

Random Poem Activity Diagram

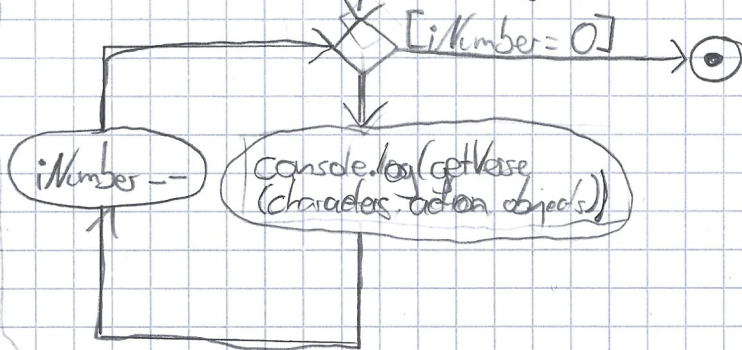
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BRUNNEN

main

```

characters: string[] = ["Po", "Shu", "Oogway", "Tigress", "Crane", "Mantis"]
action: string[] = ["isst", "behaupft", "liest", "balanciert", "verachtet", "respektiert"]
objects: string[] = ["Dumplings", "den Drachenhinter", "Müde", "Pistole", "den Jadepalast", "die Drachenspiele"]
iNumber: number = characters.length
    
```



getVerse

```

- characters: string[]
- action: string[]
- objects: string[]
    
```

```

FinishedVerseString = ""
randomNumber: number
    
```

randomNumber = 0-5

randomCharacter = characters[randomNumber]

randomNumber = 0-5

randomAction = action[randomNumber]

randomNumber = 0-5

randomObject = objects[randomAction]

```

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

return FinishedVerse