

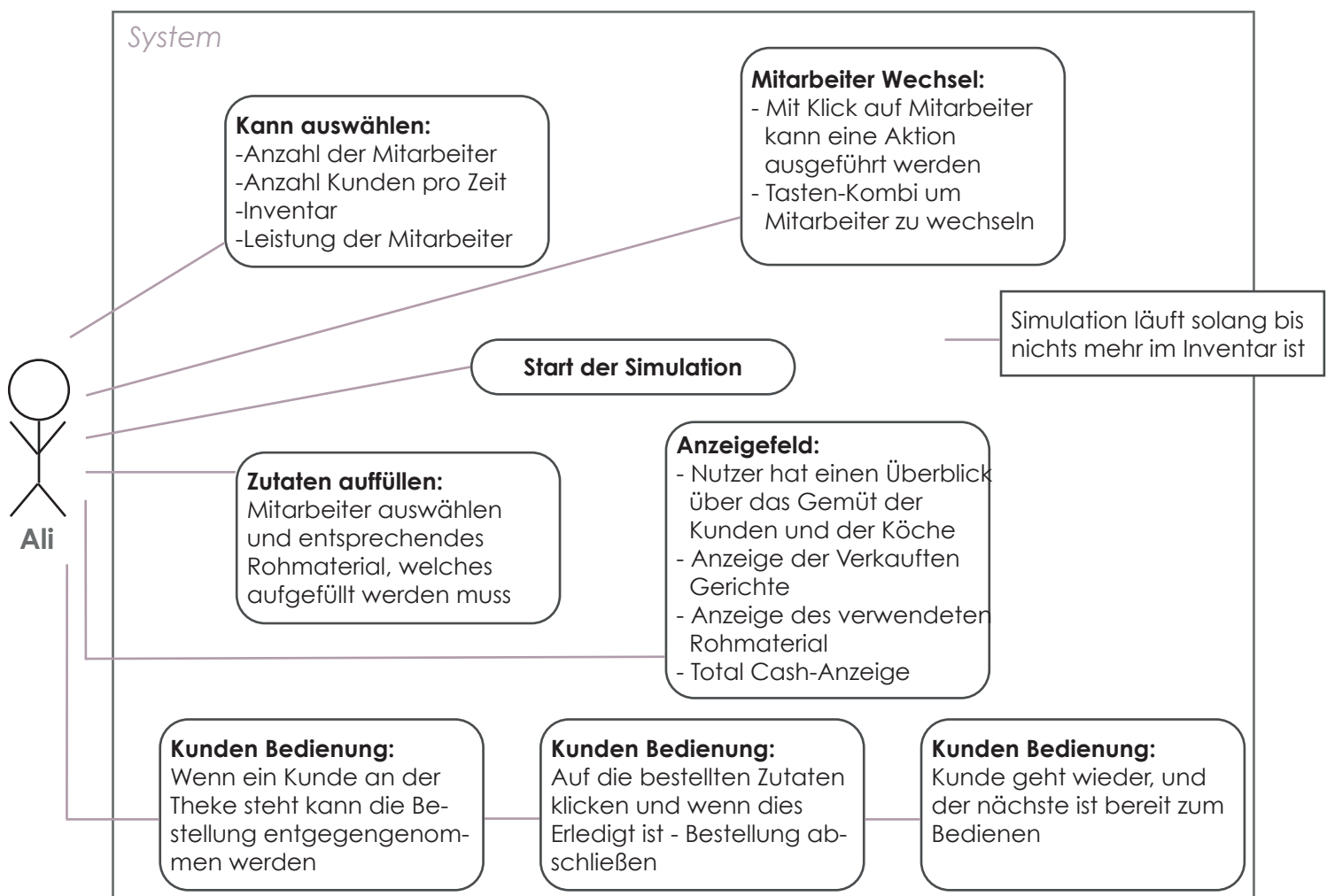
Döner-Simulator-Konzept

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

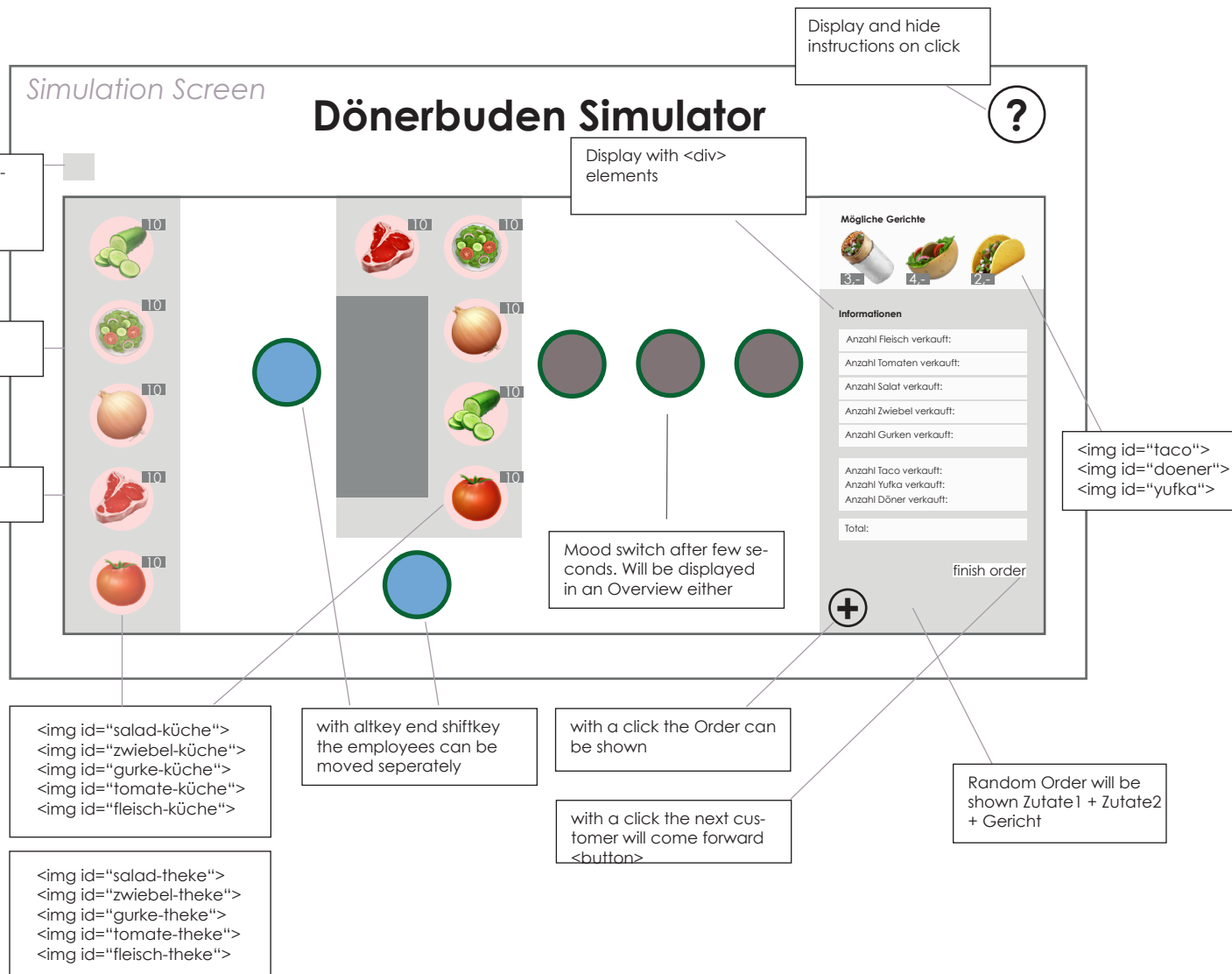
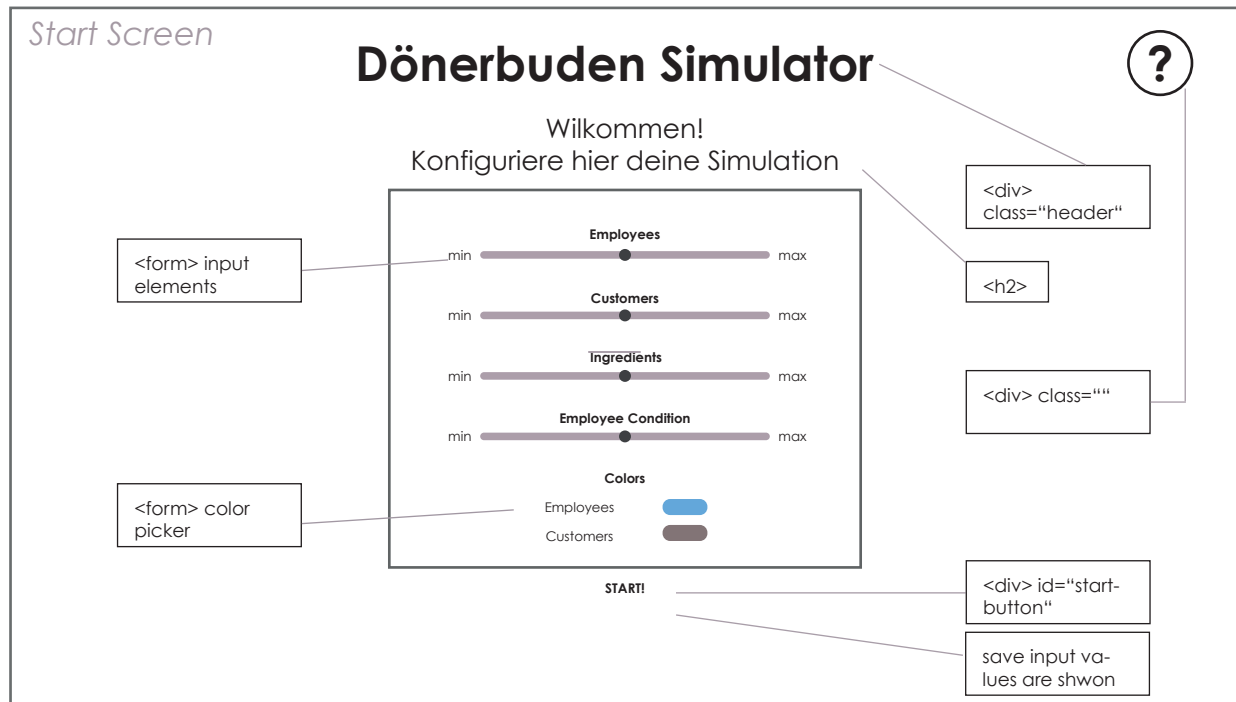
Inhalt

