L09 1_OldMacDonaldsFarm : Class Diagram

Animal
name : string
type : string
sound: string
food : string
foodPortion : number
foodAmount : number
constructor (_name : string , -type : string , _sound : string , _food : string , _foodPortion: number, _foodAmount: number)
sing() : string
eat() : string

L09.1_OldMacDonaldsFarm : Activity Diagram

install load - listener

load → handle load ↱

click → newDay ↱

handleLoad
- Start Day ↱
- install Click - listeners

start Day
- [i < all Animals.length]
- create HTMLParagraphElement
- innerHTML = all Animals [i]. sing + all Animals[i]. eat
- newDay ↱

newDay
- [index < all Animals.length]
- foodAmount − foodPortion
- create HTMLElement
- innerHTML = foodAmount kg + food
- [all Animals [o]. foodAmount <= 0]
- alert and reload window