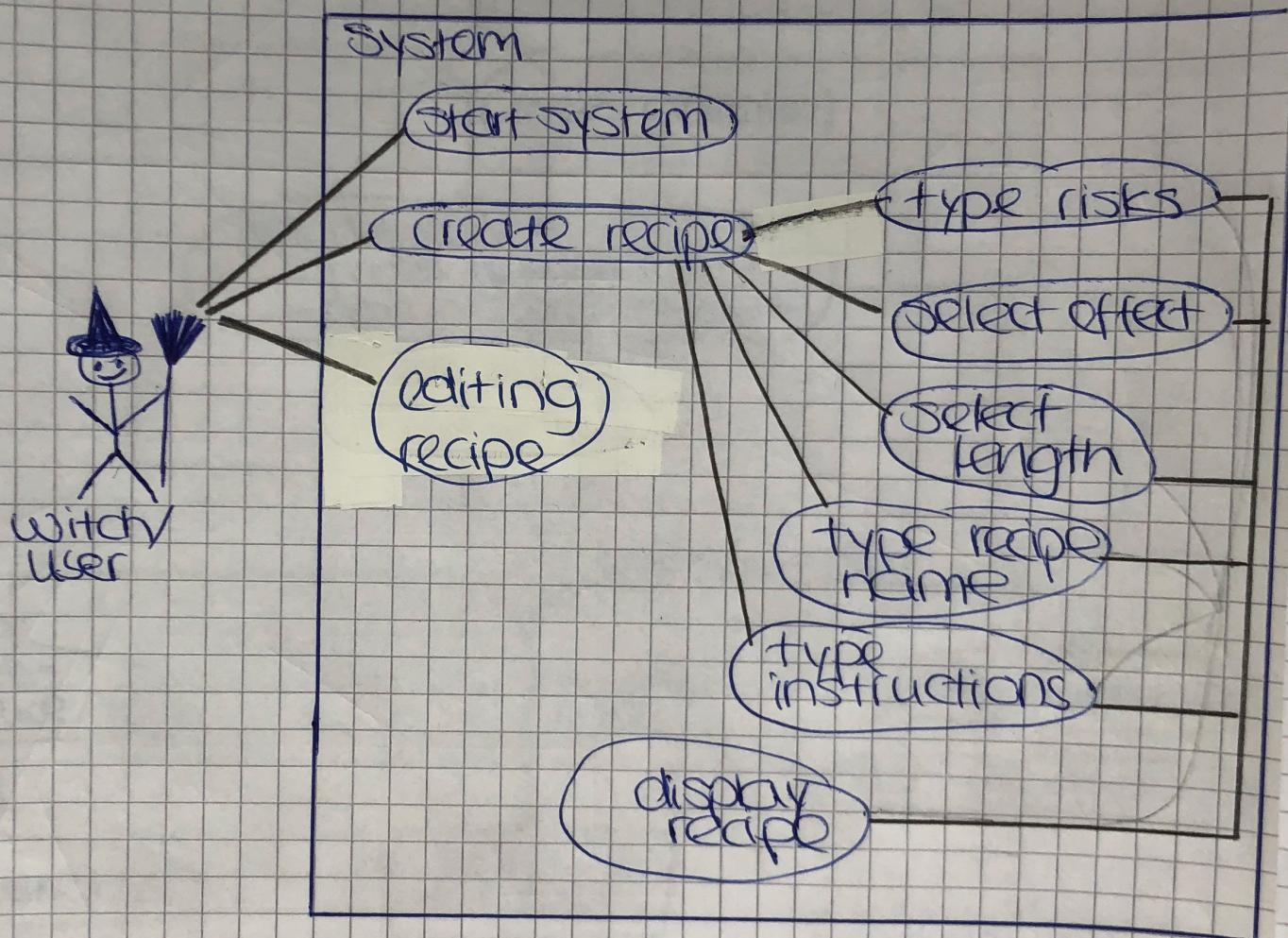
