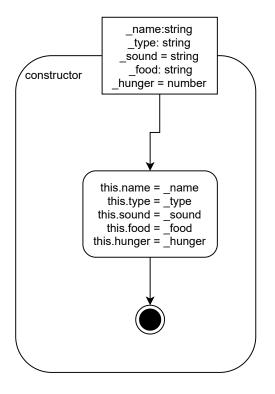## Animal

name: string
type: string
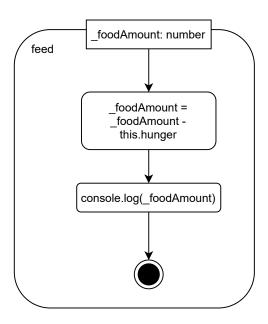sound: string
food; string
hunger: number

---

constructor(_name:string, _type: string, _sound = string,
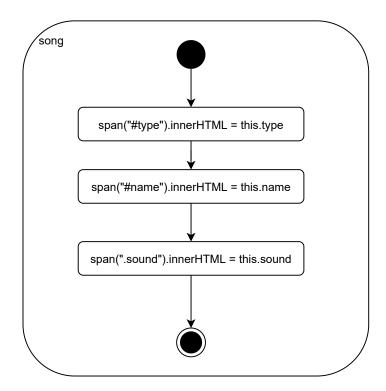 _food: string, _hunger = number)
song()
feed(_foodAmount: number)

CanvasRenderingContext

constructor

_name:string
_type: string
_sound = string
_food: string
_hunger = number

this.name = _name
this.type = _type
this.sound = _sound
this.food = _food
this.hunger = _hunger

song

span("#type").innerHTML = this.type

span("#name").innerHTML = this.name

span(".sound").innerHTML = this.sound

feed

_foodAmount: number

_foodAmount =
_foodAmount -
this.hunger

console.log(_foodAmount)

● → add load Listener to window

add load Listener to window → define food types and amount

define food types and amount → create a div-Element and write food types and amount in it per innerHTML

create a div-Element and write food types and amount in it per innerHTML → create animals: Animal with name, type, sound, foodtype and hunger

create animals: Animal with name, type, sound, foodtype and hunger → ◉

load → handleLoad → ◉

click on button → nextDay → ◉

handleLoad

● → createSong → foodUpdate → create button ("next day") → body.appendChild(button) → button.addEventListener("click", nextDay) → ◉

createSong

find div-Element #songText

↓

animal.song

foodUpdate

find div-Element #foodType

↓

animal.feed(_foodAmount)

↓

change per innerHTML the food amounts to the new amounts

nextDay

foodUpdate

↓

◇

[foodAmount <= animal.hunger]

↓

prompt("buy more foodtype")