Klassendiagramm

Animal

name: string
type. string
food: string
foodAmount: number
sound: string

constuctor(_name: string, _type. string, _food: string, _foodAmount: number, _sound: string)

Cat

+ ability: string

+ catchMouse(): void

Dog

+ ability: string

+ catchTail(): void

Catgirl

+ ability: string

+ dance(): void

Rabbit

+ ability: string

+jump(): void

Horse

+ ability: string

+ run(): void

Human

+ ability: string

+ study(): void
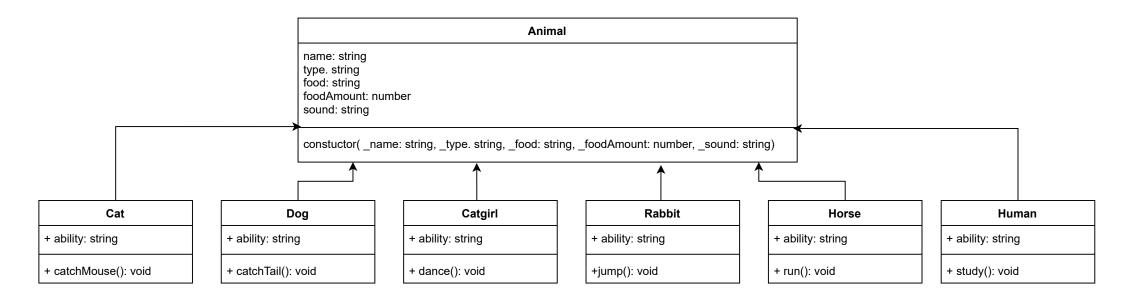
FoodStorage

meat: number
weed: number
sweets: number
sushi: number
carrot: number

constuctor(_meat: number, _weed: number, _sweets: number, _sushi: number, _carrot: number)

Aktivitätsdiagramm

doSpecialAction

declare a variable and make it a HTMLDivElement that gets acess to "action"

Display in innerHTML the special action the specific

catchMouse

console.log(this.specialAction)

catchTail

console.log(this.specialAction)

dance

console.log(this.specialAction)

jump

console.log(this.specialAction)

run

console.log(this.specialAction)

study

console.log(this.specialAction)