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

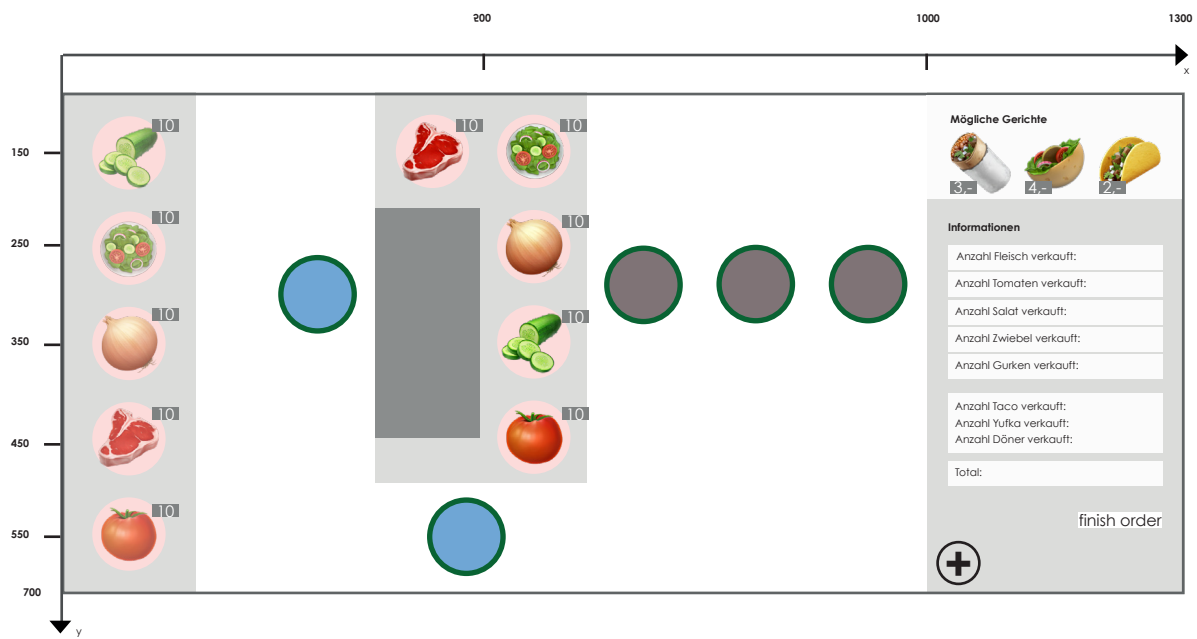
1) Use Case Diagramm



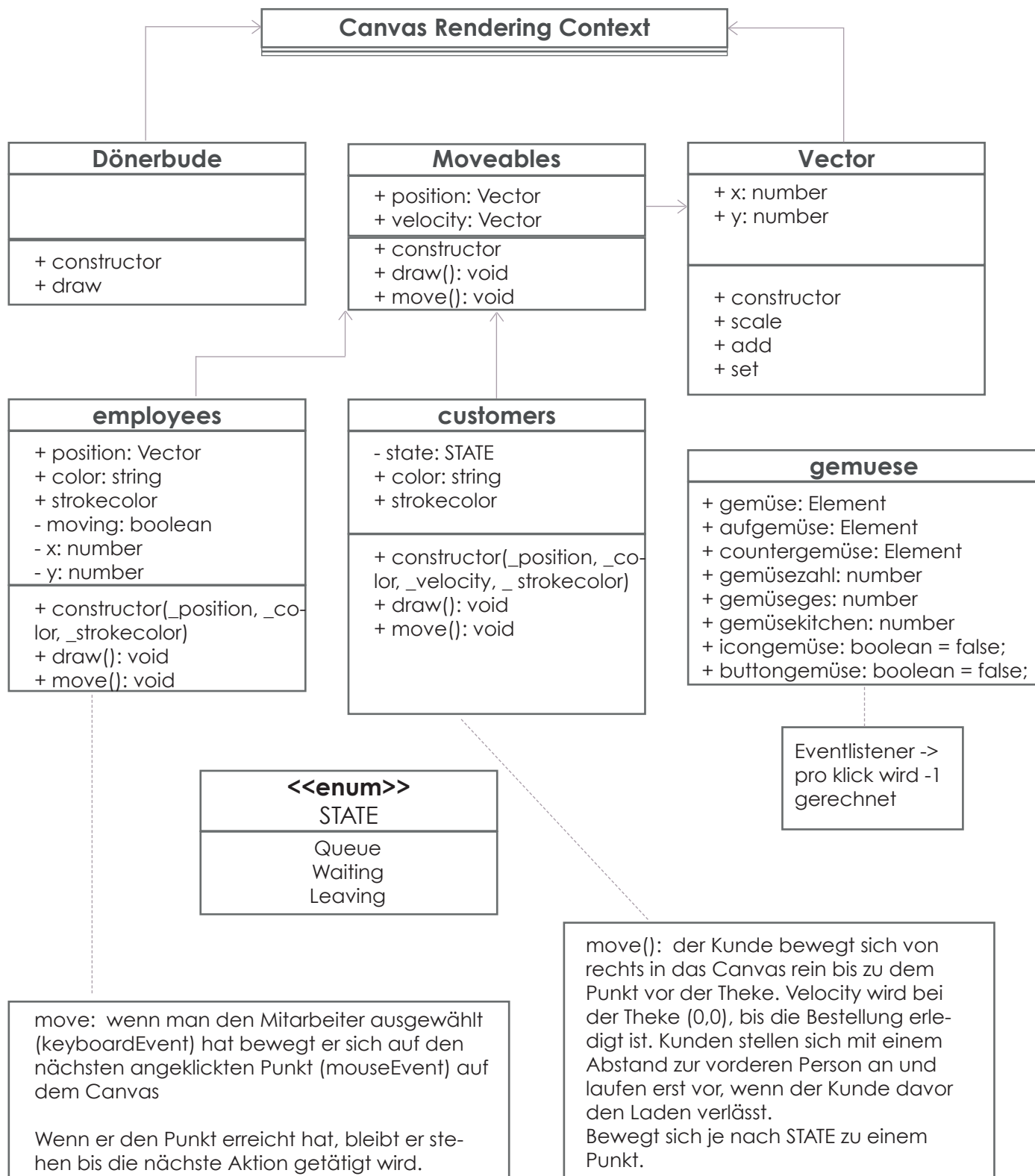
2) User Interface



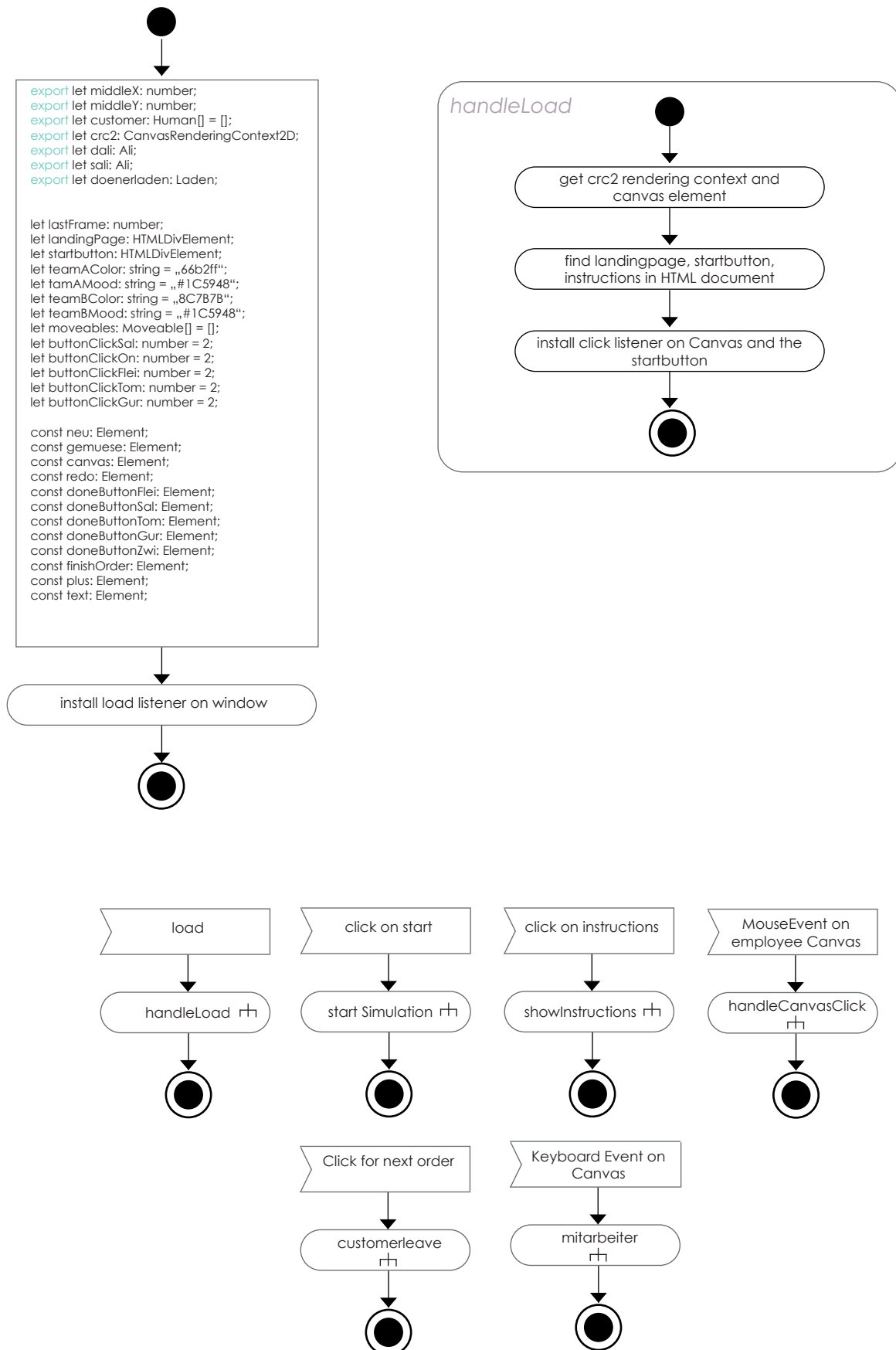
2) User Interface - Canvas Values

