

main

```
characterString[] = ["Pö", "Shu", "Ogway", "Migress", "Crane", "Mantis"]
```

```
actionString[] = ["ist", "behängt", "liest", "barbarisch", "vermehrt", "respektiert"]
```

```
objectString[] = ["Dumplings", "den Dackelhirscher", "Mücheln", "Pissche", "den Jockelast", "die Dachende"]
```

```
iNumber: number = characterString.length
```

```
iNumber = 0
```



```
iNumber--
```

```
console.log(getKlasse  
(characterString[iNumber]))
```

getKlasse

```
- characterString[]  
- actionString[]  
- objectString[]
```

```
FinishedVerseString =  
randomNumber: number
```

```
randomNumber = 0-5
```

```
randomNumber = 0-5
```

```
randomNumber = 0-5
```

```
randomCharacter = character[randomNumber]
```

```
randomAction = action[randomNumber]
```

```
randomObject = object[randomNumber]
```

```
return  
FinishedVerse
```

```
FinishedVerse = randomCharacter + " " +  
randomAction + " " + randomObject
```

```
return  
FinishedVerse
```