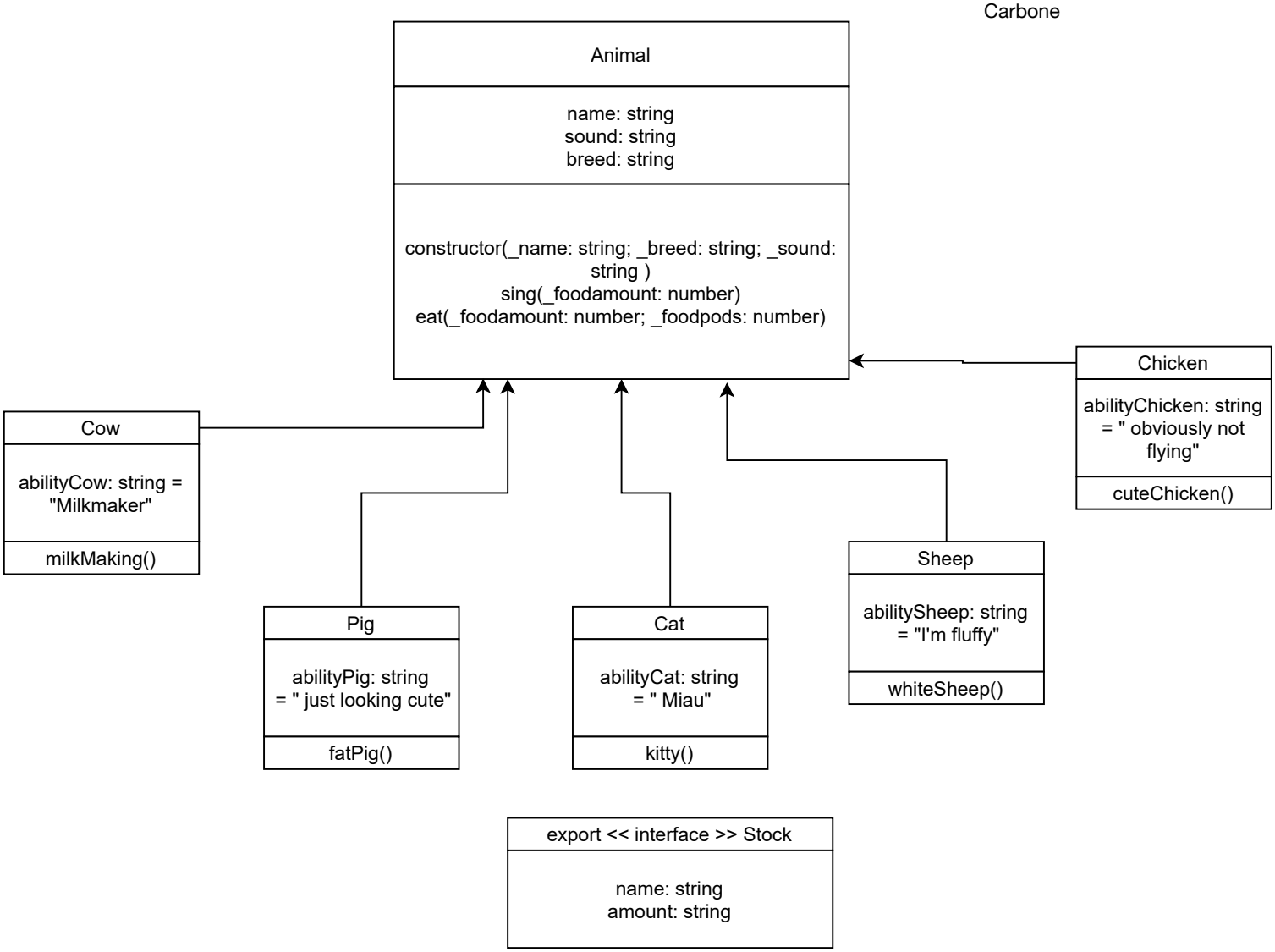