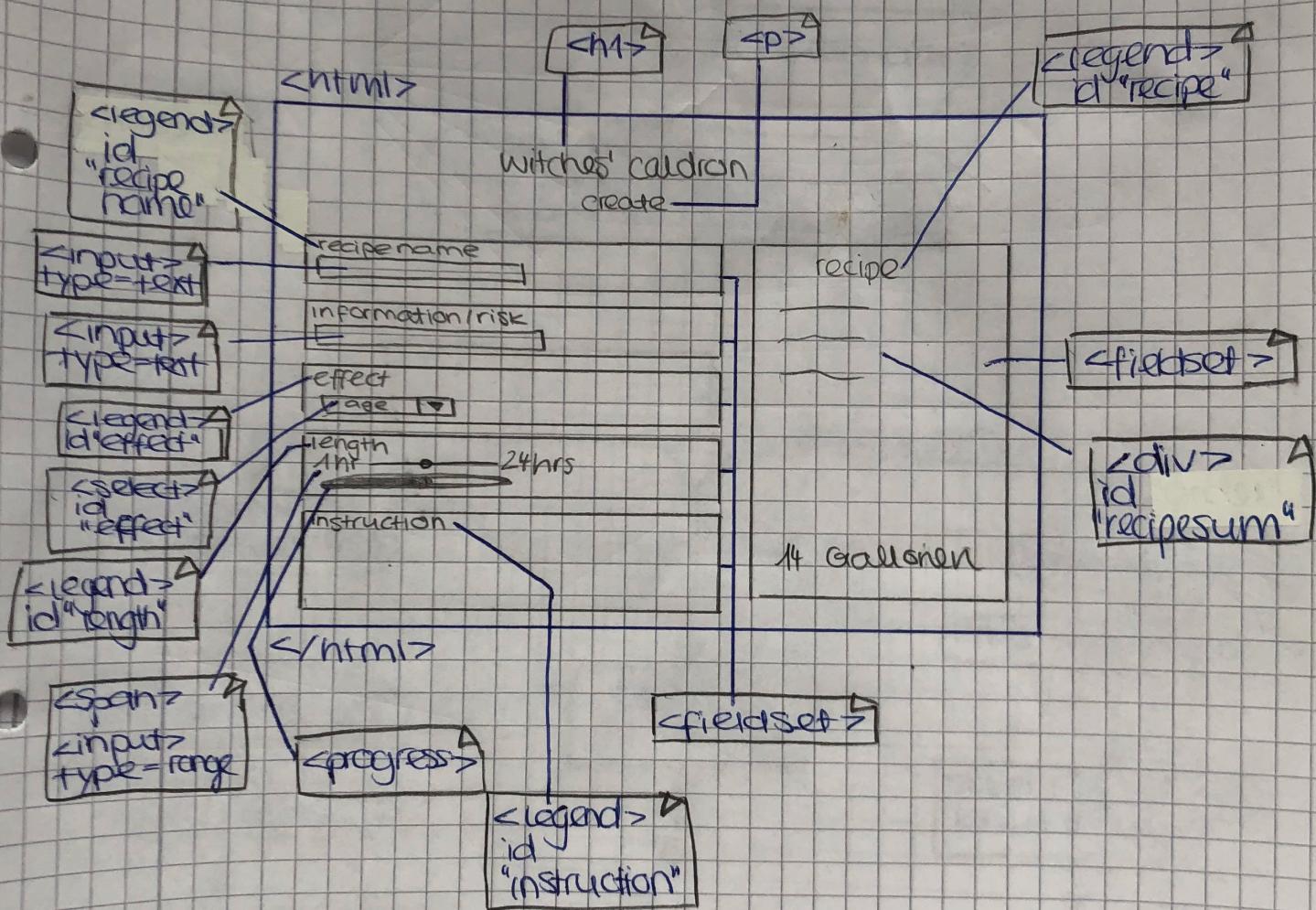