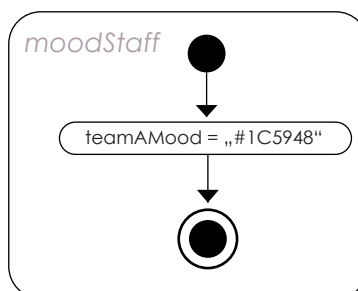
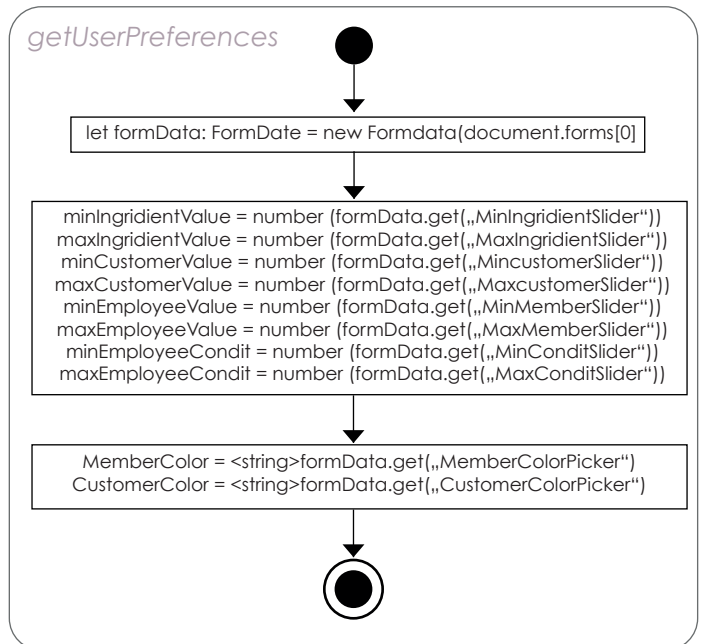
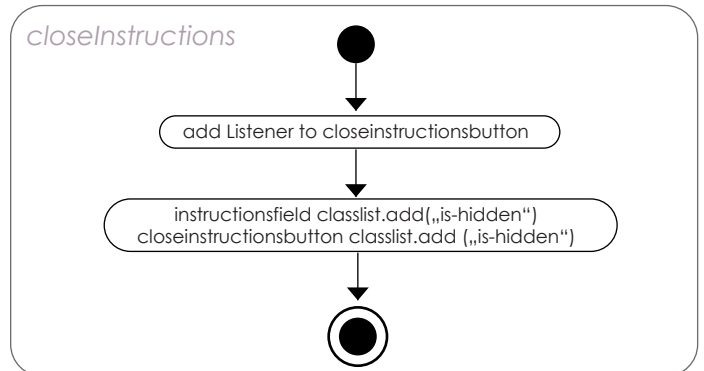
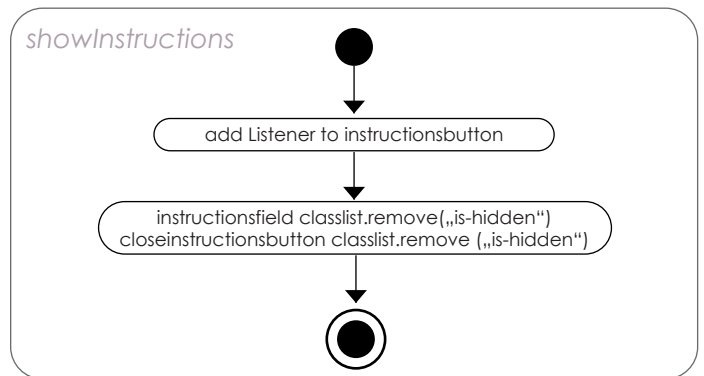
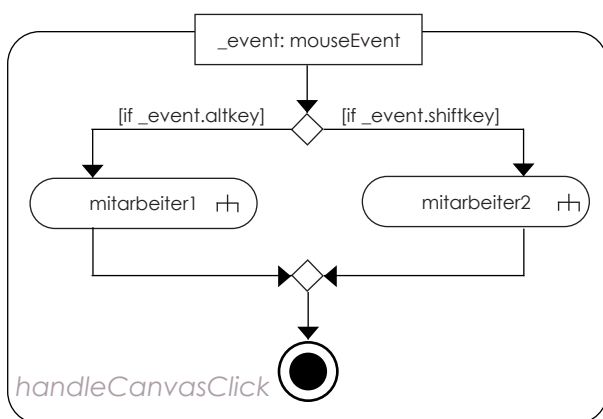
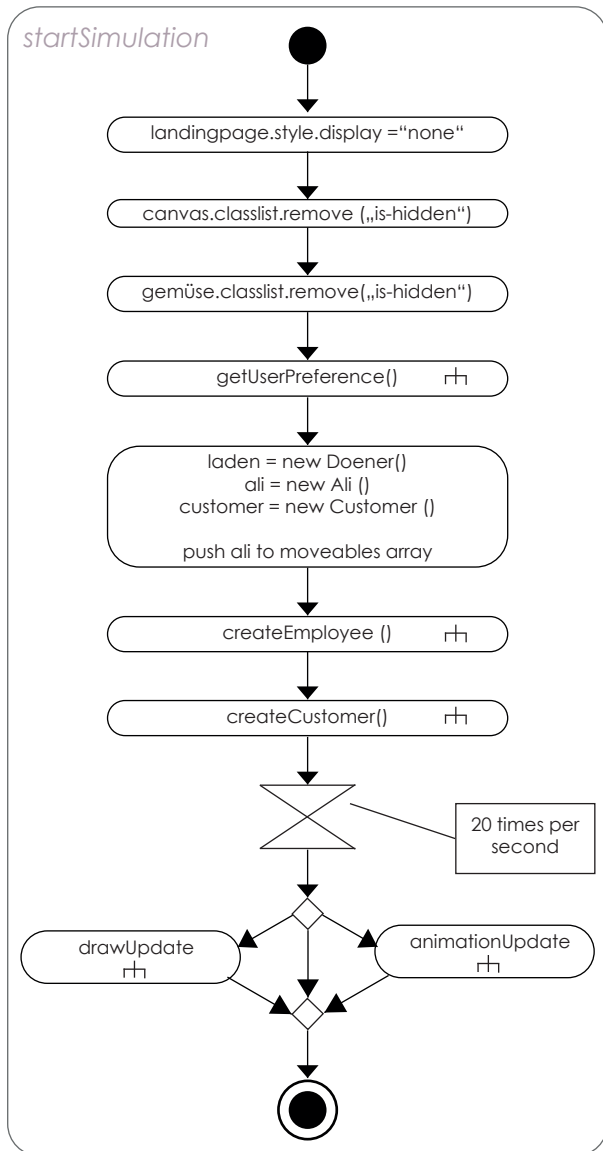