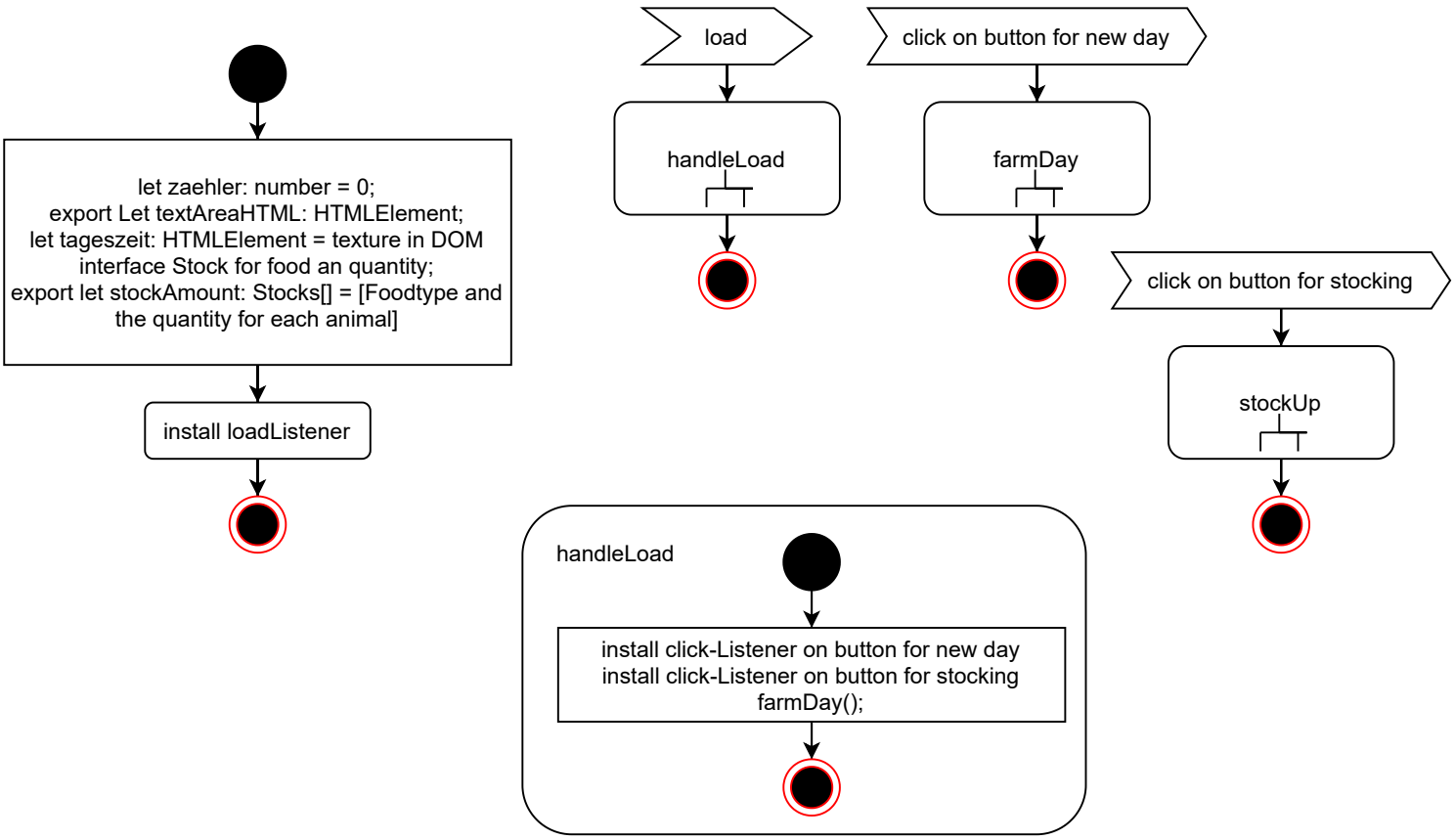
L10 Farm Classdiagrams

