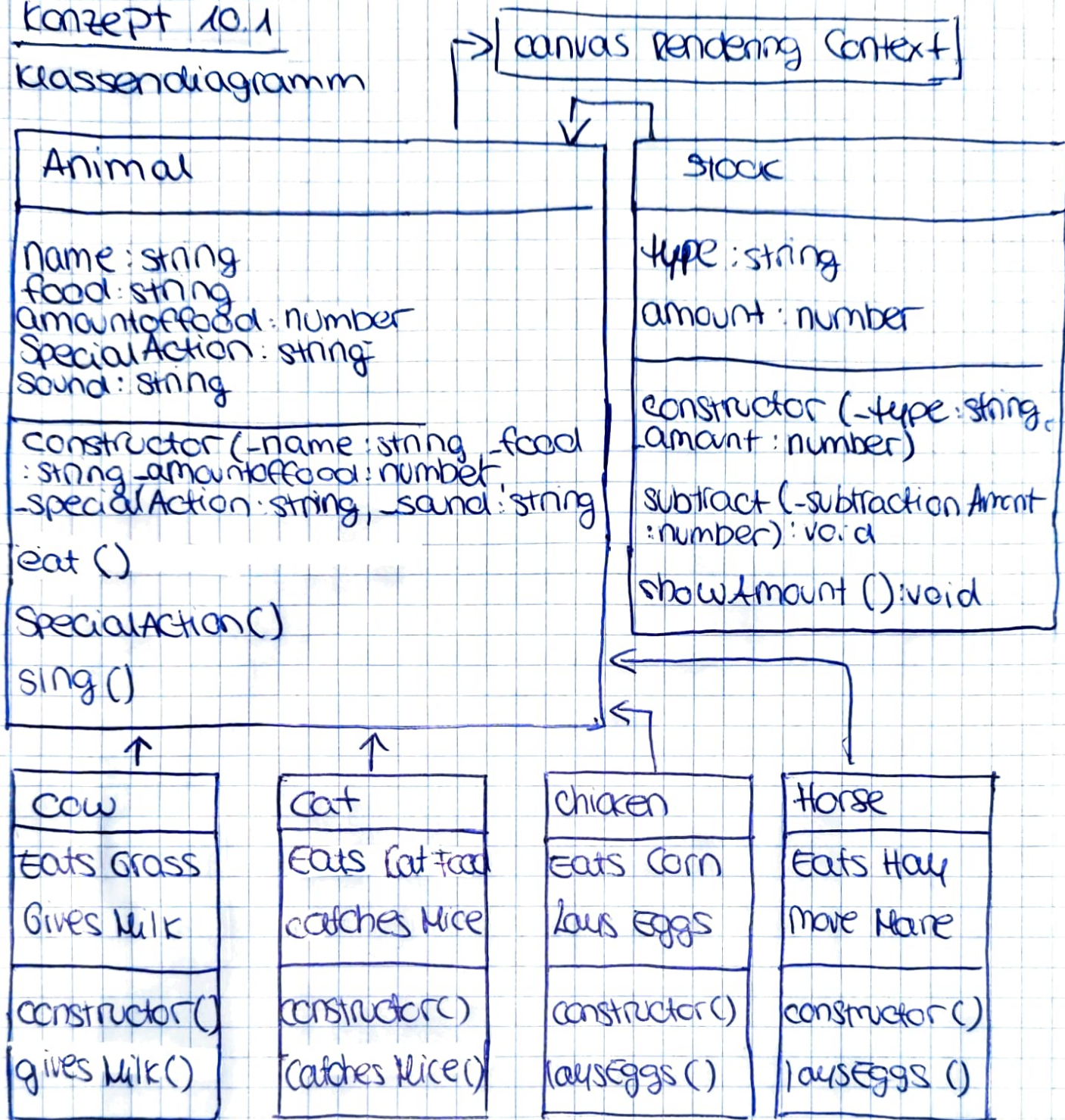


Konzept 10.1

Klassendiagramm



Zusammenarbeit mit Rebekka

Beispiel an sophies Konzept

Aktivitätsdiagramm

Animal

install event listener
on window "load"

Constructor

```
- name : string  
- food : string  
- amountoffood : number  
- special Action : string  
- sound : string
```

set this.name to _name

set this.Food to _food

set this.amountoffood to _amountoffood

set this.Specialaction to _specialaction

set this.Sound to _sound

load

main

eat

subtract amount of
food eaten by animal
from amountoffood

Special Action

let namediv:
HTMLDivElement
getElementById("name")

namediv.innerHTML = this special
action

sound

let McDonald Song = new Audio (" ")

audioelement.addEventListener on click on Animal

each Animal plays sound "this.sound" →

Stock

constructor

- name string
- amount food : number

set this.name to -name

set this.amount to -amount

↓
⊙

subtract

- subtractionAmount : number

this.amount = amount - subtractionAmount

call showAmount()

↓
⊙

showAmount

let amountDiv : HTML element

amountDiv.innerHTML = this.amount.toString()

main

cow.eat()
chicken.eat()
cat.eat()
Horse.eat()

cat.sing()
chicken.sing()
cow.sing()
Horse.sing()

cow.specialAction()
cat.specialAction()
chicken.specialAction()
Horse.specialAction()

→ ⊙

let cow : Cow = new Cow
("cow", "grass", 15, "gives milk", "Moo")

let chicken : Chicken = new Chicken
("chicken", "corn", 8, "lives eggs", "Peep")

let cat : Cat = new Cat
("cat", "catfood", 10, "catch mice", "meow")

let horse : Horse = new Horse
("horse", "Hay", 3, "moves fast", "horse sound")

↓
⊙