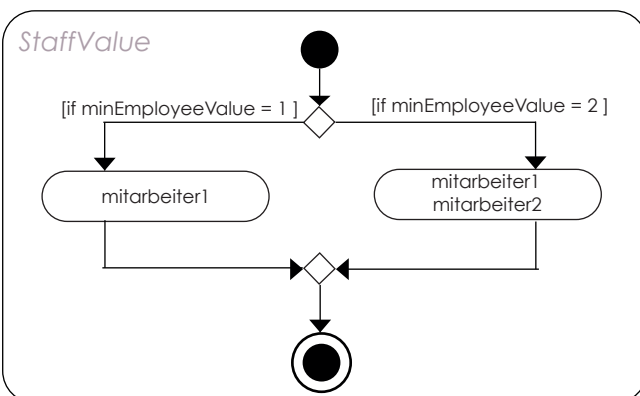
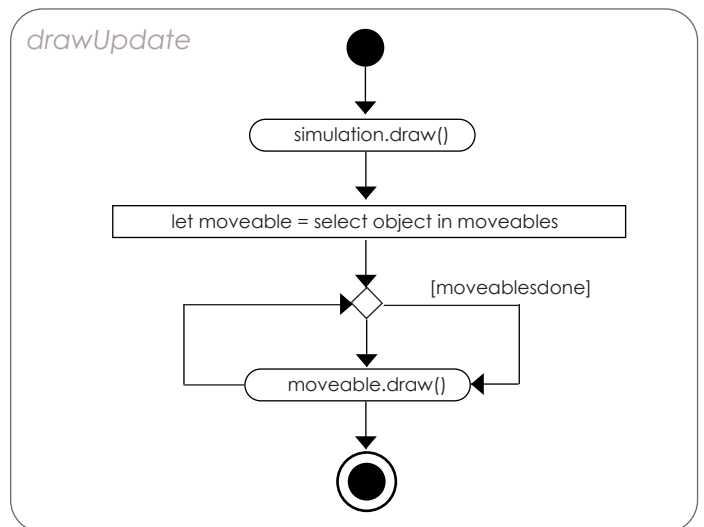
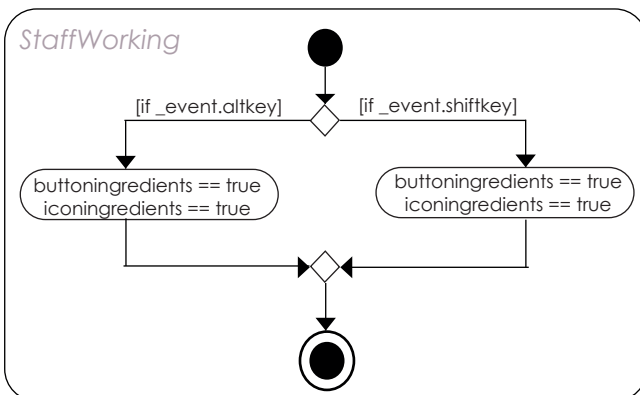
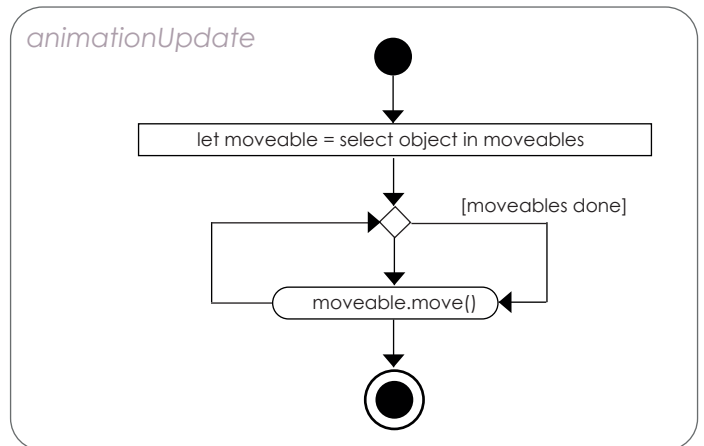
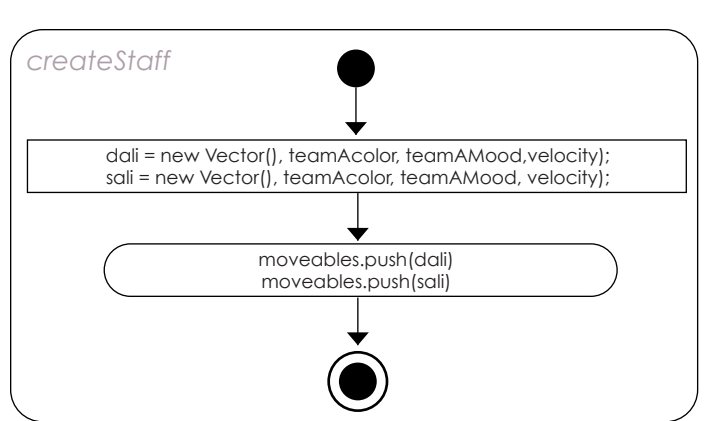
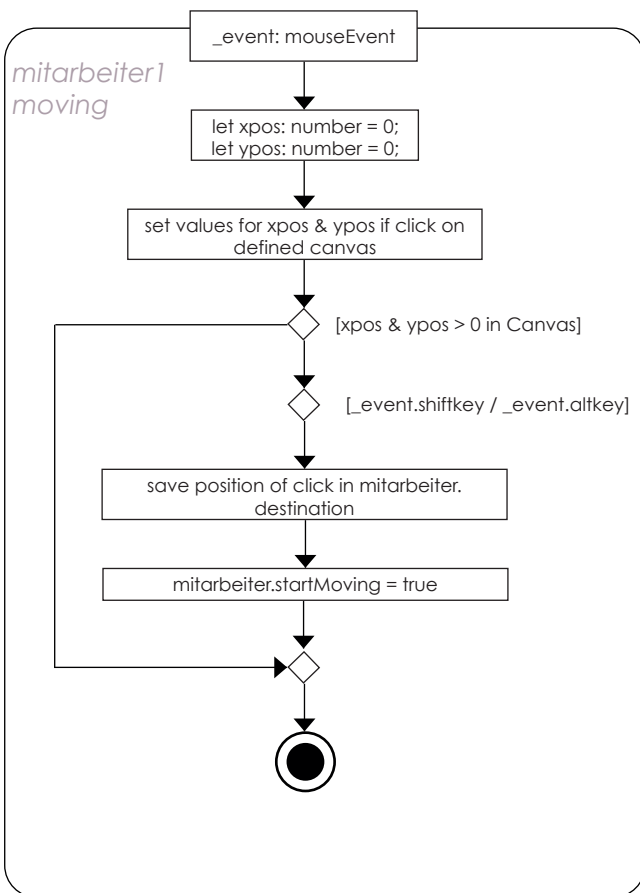
3) Class Diagram

