



Animal

name : string

food : string

SpecialAction : string

amountoffood : number

sound: string

Constructor (-name: string, - food: string, - amountoffood: number
- sound: string, - specialAction: string)

sing()

eat()

specialActionsFunction()

Cow

Eats Grass

Gives Milk

constructor()

givesMilk()

Chicken

Eats Corn

Lays Eggs

constructor()

laysEggs()

Cat

Catches Mice

Eats Catfood

constructor

catchesMice()

Horse

Eats Hay

constructor()

movesmane()

tail

Install EventListener
on window "load"



load



main
m

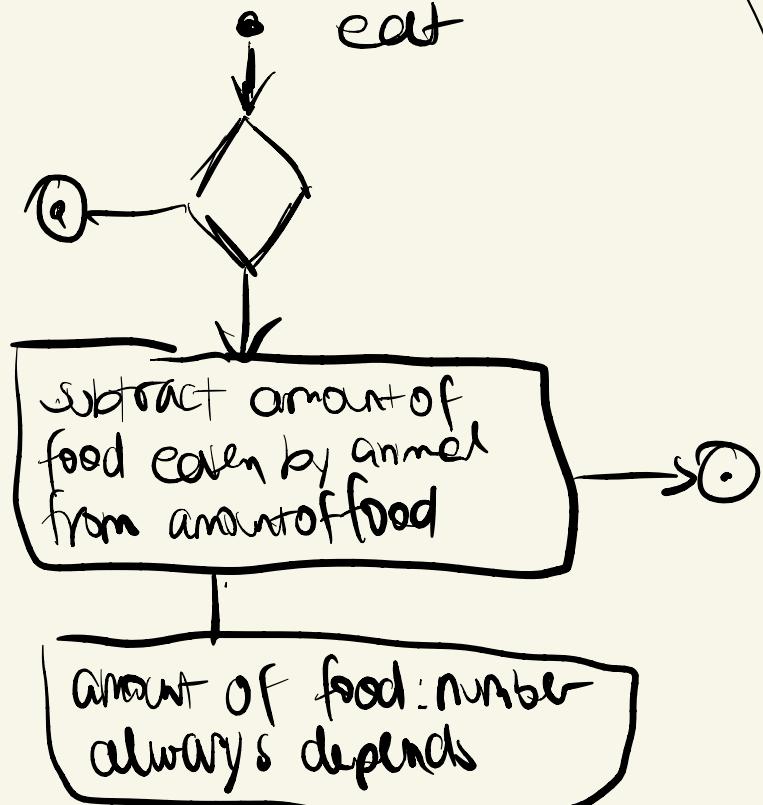


main



cat.eat()
chicken.eat()
horse.eat()
cow.eat()

cat.sing()
chicken.sing()
horse.sing()
cow.sing()
cat.specialAction()
chicken.specialAction()
horse.specialAction()
cow.specialAction()



```
let cow: Cow = new Cow("cow", "grass", "15", "givesMilk", "Mooh")
let horse: Horse = new Horse("horse", "hay", "3", "horsestand", "movesmore/less")
let cat: Cat = new Cat("cat", "catfood", "10", "meow", "eatsMice")
let chicken: Chicken = new Chicken("chicken", "corn", "8", "chickensand", "laysEggs")
```



```
let cornStorage: number = "500"
let catFoodStorage: number = "20"
let hayStorage: number = "100"
let grassStorage: number = "400"
```

constructor

```
-name: string
-food: string
-amountOfFood: number
-sound: string
-specialAction
```



```
this.name = -name
this.food = -food
this.sound = -sound
this.specialActions = -specialActions
```



specialActionFunktion

```
Create div  
let action: HTMLDivElement
```

Add class list
to div

inner.html action
display sand

append div
to body

Console.log
every special
action of
each animal

Console.log ("The cow gives milk")
Console.log ("The horse moves its tail")
Console.log ("the cat eats mice")
Console.log ("The chicken lays an egg")