# L09\_Old MacDonald . Class - Diagram

```
<< interface >> Stocks
```

name: string

amount: number

### Animal

+ name : string

+ breed: string

+ sound: string

+ constructor (\_name: string, \_breed: string, \_ sound: string)

+ sing (\_focolStock: number): void

+ eat 1\_ foodStock : number, \_ foodPosition : number) : void

## ACTIVITY DIAGRAM

#### MAIN

#### click on button щ handleLoad farmDav let counter: number = 0; let paragraphDOM: HTMLElement: interface Stocks handleLoad let amountStock: Stocks[] = []; install load listener install click class Animal farmDay(); farmDay let cow: Animal = new Animal("Inge", "Cow", "Mooo"); let chicken: Animal = new Animal("Bärbel", "Chicken", "Gack"); let pig: Animal = new Animal("Mascha", "Pig", "Oink"); let horse: Animal = new Animal("Wendy", "Horse", "Wieheer"); let sheep: Animal = new Animal("Shaun", "Sheep", "Määh"); setTimeout() für jede Methode let countingDays: HTMLElement = document.querySelector("#dayCounter"); counter ++ countingDays.innerHTML = "Day: " + counter;

#### ANIMAL (class)

