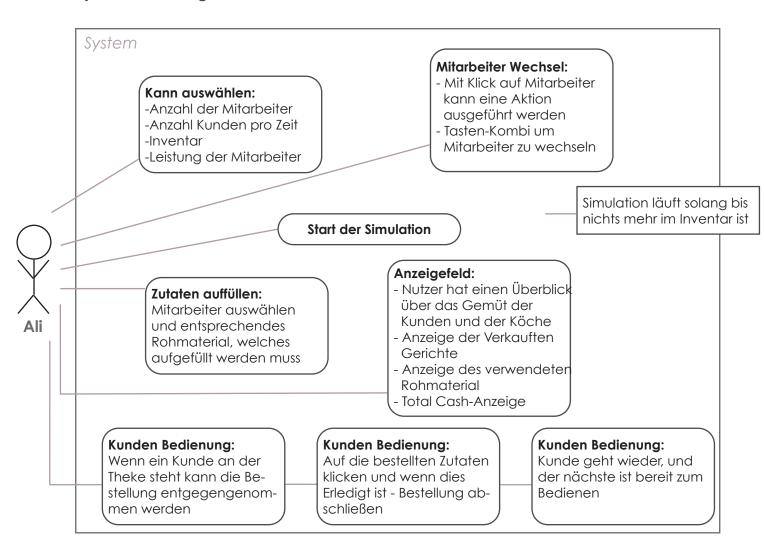
Döner-Simulator-Konzept

Die Ausarbeitung des Konzeptes sowie die Implementierung dieses, entstand in Zusammenarbeit mit Neele Rauber

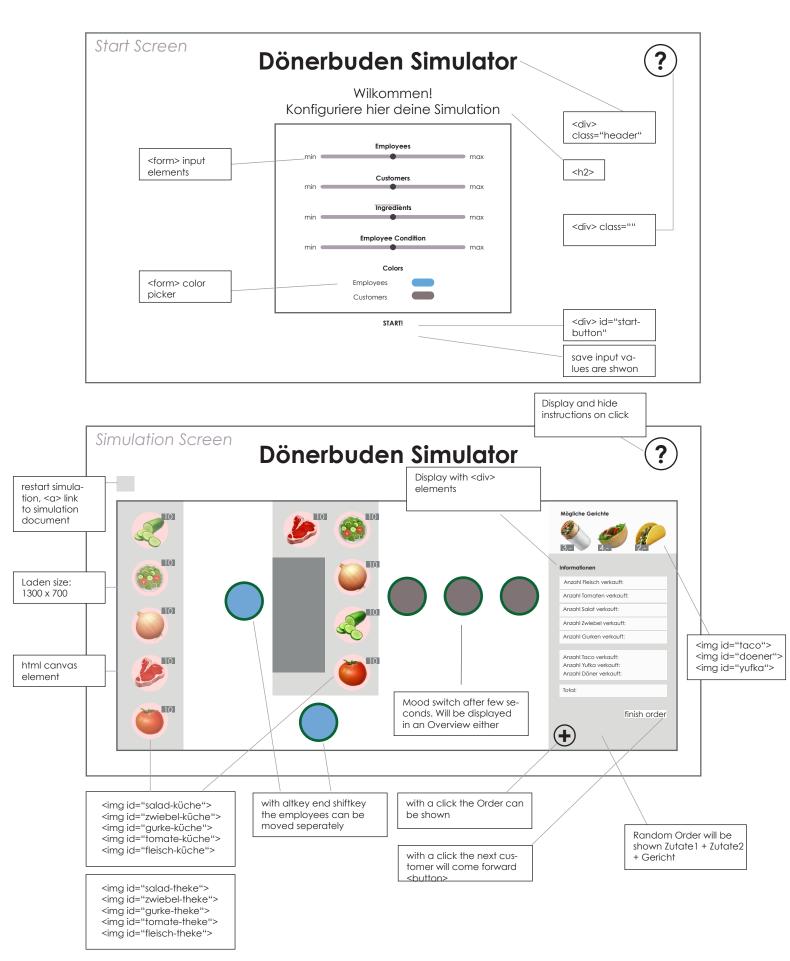
Inhalt

- Use Case Diagramm
- User Interface
- Class Diagramm
- Activity Diagram
- Class Methods