# LO3 Witches' cauldron

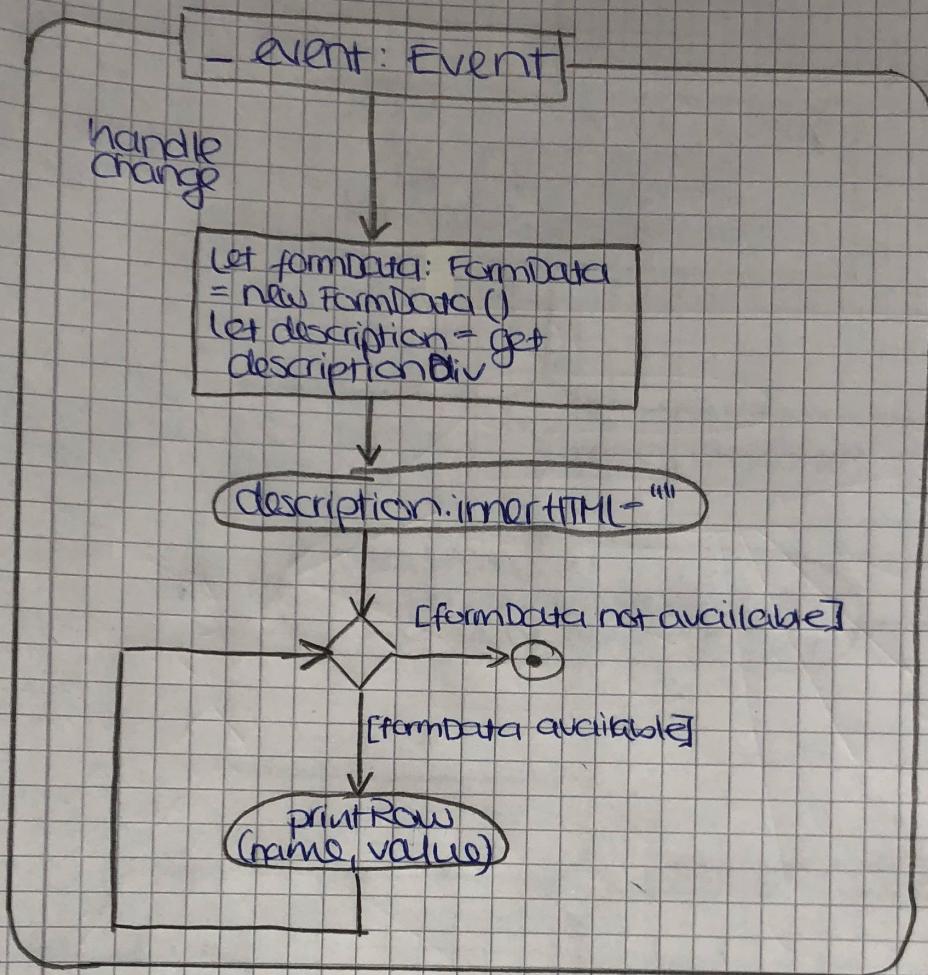
## ① Anwendungsfalldiagramm



## ② UI - Scribble



### ③ Aktivitätsdiagramm



—price: number[], —amount: number[]

calc  
Price

```
let totalAmount: number  
let Sickel: number  
let Knut: number  
let Galleonen: number
```

[prices available]

```
totalAmount =  
  - prices.getNextPrice *  
  - amount.getNextAmount
```

[totalPrice < 493]

Galleonen =  
totalPrice / 493

[totalPrice  
< 29]

Sickel = totalPrice / 29

Sickel =  
(Galleonen % 493) / 29

Knut = Sickel % 29

totalPrice  
+ "Knut"

Sickel + "Sickel" +  
Knut + "Knut"

totalPrice + "galleonen"  
Sickel + "Sickel" +  
Knut + "Knut"



event: Event

handle  
Ingredients

```
let formData: FormData = new FormData()
let recipe: HTMLDivElement = getRecipediv()
let ingredients: getIngredientsByClassName
let amounts: getAmountByClassName
let prices: number []
let amount: number []
```

recipe.innerHTML = ""

[ingredients available]

prices.push  
(getNextIngredient.  
getAttribute(price))

print(  
calcPrice  
(prices, amount))  
if

[amounts available]

amount.push (getNextAmount.value)

[formData  
available]

[entry[1] == "blood" || entry[1] == "spider" || entry[1] == "finger"]

[default]

printRow  
(name,  
value)

printRow(name, value,  
price)