

## Klassendiagramm

Elephant

10.1 Mr. Donal

Animal

```
+ name : string
+ sound : string
+ type : string
+ food : string
```

```
+ constructor ( - name : string, - sound : string,
- type : string, food : string )
```

```
+ sing() : void
+ eat() : void
+ doSpecialAction() : void
```

Superclass

Elephant

```
this.name = "Zappy"
this.sound = "Trum"
this.type = "Elephant"
this.food = "Apple"
ability.Ele = "sing song"
```

```
constructor()
singSong()
```

Ant

```
this.name = "Gretel"
this.sound = "Bzz"
this.type = "Ant"
this.food = "seeds"
ability.Ant = "carrying things"
```

```
constructor()
carryingThings()
```

Dog

```
this.name = "Kiro"
this.sound = "Wuff"
this.type = "Dog"
this.food = "meat"
ability.Dog = "find tracks"
```

```
constructor()
findTracks()
```

Koala

```
this.name = "Fluffy"
this.sound = "Hroch"
this.type = "Koala"
this.food = "leaves"
ability.Koala = "climb high"
```

```
constructor()
climbHigh()
```

Butterfly

```
this.name = "Celine"
this.sound = "Pepi"
this.type = "Butterfly"
this.food = "nectar"
ability.Butterfly = "be cute"
```

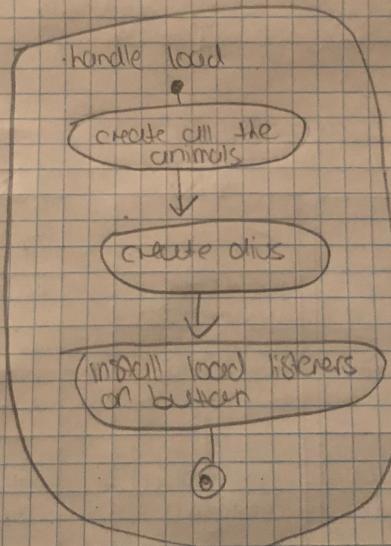
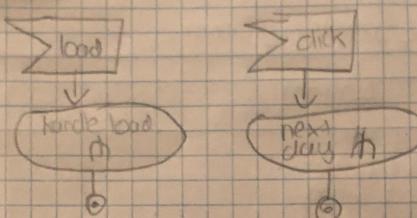
```
constructor()
beCute()
```

Subclasses

MAIN

```
let appInventory : number  
let regularInventory : number  
let newInventory : number  
let rodsInventory : number  
let hardInventory : number  
  
let inventory : HTMLInputElement  
let timer : number
```

install load listeners



day

```
let elephant : Animal = new Animal()  
let cat : Animal = new Animal()  
let dog : Animal = new Animal()  
let rabbit : Animal = new Animal()  
let butterfly : Animal = new Animal()
```

eat()

Sing()

specialAbility()

timer++

# ANIMAL

constructor

```
- name: string  
- food: string  
- type: string  
- sound: Array
```

```
this.name = name  
this.food = food  
this.type = type  
this.sound = sound
```

eat

```
[this.food == ...]  
the current  
inventory -  
this.food amount
```

special  
Ability

```
let action: HTMLDivElement =  
document.createElement("div")
```

↓

```
(action.classList.add("divSong"))
```

```
action.innerHTML = this.name +  
this.food + this.type +  
this.sound + song.specialAbility
```

```
(document.body.appendChild(action))
```

sing

```
let animal: HTMLDivElement =  
document.querySelector("#animalName")
```

```
let song: HTMLDivElement =  
document.createElement("div")
```

```
(song.classList.add("divSong"))
```

```
(document.body.appendChild(song))
```

sing Songs

(console.log ("The elephant  
sings songs"))

carries things

(console.log ("the ant carries  
thing"))

find sticks

(console.log ("The dog finds  
sticks"))

climb High

(console.log ("The moche climbs high"))

be cute

(console.log ("The butterfly is cute"))