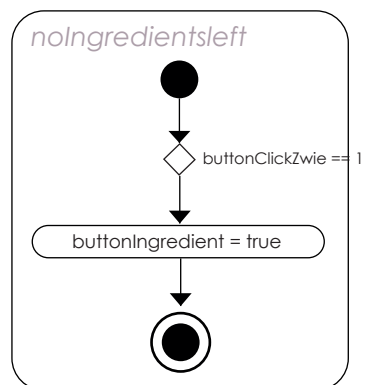
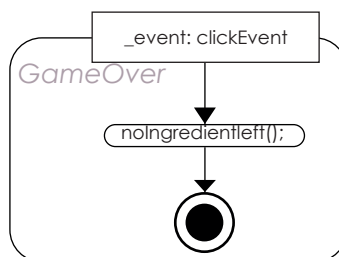
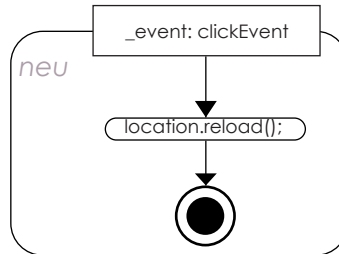
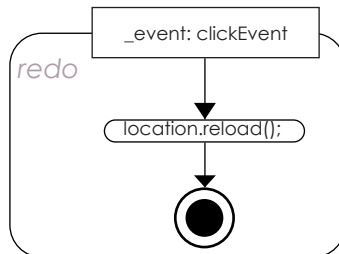
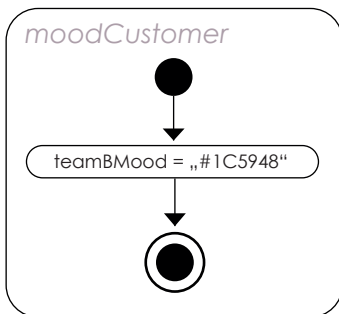
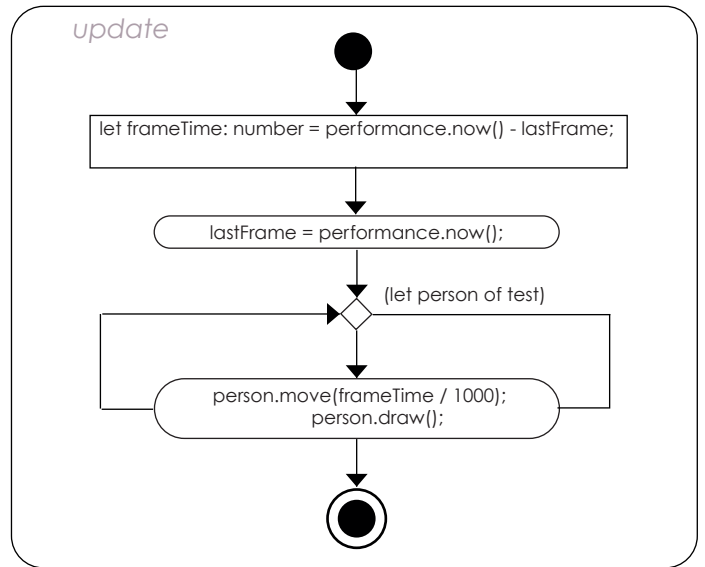
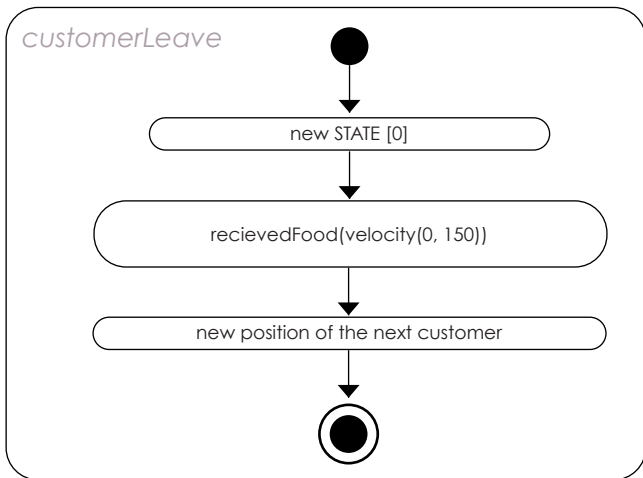
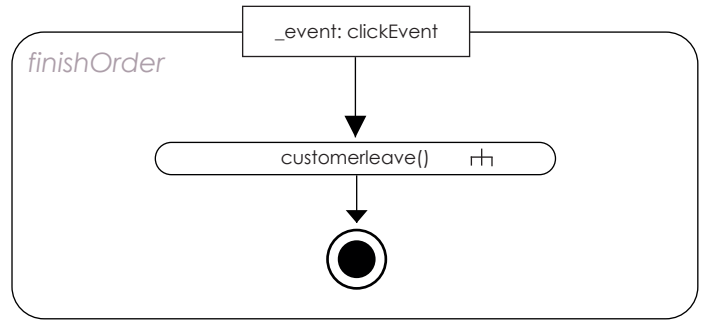
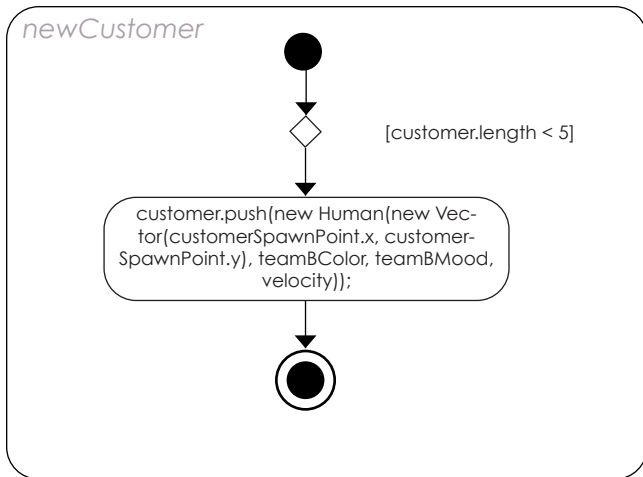