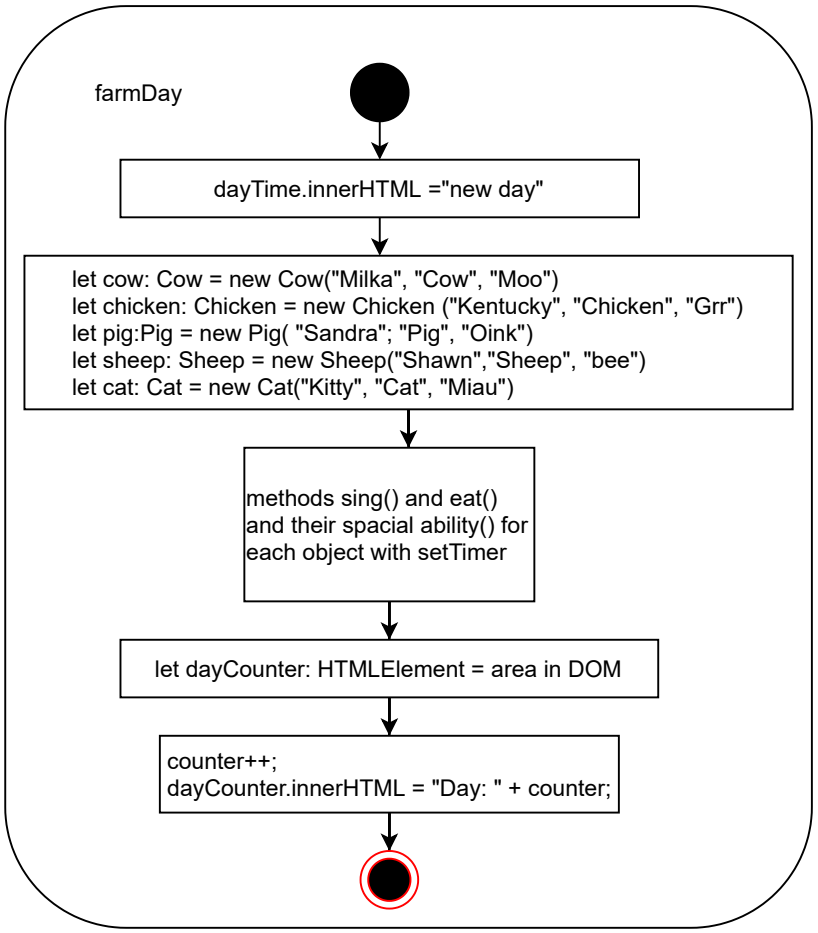
Mit Hilfe von Mona Kabelka

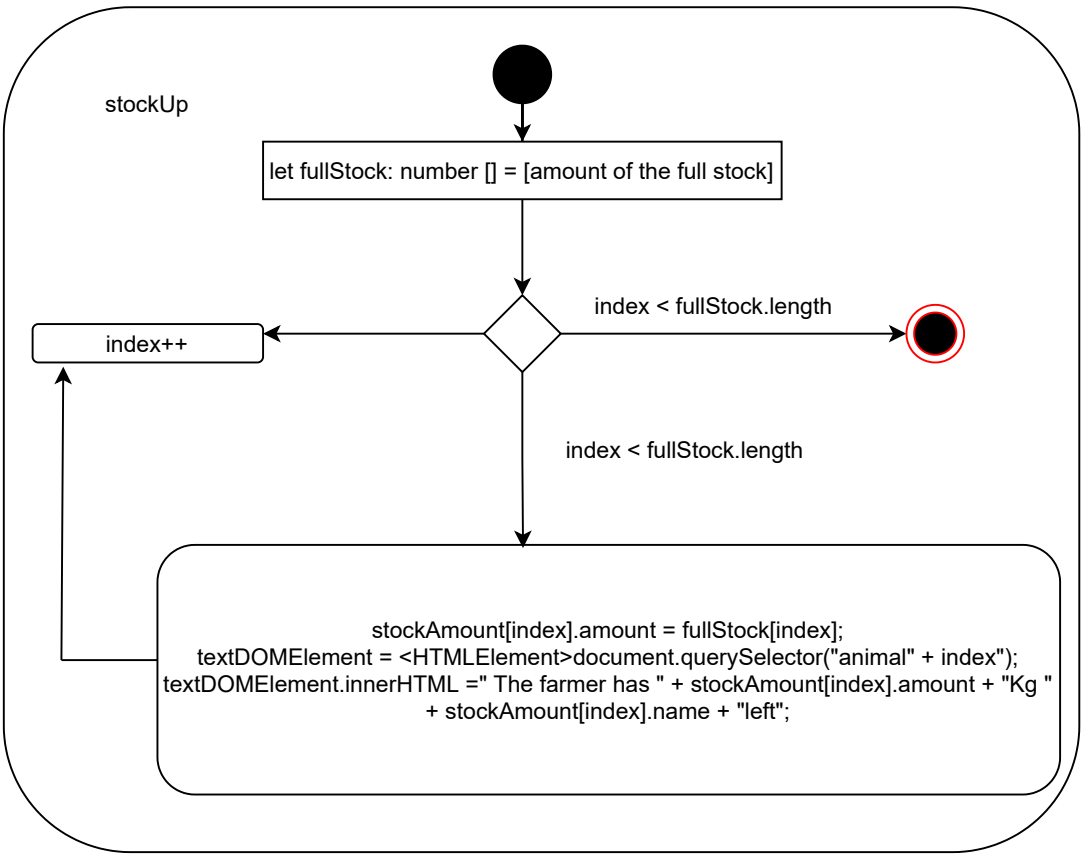
Zusammenarbeit mit Alessia Carbone

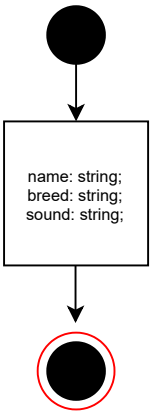


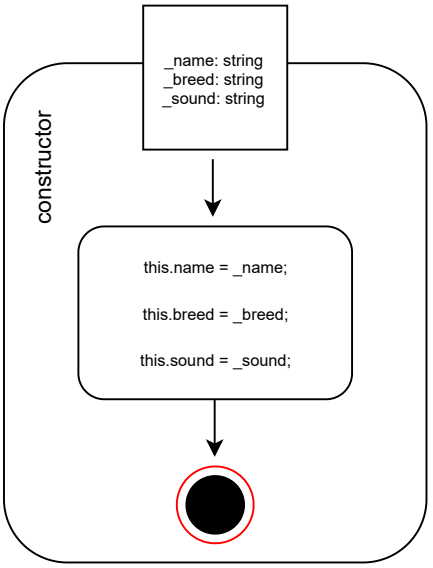

L10 Farm Activity Diagram main

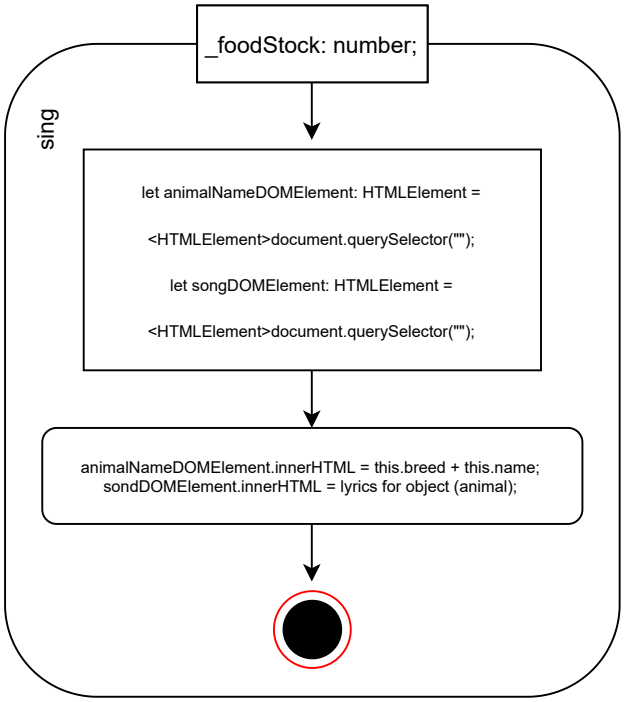


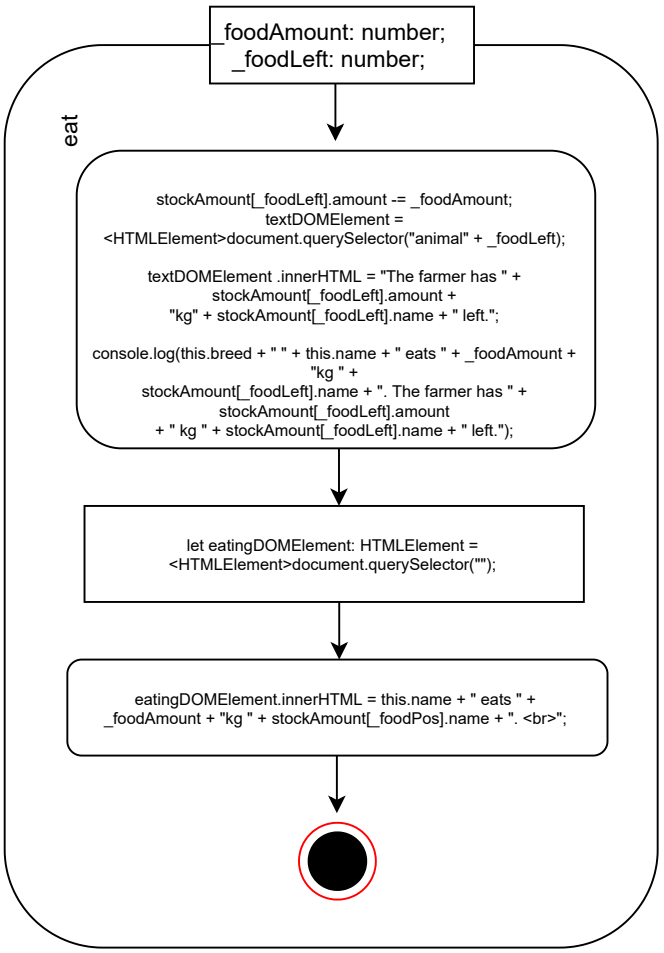

farmDay
dayTime.innerHTML ="new day"
let cow: Cow = new Cow("Milka", "Cow", "Moo")
