

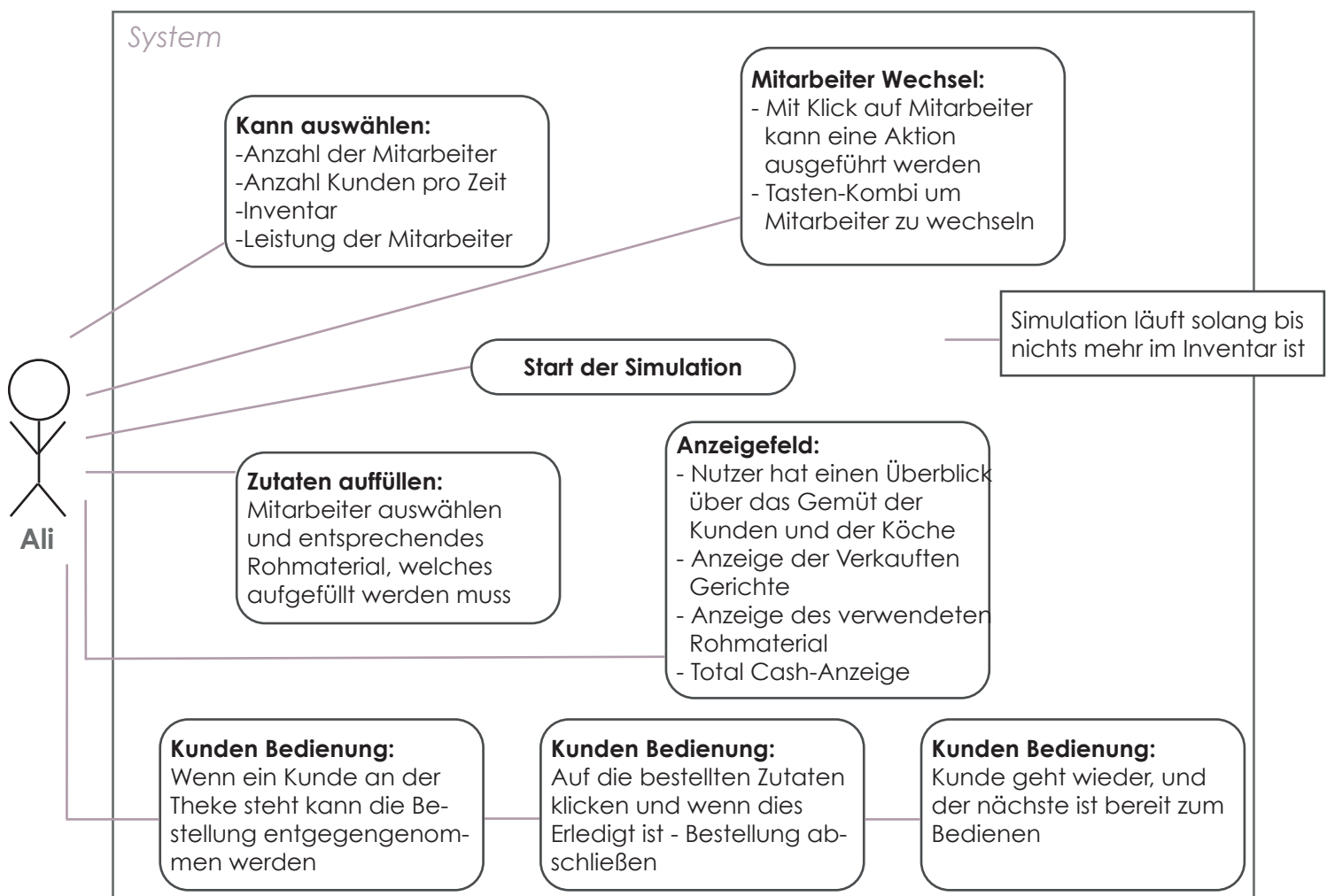
# Döner-Simulator-Konzept

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