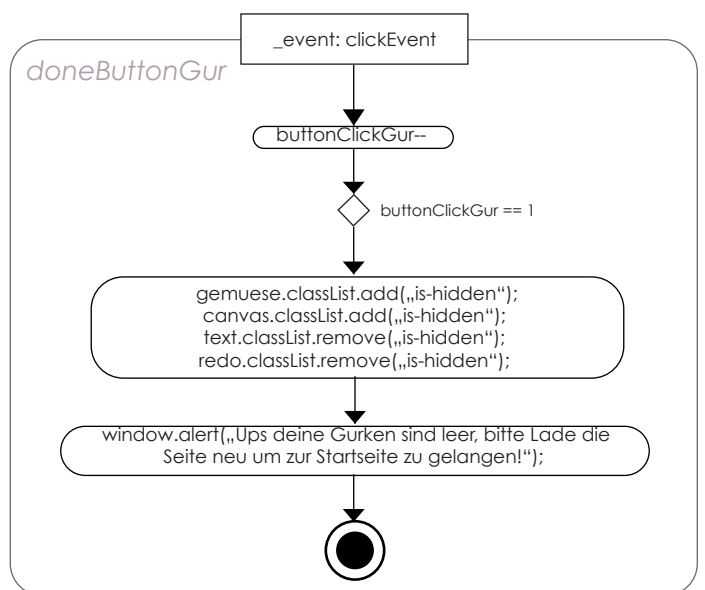
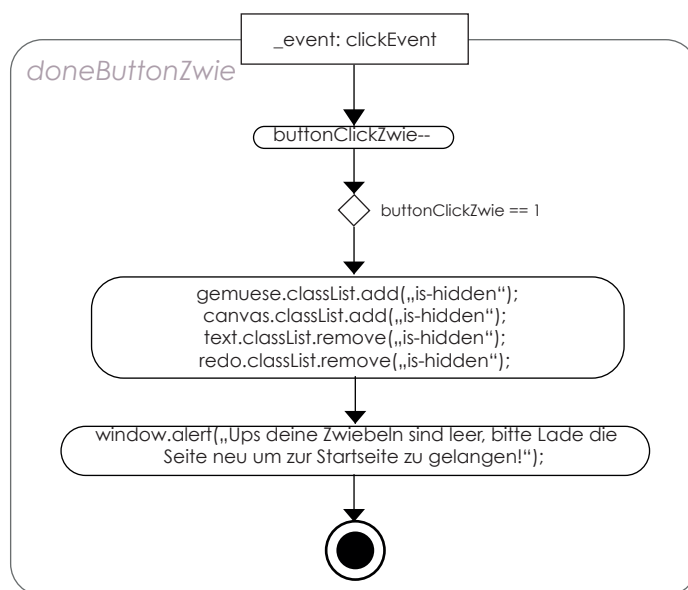
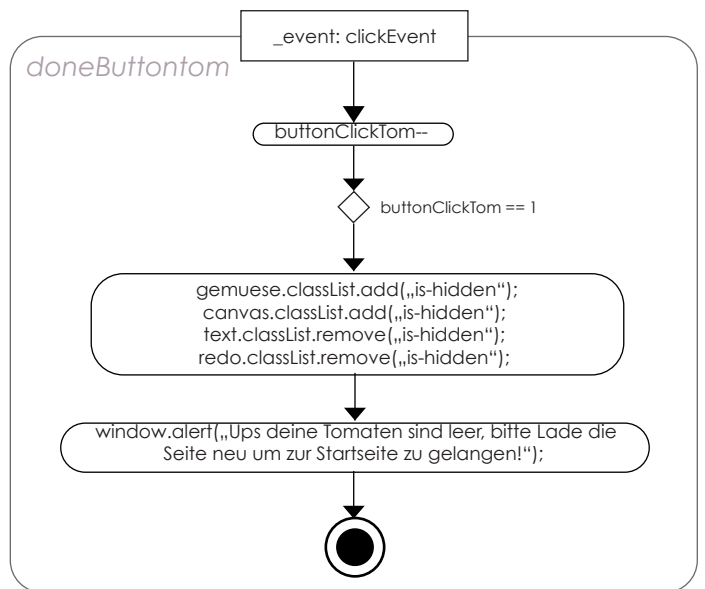
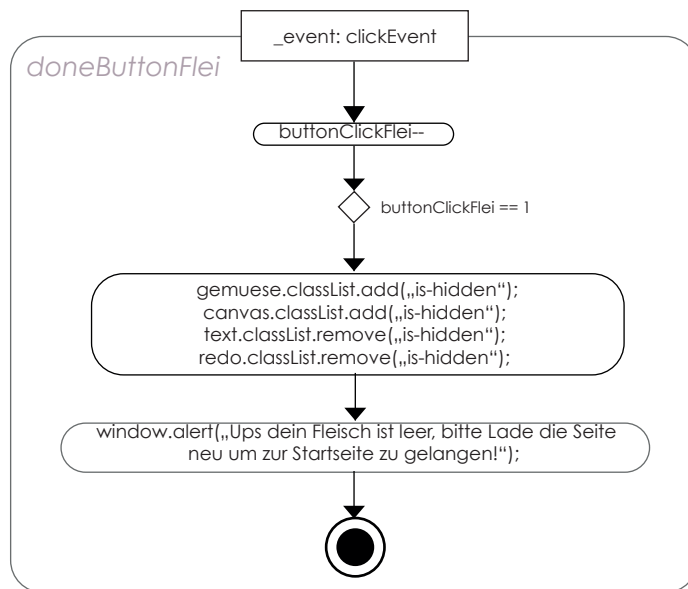
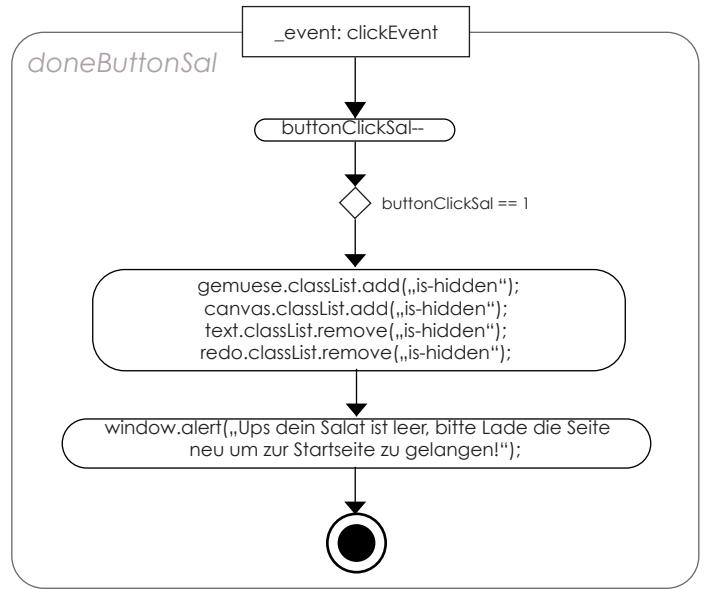
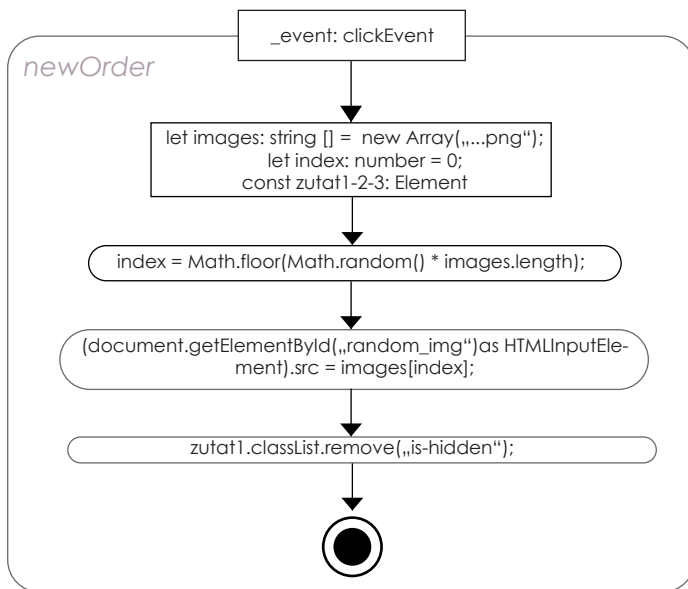
4) Activity Diagram