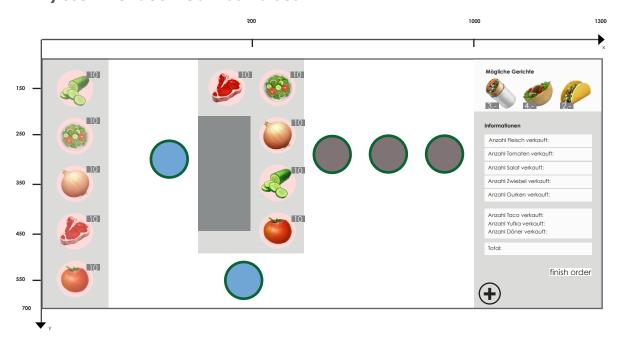
1) Use Case Diagramm



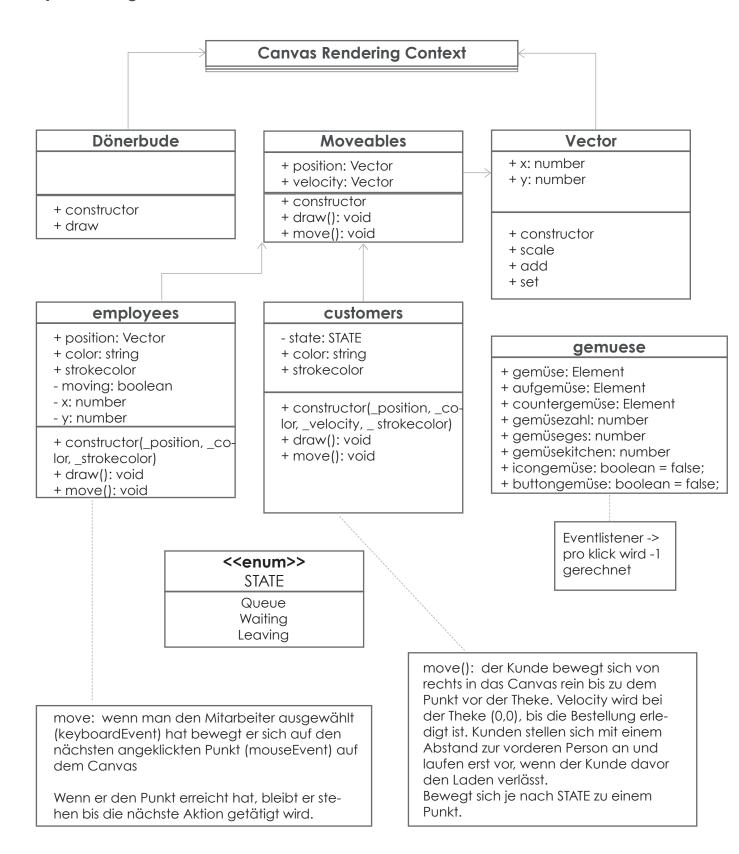
2) User Interface



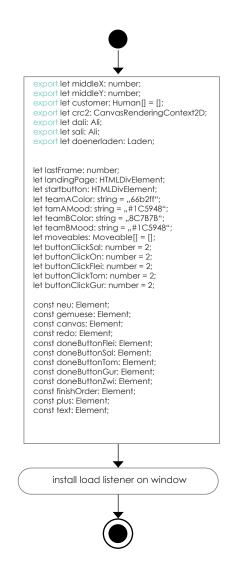
2) User Interface - Canvas Values

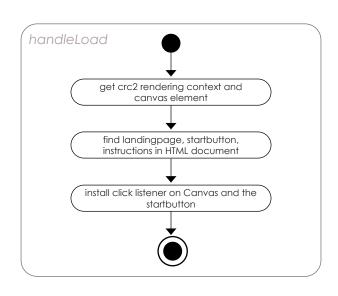


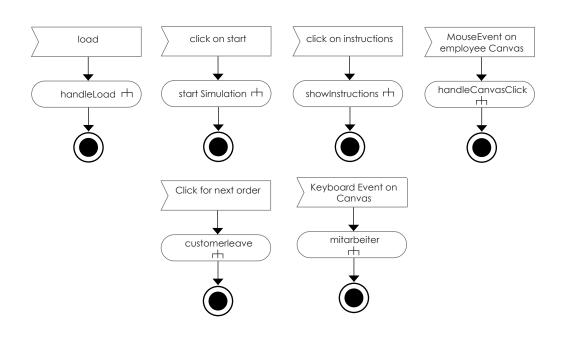
3) Class Diagram

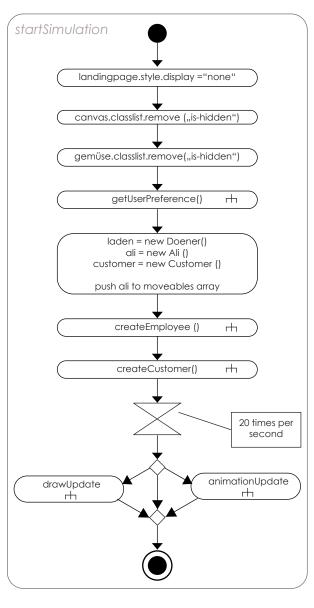


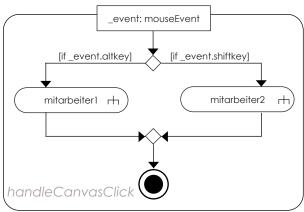
4) Activity Diagram

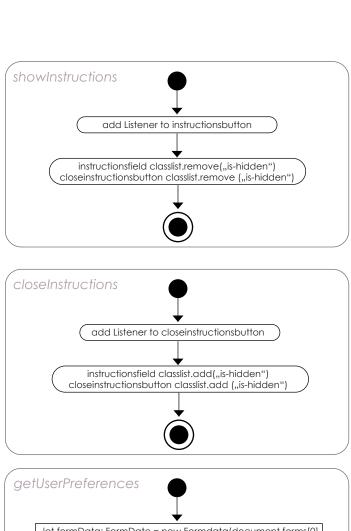


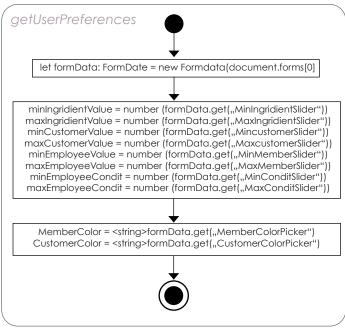


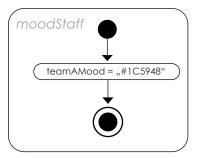


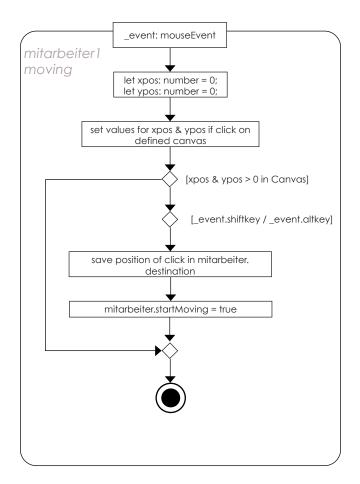


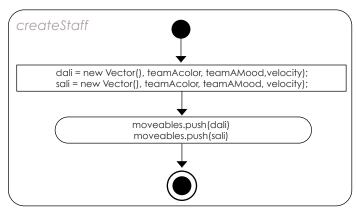