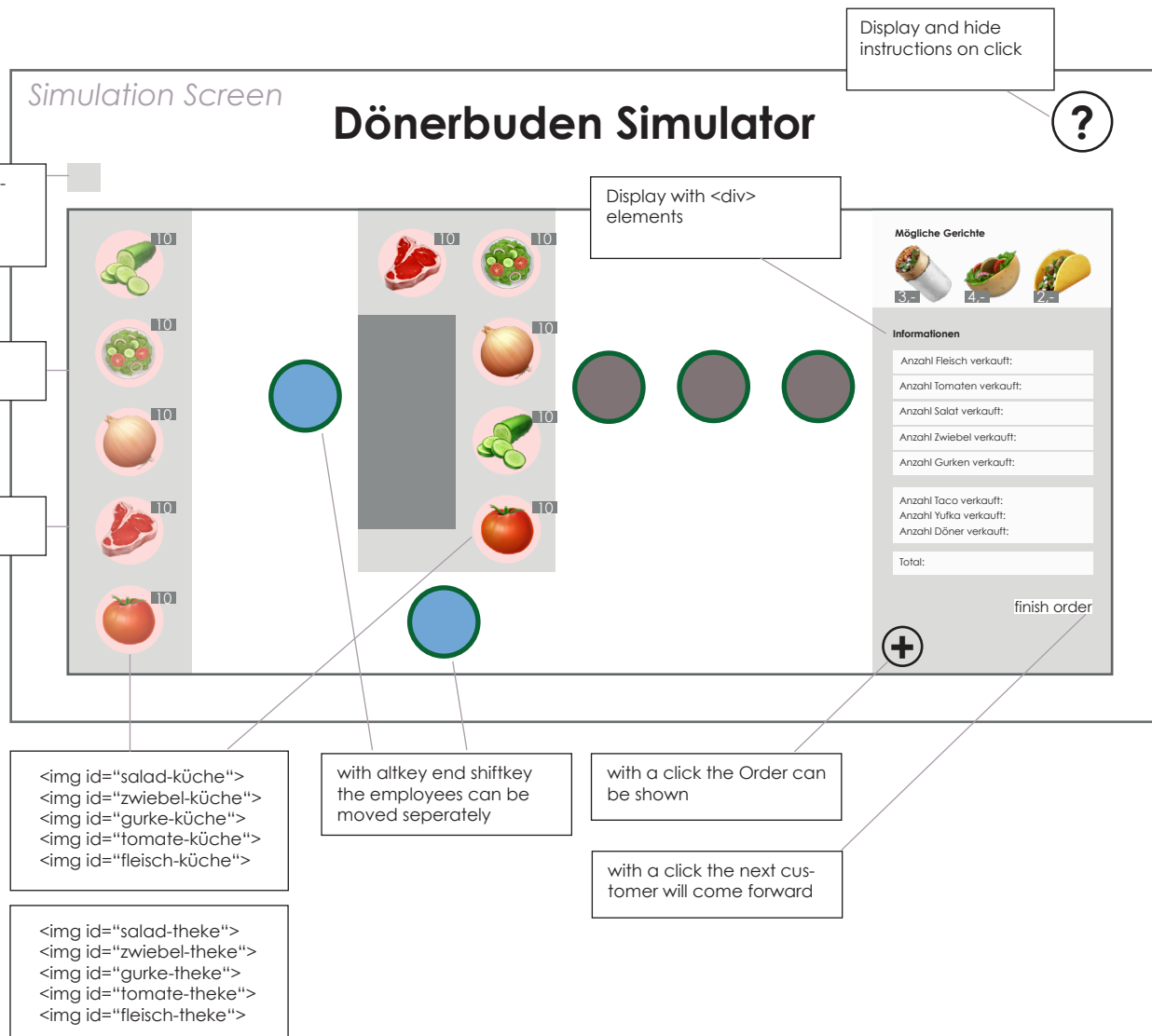
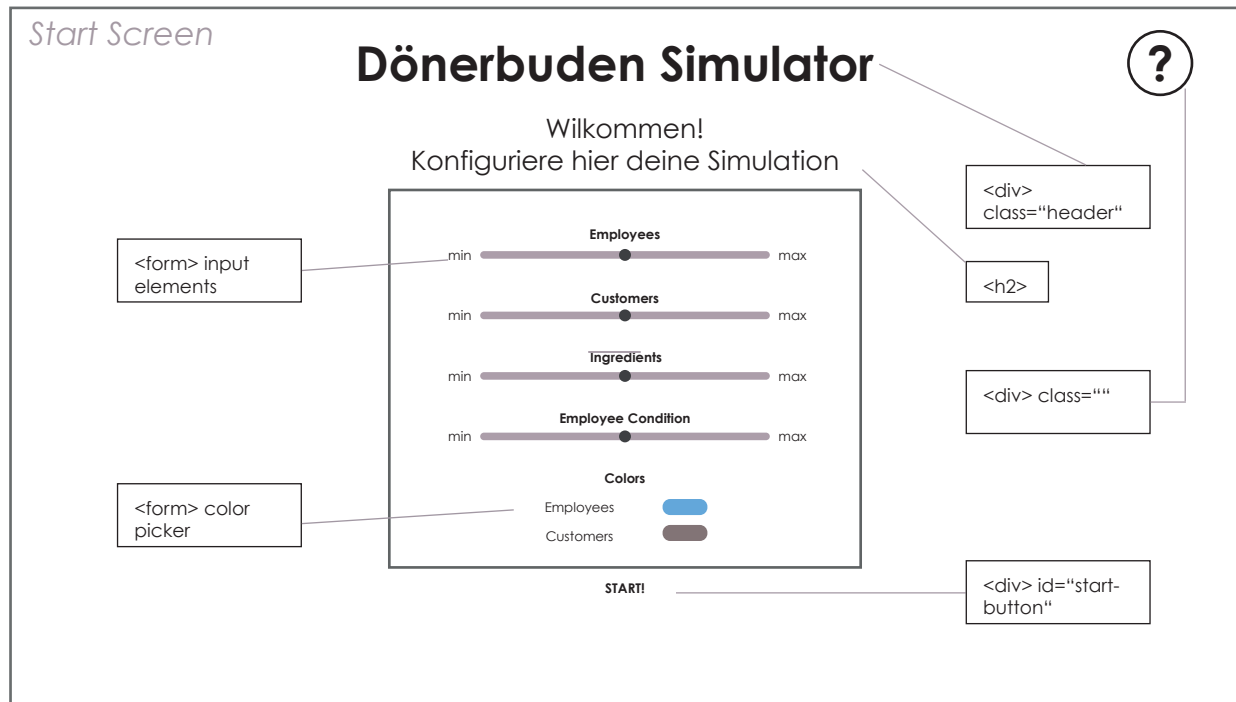
## Inhalt