let chicken: Chicken = new Chicken ("Kentucky", "Chicken", "Grr")
let pig:Pig = new Pig( "Sandra"; "Pig", "Oink")
let sheep: Sheep = new Sheep("Shawn","Sheep", "bee")
let cat: Cat = new Cat("Kitty", "Cat", "Miau")
methods sing() and eat()
and their spacial ability() for
each object with setTimer
let dayCounter: HTMLElement = area in DOM
counter++;
dayCounter.innerHTML = "Day: " + counter;

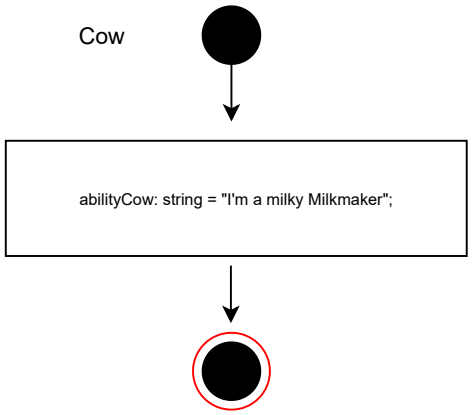

stockUp
let fullStock: number [] = [amount of the full stock]
index < fullStock.length
index++
index < fullStock.length
stockAmount[index].amount = fullStock[index];
textDOMElement = <HTMLElement>document.querySelector("animal" + index");
textDOMElement.innerHTML =" The farmer has " + stockAmount[index].amount + "Kg "
+ stockAmount[index].name + "left";

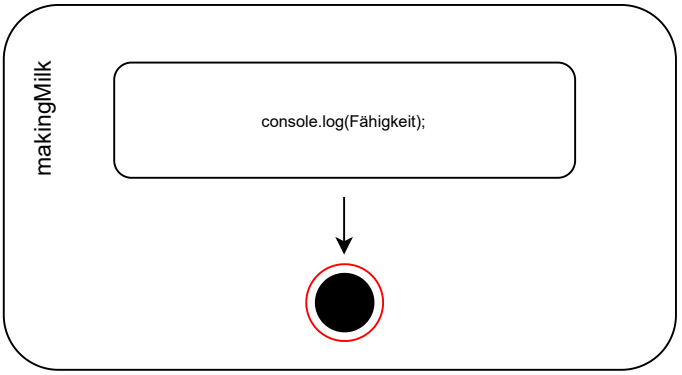

name: string;
breed: string;
sound: string;

