Klassendiagramm

CanvasRenderingContext2D

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plant

type: string
colour: string
currentColour: string

---

plant

type: string
colour: string
currentcolour: string
row: number
column: number
age: number
maxAge: number
price: number
waterrequired: boolean
bugs: Bug

---

constructor (_type: string, _colour: string
_currentcolour: string, _row: number, _column: number
_age: number, _maxAge: number, _price: number,
_waterrequired: boolean, grow, getsBug, getWater,
getFertilitized)

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tomato

name: seed1
colour: green1
row: 10
colum: 5
maxAge: 1
price: 3

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constructor
(_row: number,
_column: number)

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cucumber

name: seed2
colour: green2
row: 20
column: 4
maxAge: 2
price: 3

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constructor
(_row: number,
_column: number)

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lettuce

name: seed3
colour: green3
row: 30
column: 3
maxAge: 3
price: 3

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constructor
(_row: number,
_column: number)

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carrot

name: seed4
colour: green4
row: 25
column: 2
maxAge: 4
price: 3

---

constructor
(_row: number,
_column: number)

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pepper

name: seed5
colour: green5
row: 15
column: 1
maxAge: 5
price: 3

---

constructor
(_row: number,
_column: number)