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

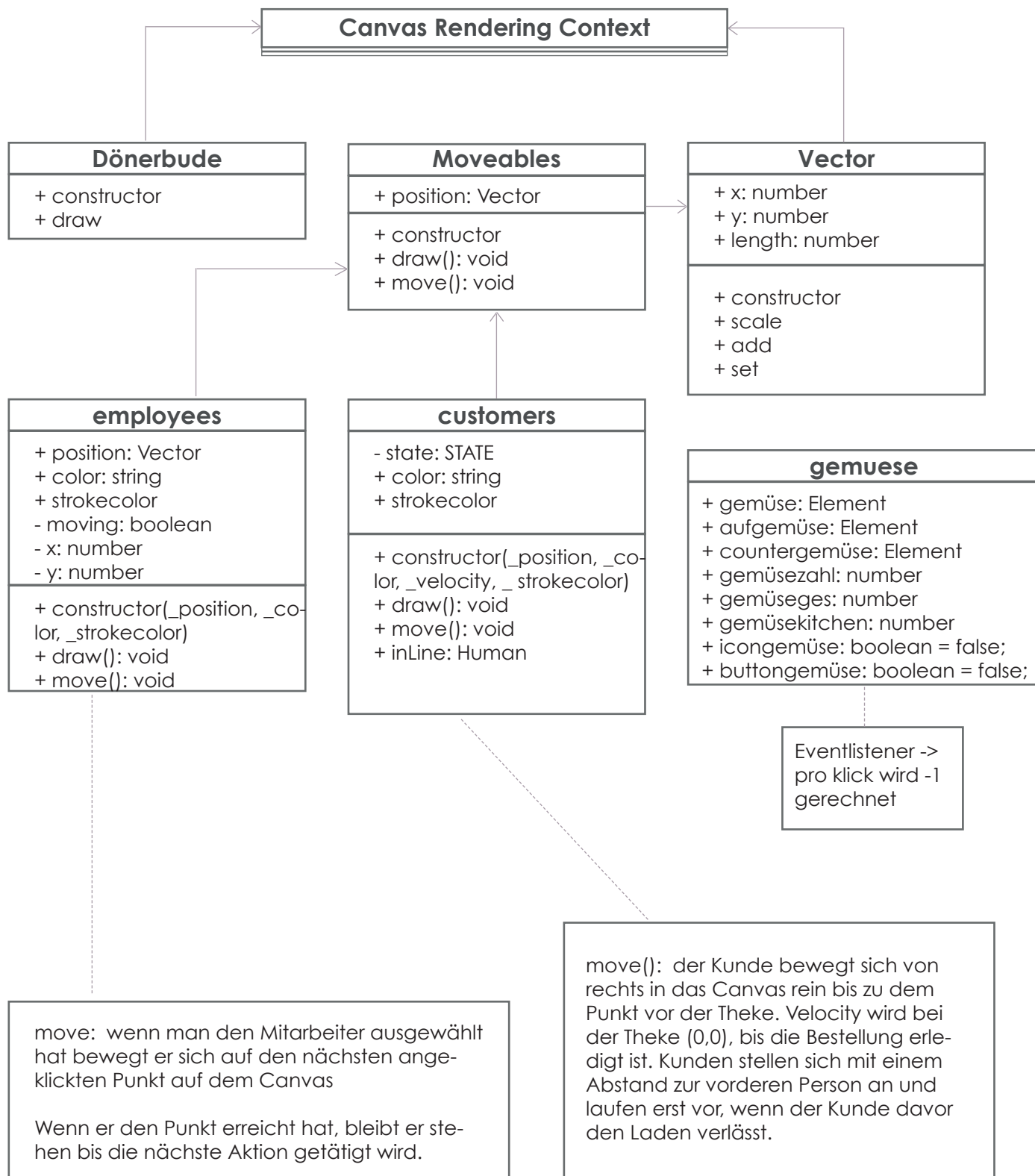
## 1) Use Case Diagramm



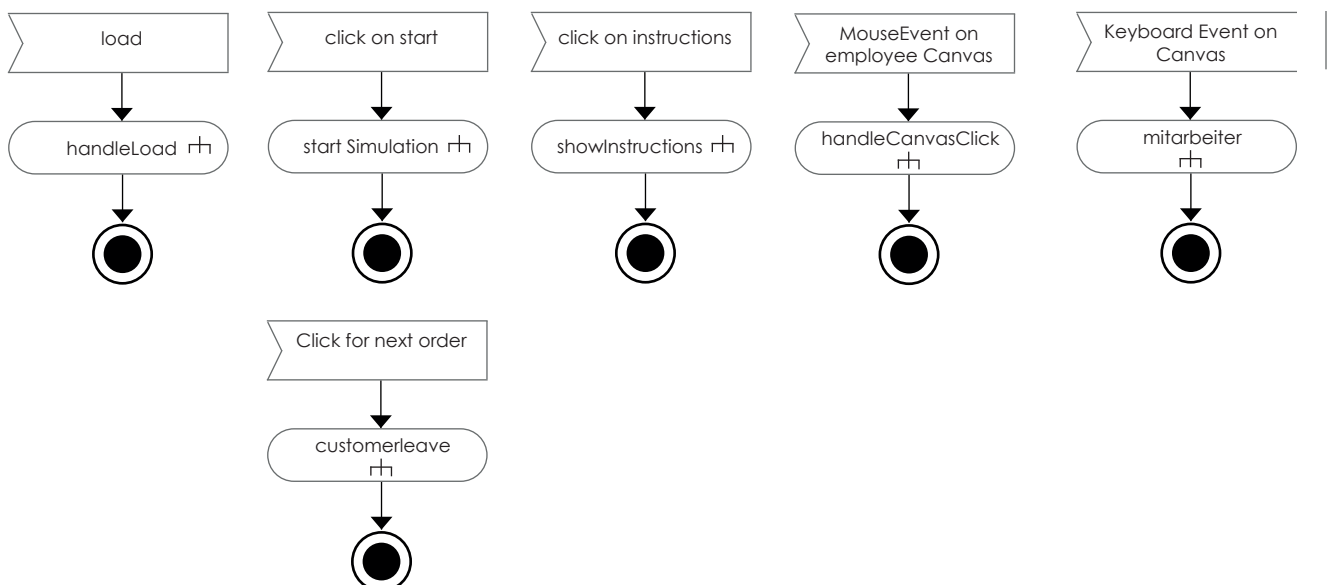
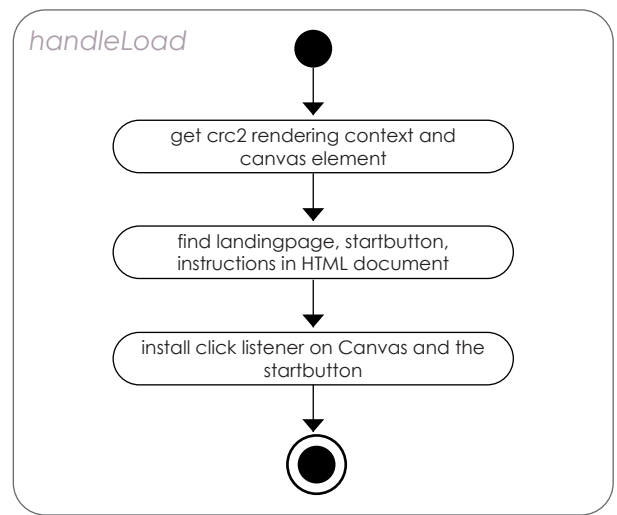
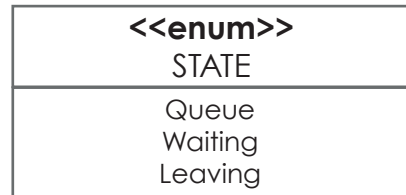
## 2) User Interface