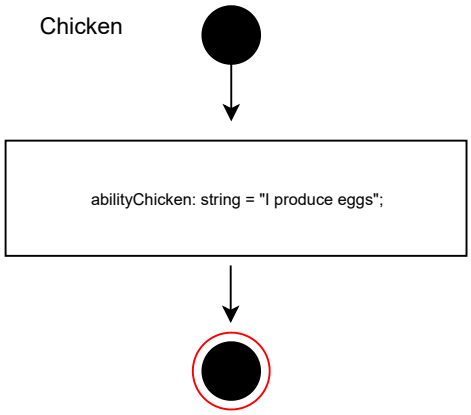

constructor
_name: string
_breed: string
_sound: string
this.name = _name;
this.breed = _breed;
this.sound = _sound;

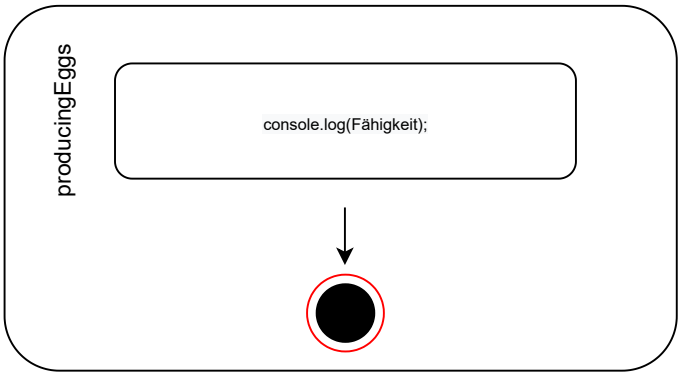

sing
_foodStock: number;
let animalNameDOMElement: HTMLElement =
<HTMLElement>document.querySelector("");
let songDOMElement: HTMLElement =
<HTMLElement>document.querySelector("");
animalNameDOMElement.innerHTML = this.breed + this.name;
sondDOMElement.innerHTML = lyrics for object (animal);

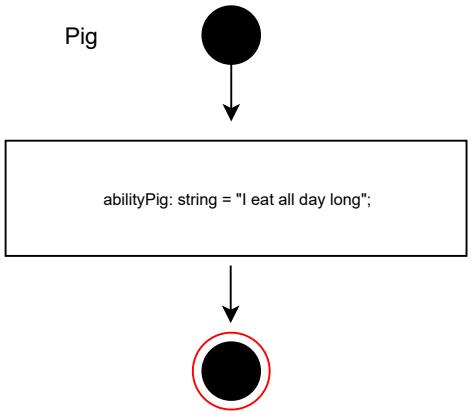

eat
_foodAmount: number;
_foodLeft: number;
stockAmount[_foodLeft].amount -= _foodAmount;
textDOMElement =
<HTMLElement>document.querySelector("animal" + _foodLeft);
textDOMElement .innerHTML = "The farmer has " +
stockAmount[_foodLeft].amount +
"kg" + stockAmount[_foodLeft].name + " left.";
console.log(this.breed + " " + this.name + " eats " + _foodAmount +
"kg " +
stockAmount[_foodLeft].name + ". The farmer has " +
stockAmount[_foodLeft].amount
+ " kg " + stockAmount[_foodLeft].name + " left.");
let eatingDOMElement: HTMLElement =
<HTMLElement>document.querySelector("");
eatingDOMElement.innerHTML = this.name + " eats " +
_foodAmount + "kg " + stockAmount[_foodPos].name + ". <br>";

