

UI-Scribble

-In 7

Farm

Day 06  
Next Day

[h2] H  
id=day

The befcunt eats apples

[button]  
click

[h3]  
id=name

- Penny

old Mac Donald had a farm  
... T O O ...

lalalalala

Inventory

1000 kg of apples  
500 kg of ...  
10 kg of ...  
20 kg of ...  
100 kg of ...

[h3] H  
id=animal

[div]  
different

[div]  
id=inventory

[p]  
id=copy

## Class Diagramm

Animal

- name: string

- type: string

- sound: string

constructor (- name: string, - type: string, - sound: string),  
sing (- food: number)

eat (- amount: number, - food position: number)

```
let timer: number = 0  
interface Inventory { food: string[] }
```

instance load listener

(class Animal)

load

handle Load

click

day ++

handle load

instance click listener for next day  
function day()

day

```
let elephant: Animal = new Animal("berry", "Elephant", "Apples");  
let cat: Animal = new Animal("cups", "Cat", "Insects");  
let dog: Animal = new Animal("tuna", "Dog", "Meat");  
let koala: Animal = new Animal("fluff", "Koala", "Eucalyptus");  
let butterfly: Animal = new Animal("clown", "Butterfly", "Nectar");
```

Method Sing(), Method Eat  
for all animals with  
Set Timeout

```
let day: HTML Element
```

day ++

## AD Animal