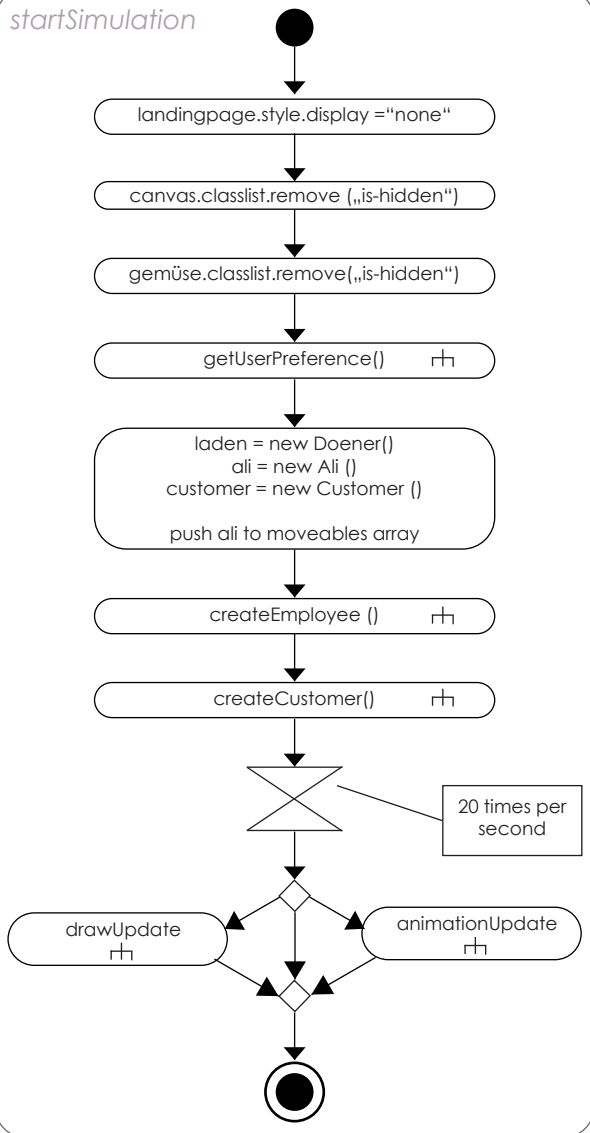
### 3) Class Diagram



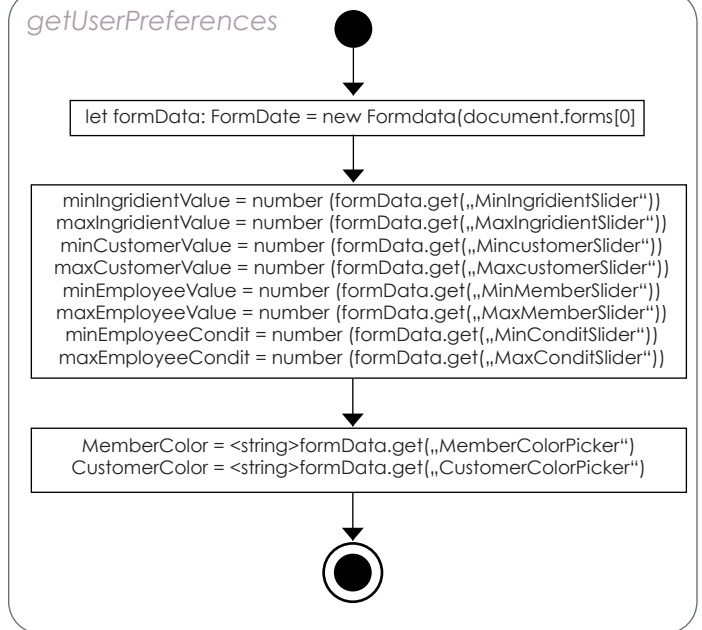
## 4) Activity Diagram



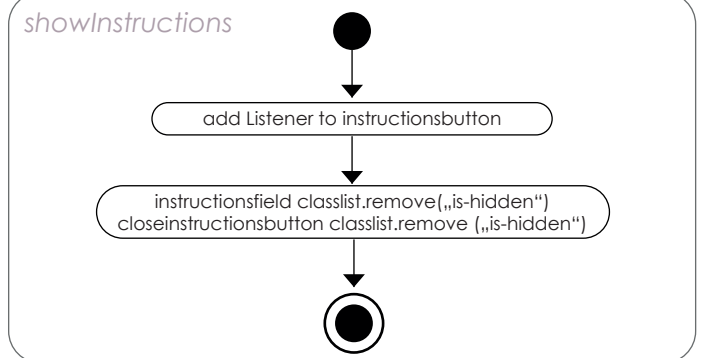
### startSimulation



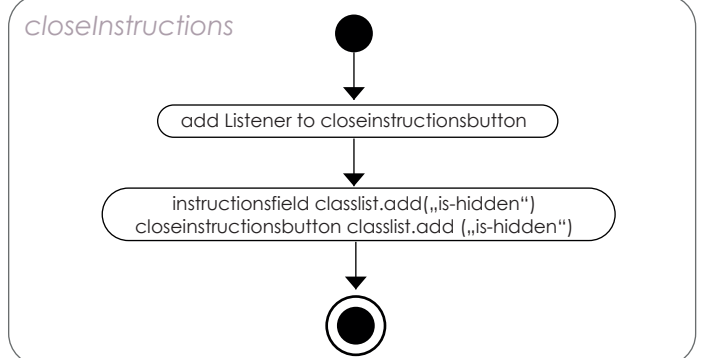
### getUserPreferences



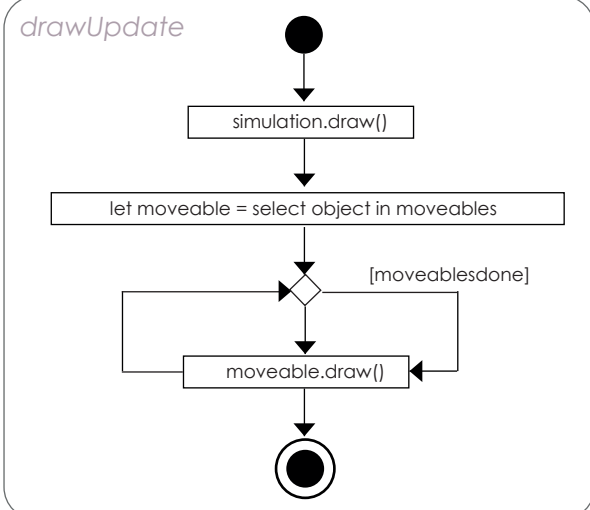