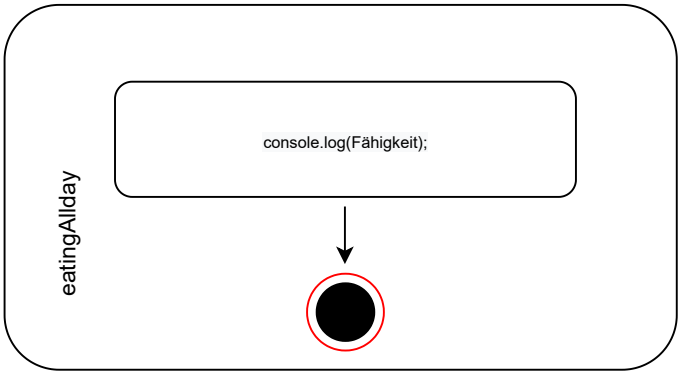

Cow
abilityCow: string = "I'm a milky Milkmaker";

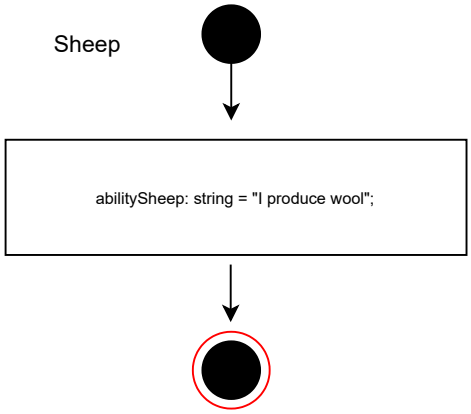

makingMilk
console.log(Fähigkeit);

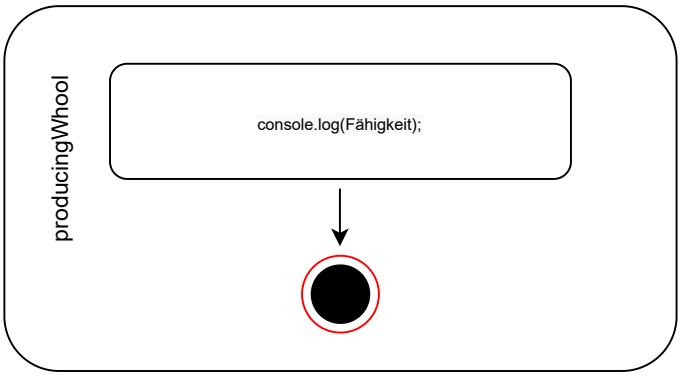

Chicken
abilityChicken: string = "I produce eggs";

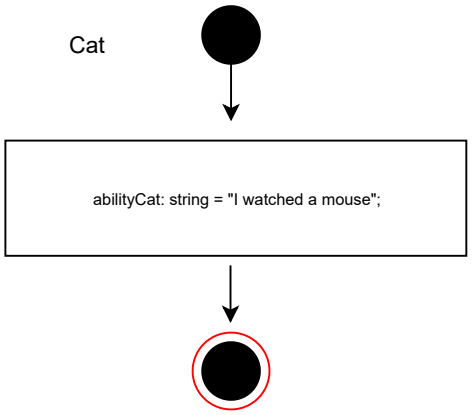

producingEggs
console.log(Fähigkeit);

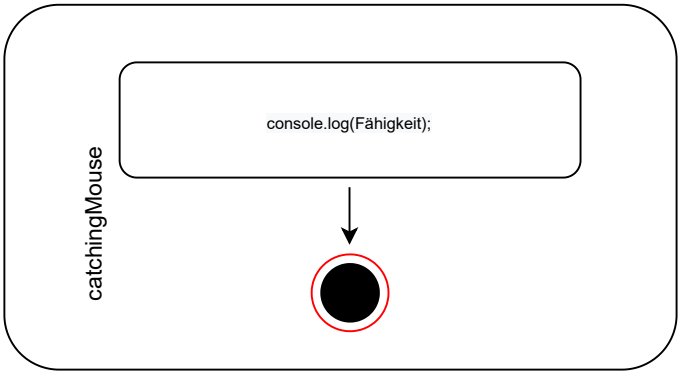

Pig
abilityPig: string = "I eat all day long";


eatingAllday
console.log(Fähigkeit);


Sheep
abilitySheep: string = "I produce wool";


producingWhool
console.log(Fähigkeit);


Cat
abilityCat: string = "I watched a mouse";


catchingMouse
console.log(Fähigkeit);