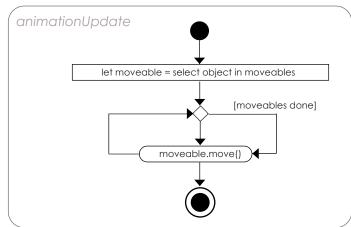


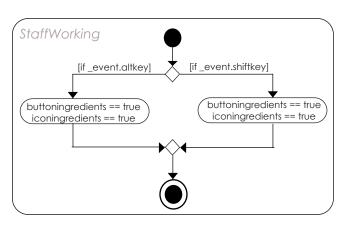


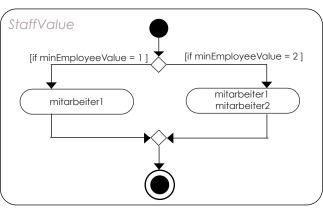


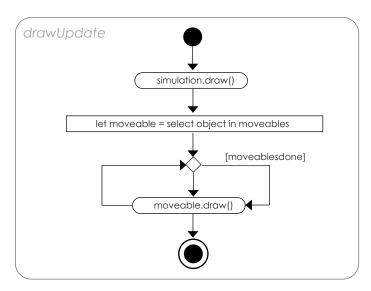


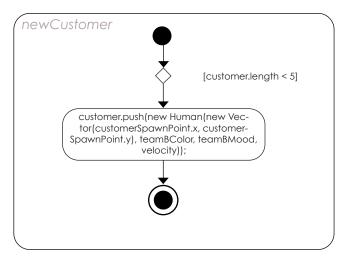


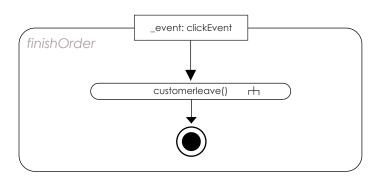


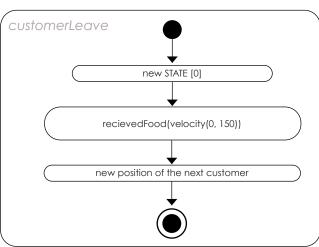


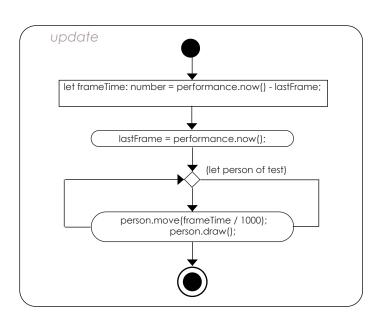


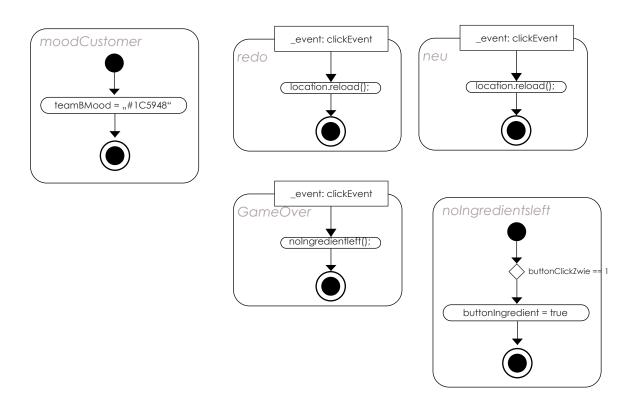


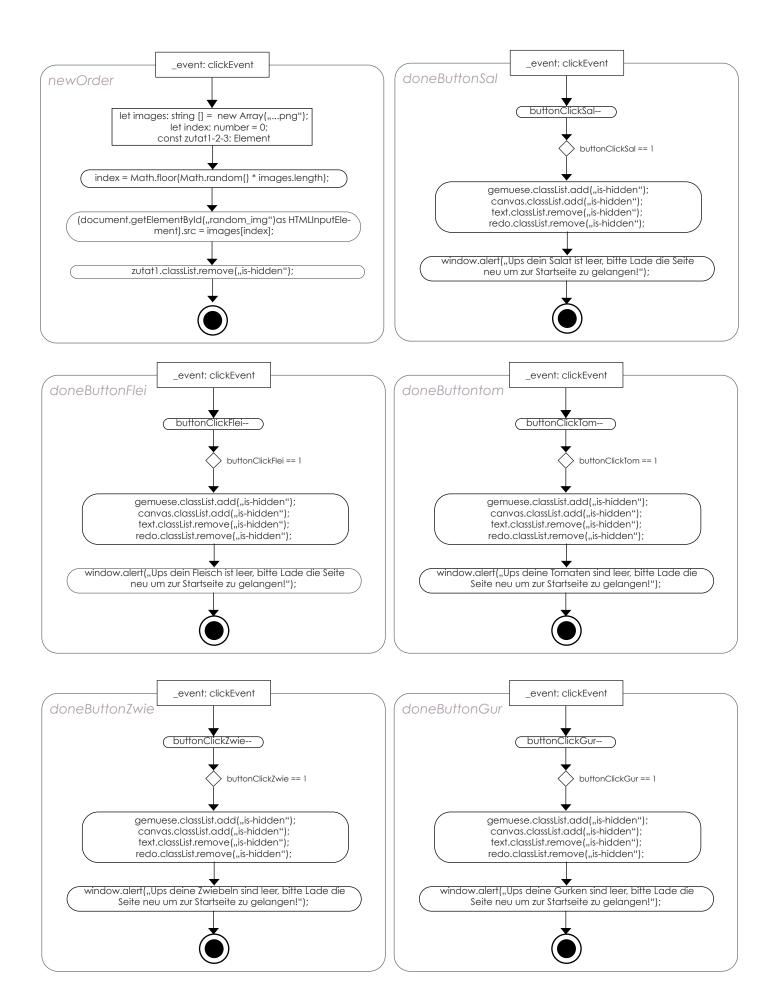












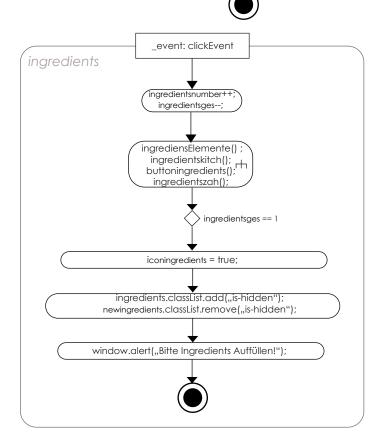
4.1) Activity Diagram Gemüse

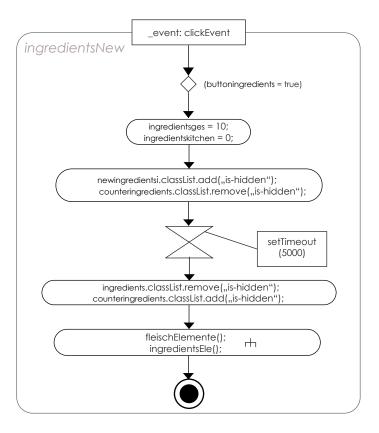


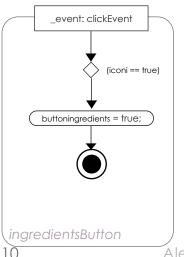
const ingredients: Element = (document.getElementByld("ingredients")as HTMLInputElement);