### showInstructions



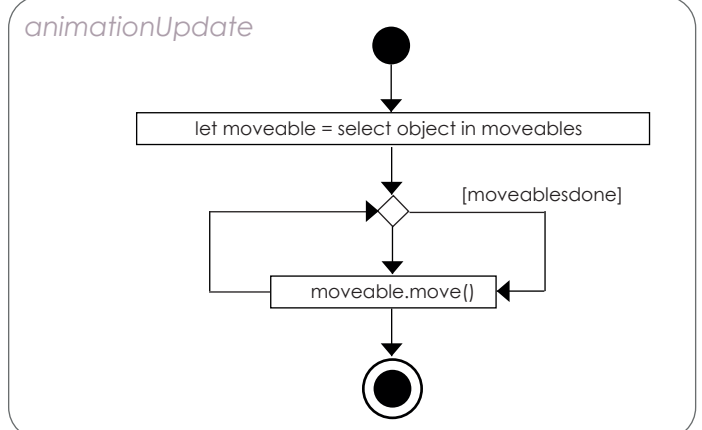
### closeInstructions

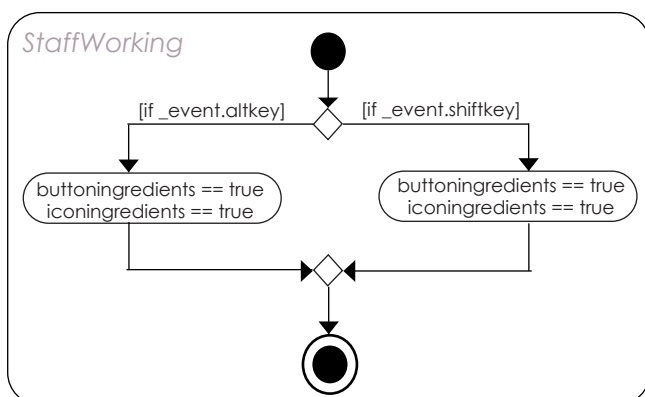
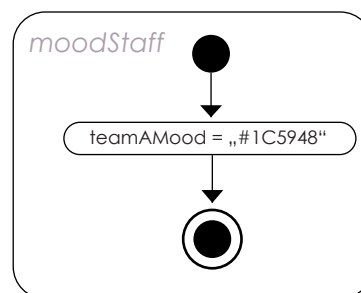
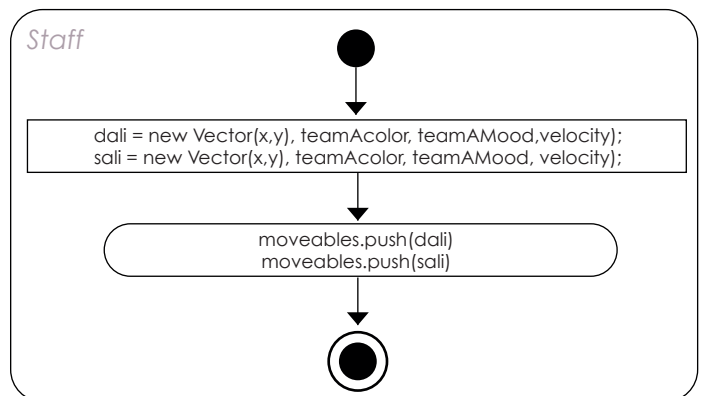
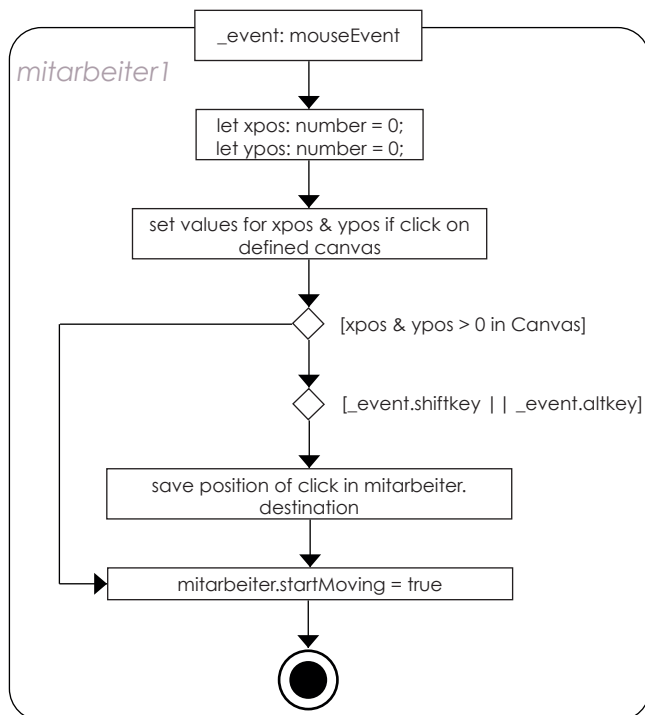
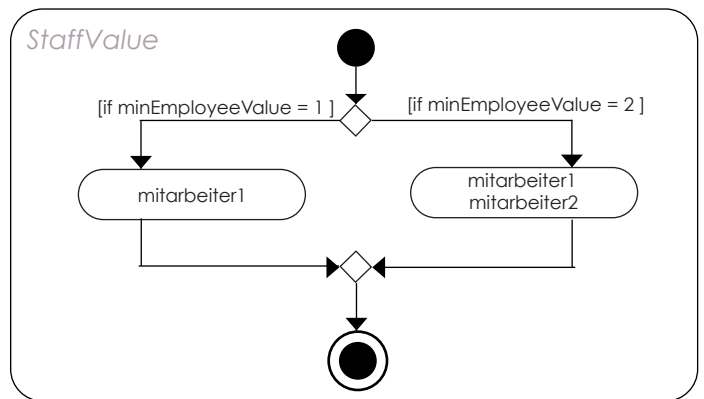
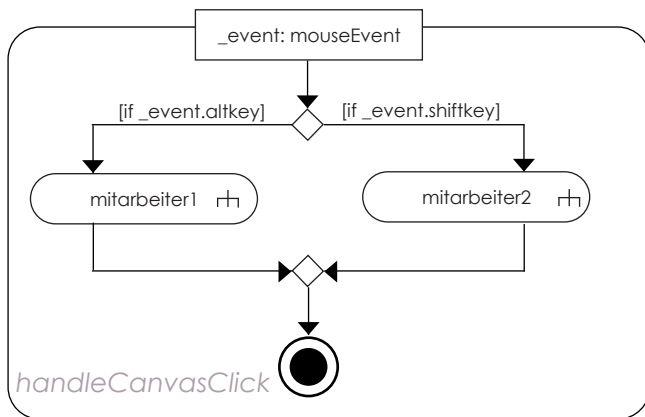