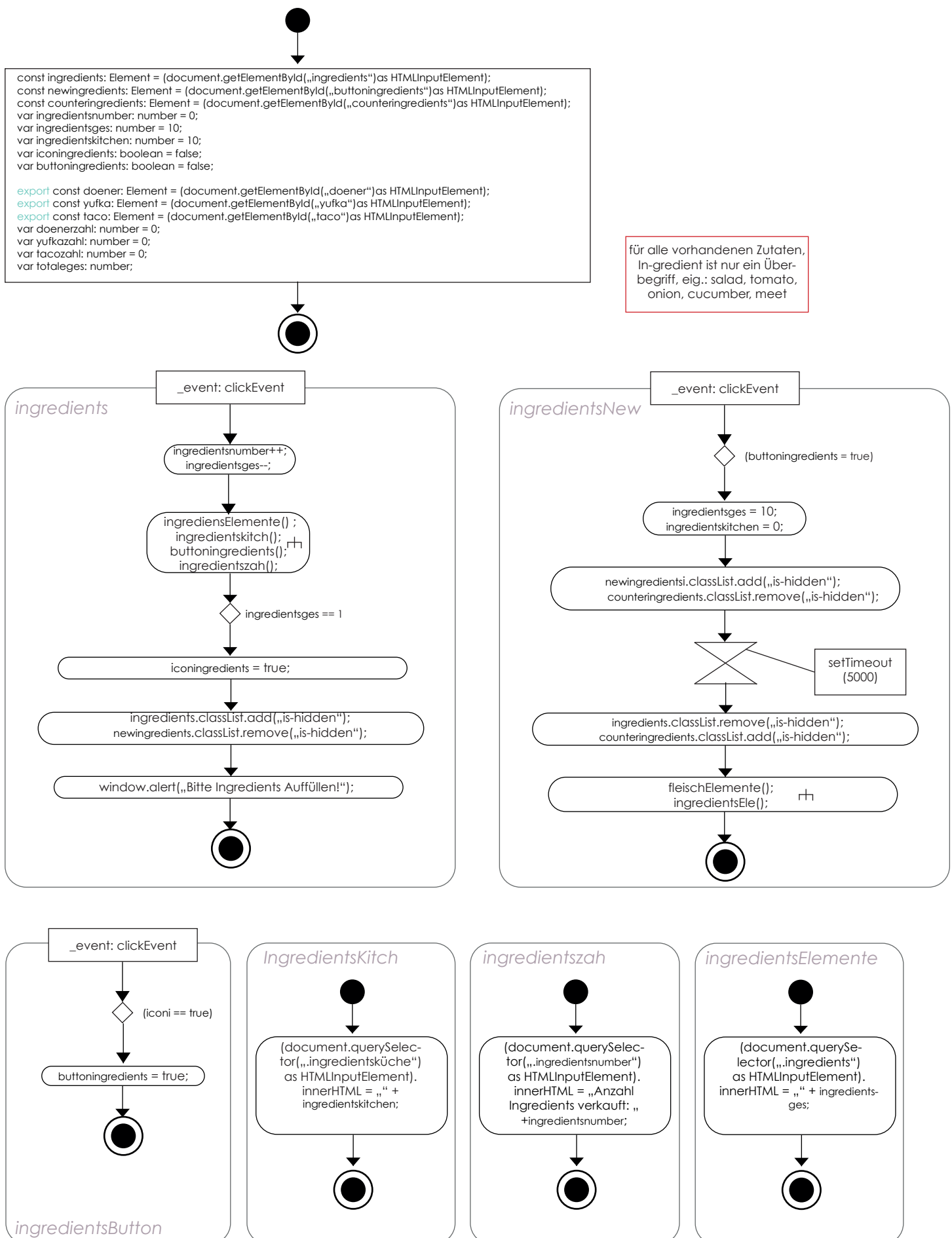


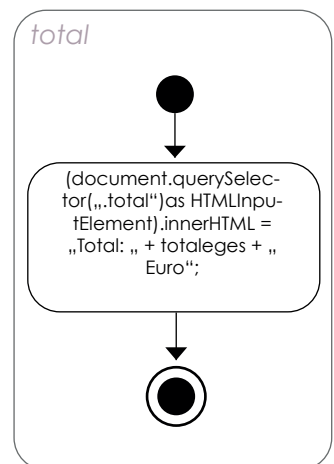
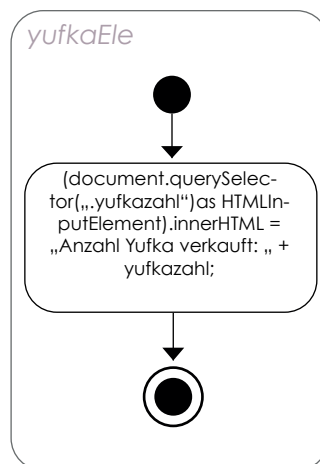
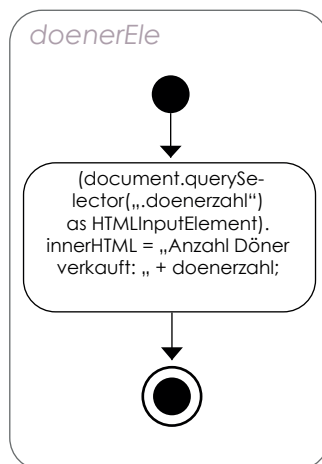
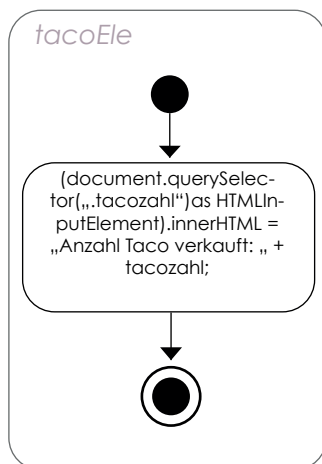
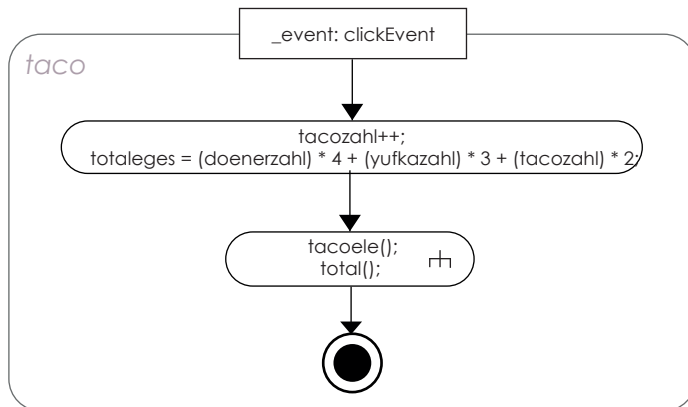
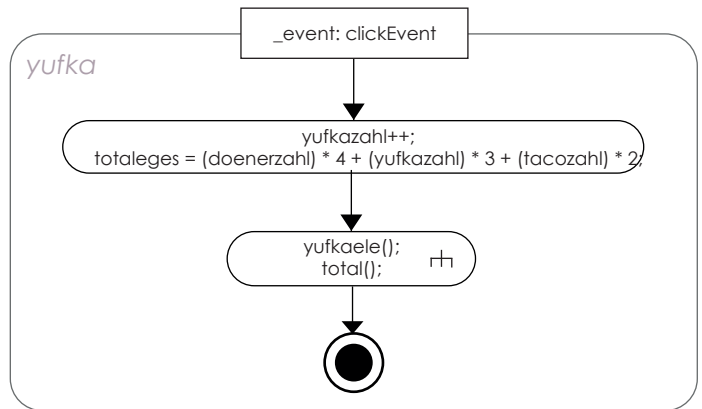
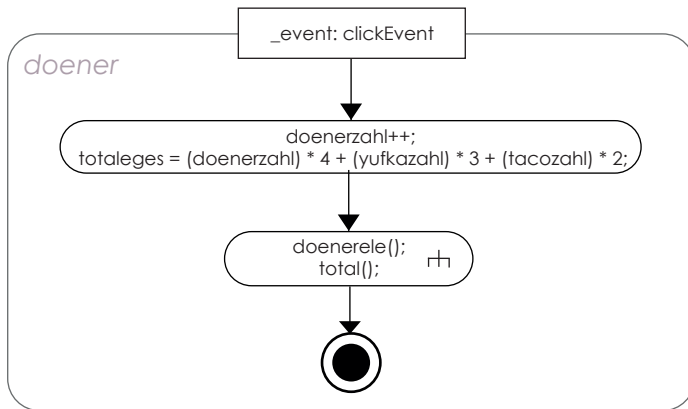