const newingredients: Element = (document.getElementByld("buttoningredients")as HTMLInputElement);
const counteringredients: Element = (document.getElementByld("counteringredients")as HTMLInputElement);
var ingredientsnumber: number = 10;
var ingredientsges: number = 10;
var ingredientskitchen: number = 10;
var ioningredients: boolean = false;
var buttoningredients: boolean = false;

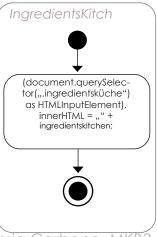
export const doener: Element = (document.getElementByld("doener")as HTMLInputElement);
export const yufka: Element = (document.getElementByld("yufka")as HTMLInputElement);
export const taco: Element = (document.getElementByld("taco")as HTMLInputElement);
var doenerzahl: number = 0;
var yufkazahl: number = 0;
var tacozahl: number = 0;
var totaleges: number;

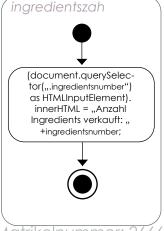
für alle vorhandenen Zutaten, In-gredient ist nur ein Überbegriff, eig.: salad, tomato, onion, cucumber, meet

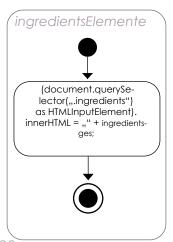




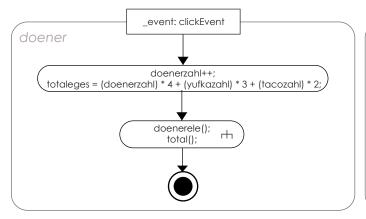


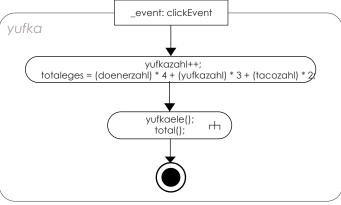


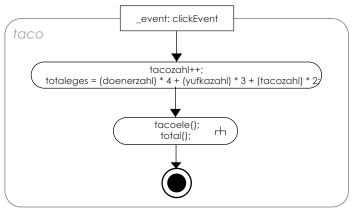


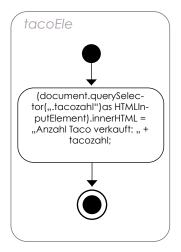


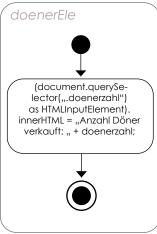
Alessia Carbone, MKB3, Matrikelnummer: 266620