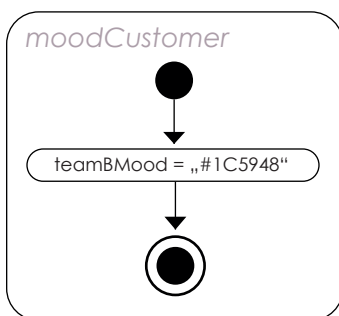
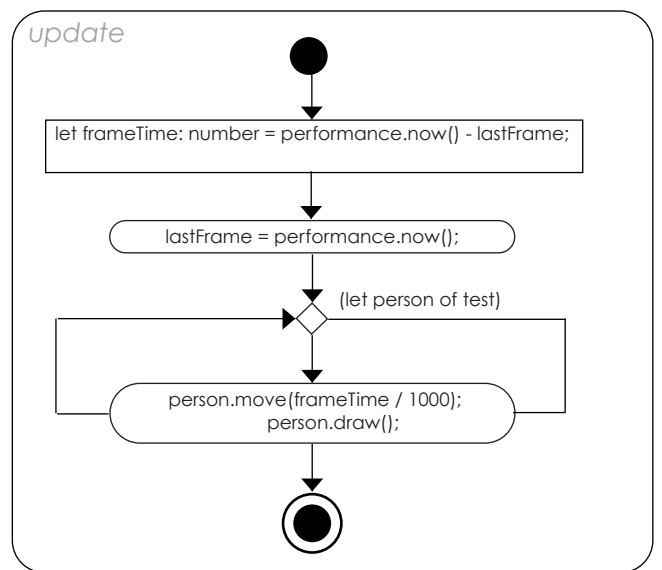
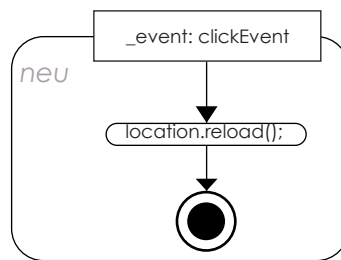
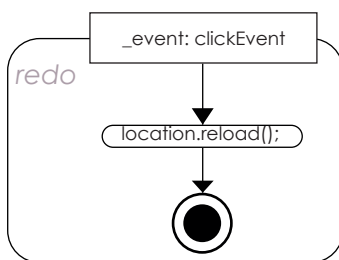
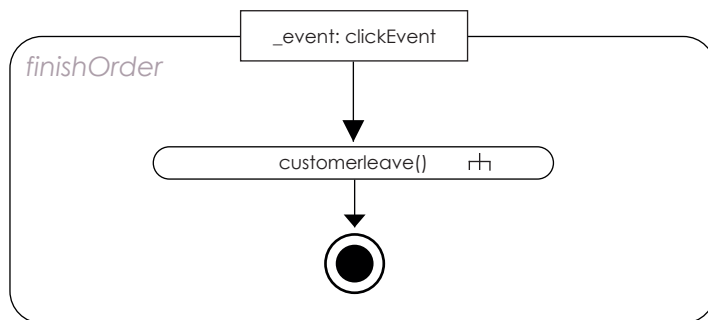
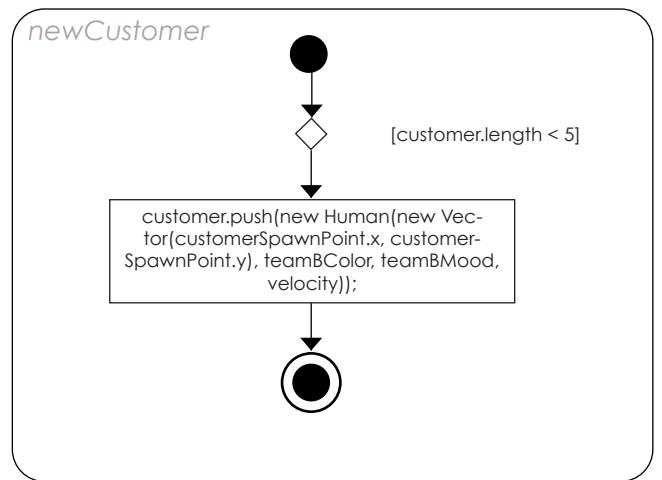
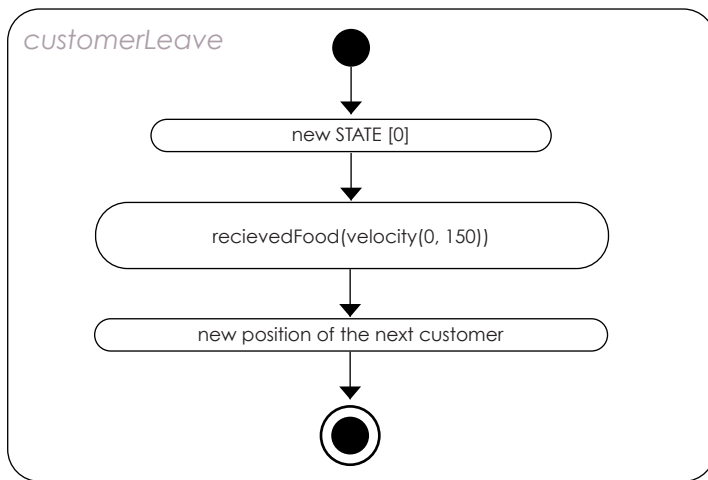
### drawUpdate