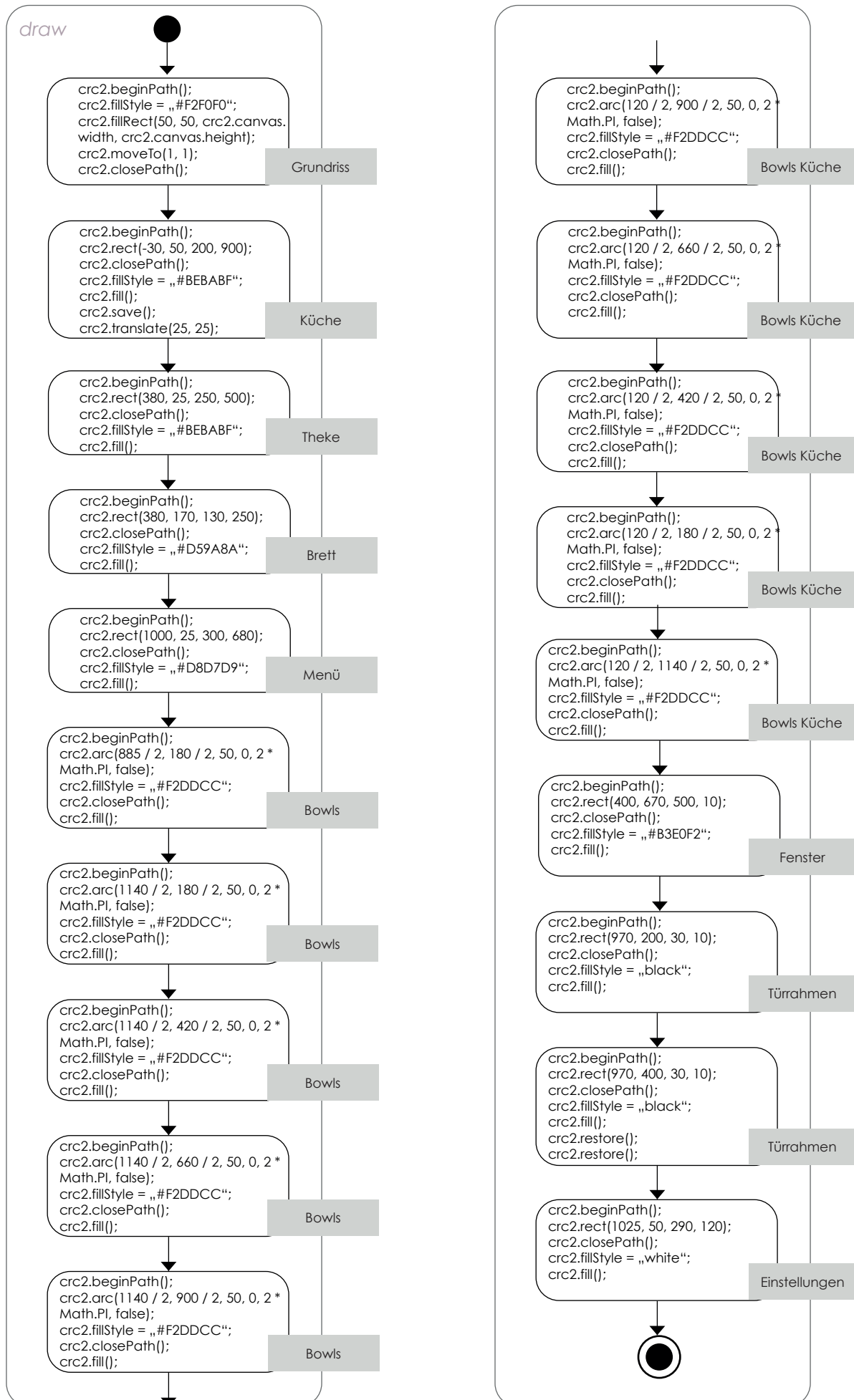


4.1) Activity Diagram Gemüse

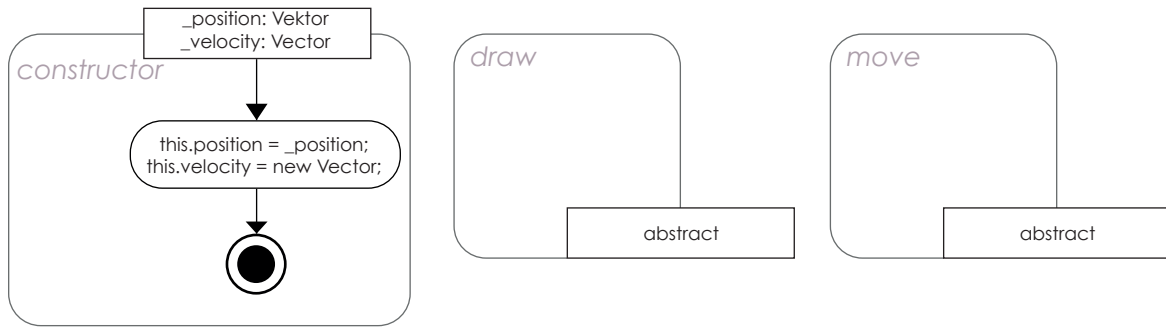




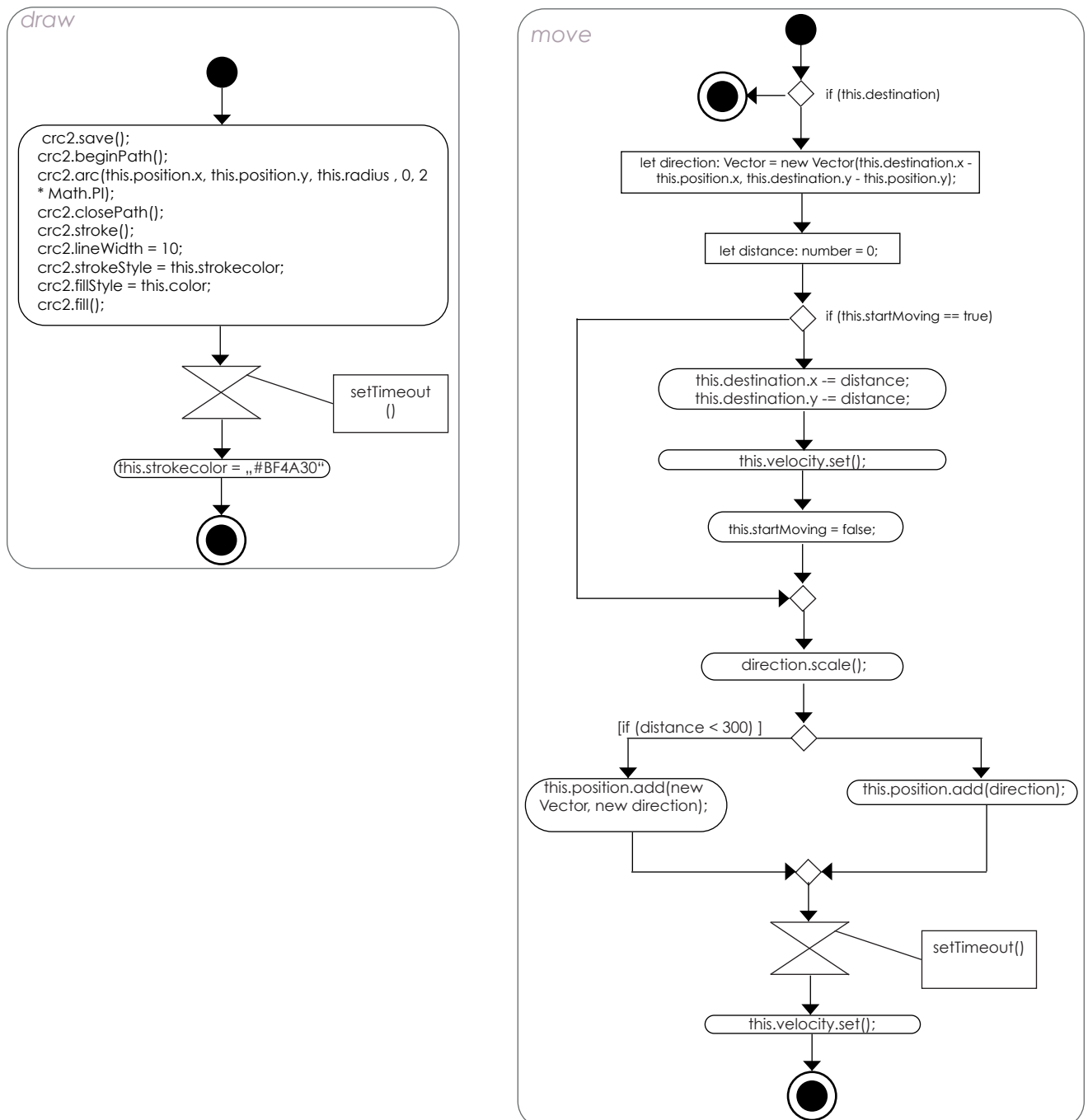
5) Laden Methods



Moveable Methods

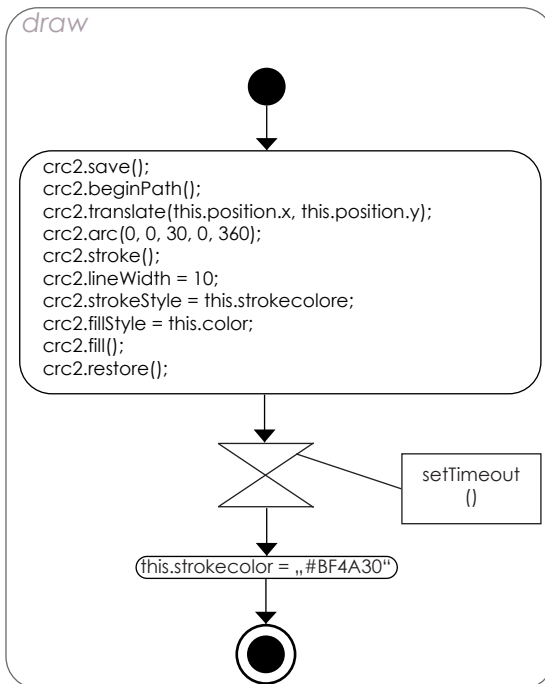


Ali Methods



Customer Methods

draw



move