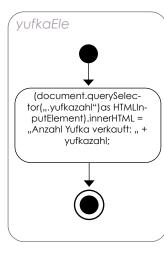


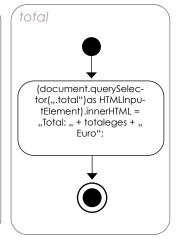




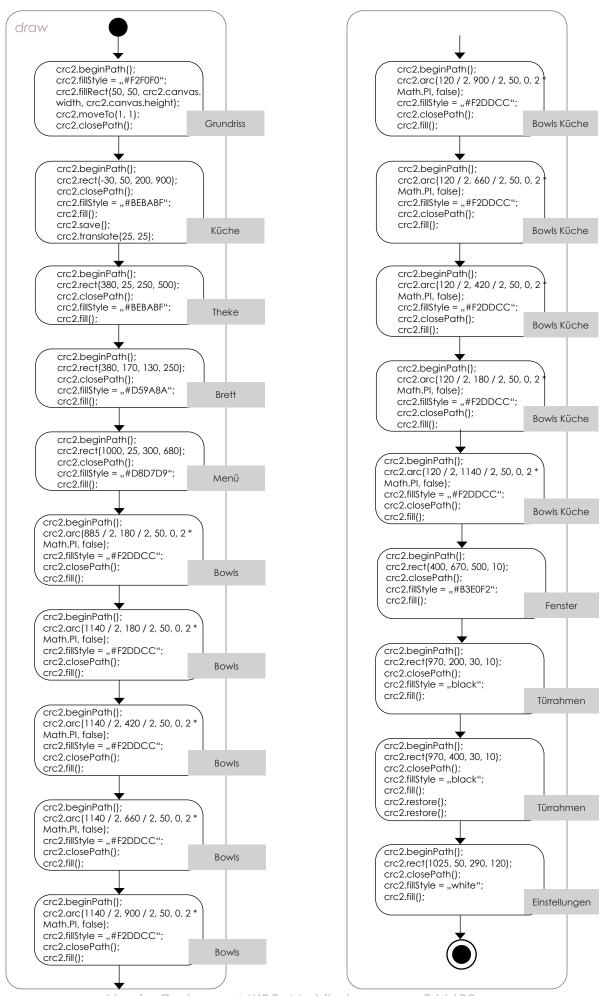




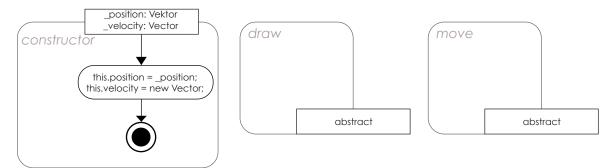




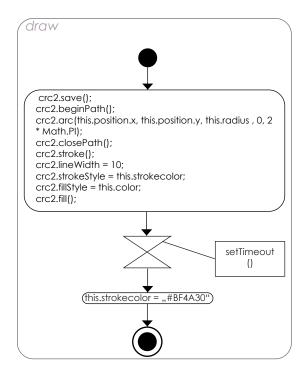
5) Laden Methods

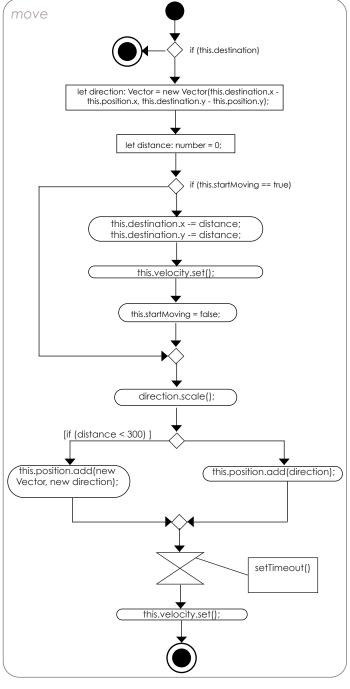


Moveable Methods



Ali Methods





Customer Methods