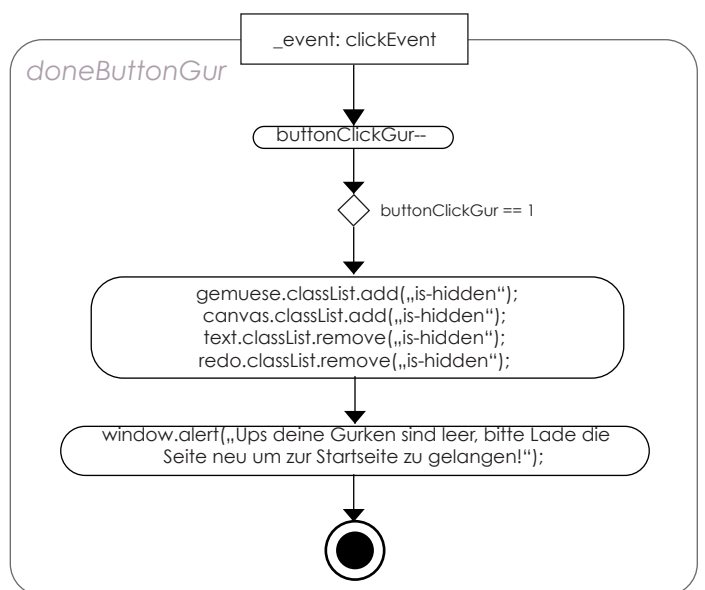
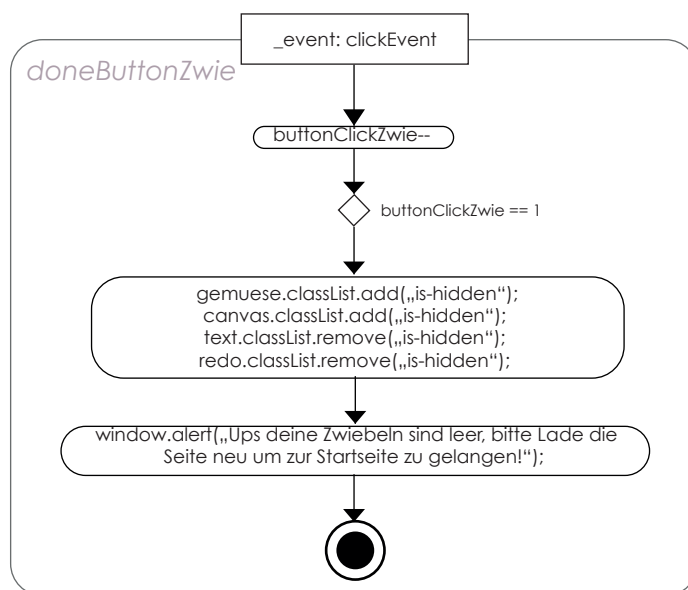
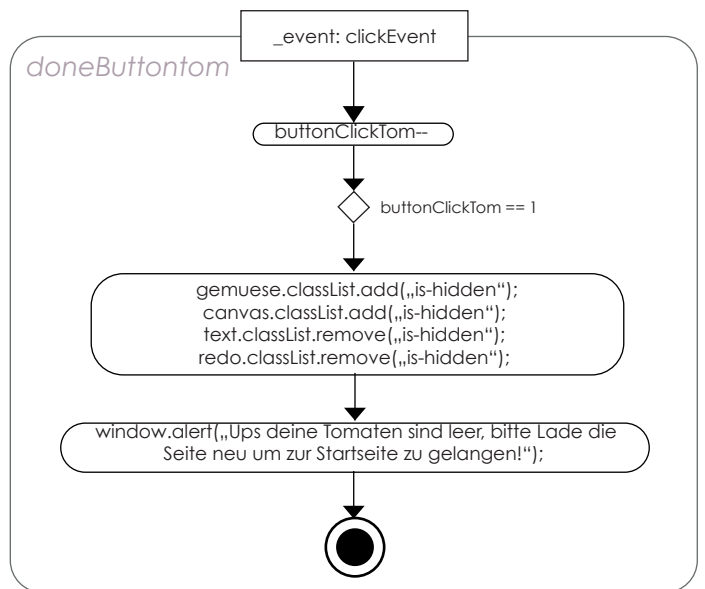
