

Aktivitätsdiagramm

Main

handleload

```
canvas = getCanvas  
cr2 = canvas.getContext2D  
cr2.fillStyle = red  
cr2.fillRect = (0,0,100,100)  
canvas.height = 400  
canvas.width = 4000
```

install listener

click
seedButton

click
canvas

getMouse: Position

click harvest/water/fertilize/pesticideButton

```
seedButton: HTMLInputElement  
= document.querySelector
```

```
harvestButton: HTMLInputElement  
= document.querySelector
```

```
waterButton: HTMLInputElement  
= document.querySelector
```

```
fertilizeButton: HTMLInputElement  
= document.querySelector
```

```
pesticideButton: HTMLInputElement  
= document.querySelector
```

for all seeds

```
for j: number = 0;  
j < 10; j++
```

install listener

```
for i: number = 0;  
i < 9, i++
```

fieldAll.push(fiedNew(j, i))

field.draw()

for field of fieldAll

startTimer()

```
inputField: HTMLInputElement =  
document.querySelector
```

install listener

```
changePlayerMoney(): void  
inputFieldValue: string = inputfield.value
```

click
startButton

changePlayerMoney