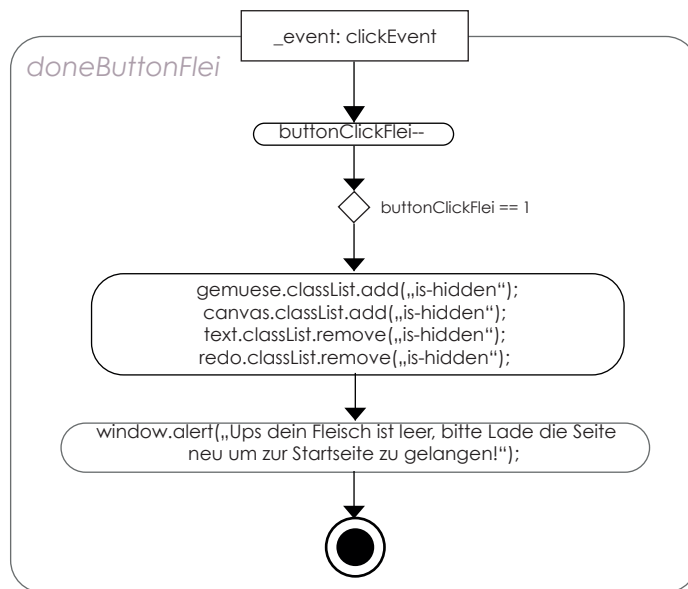
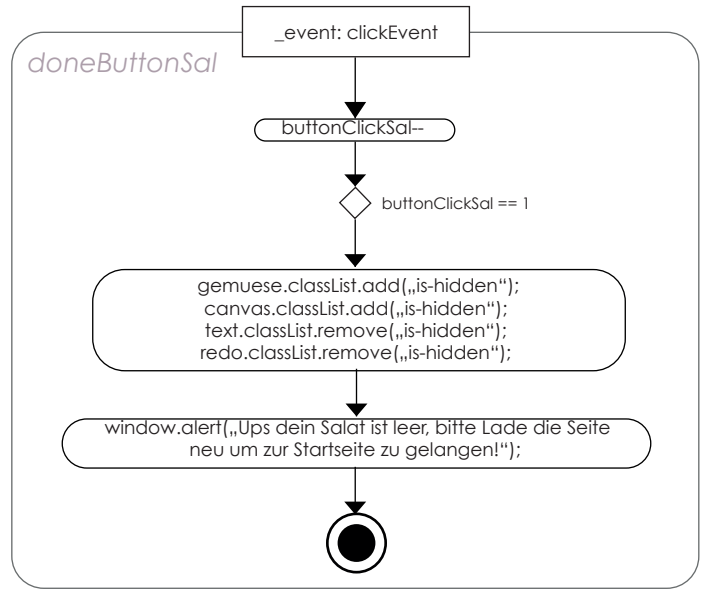
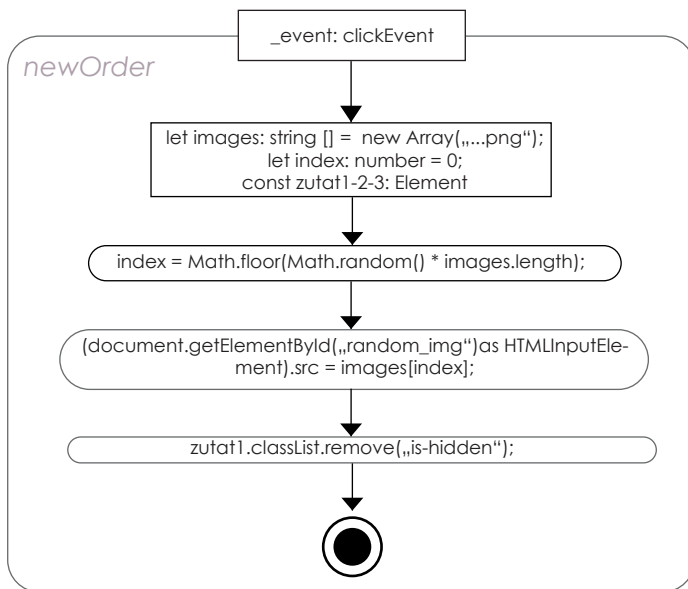


### animationUpdate



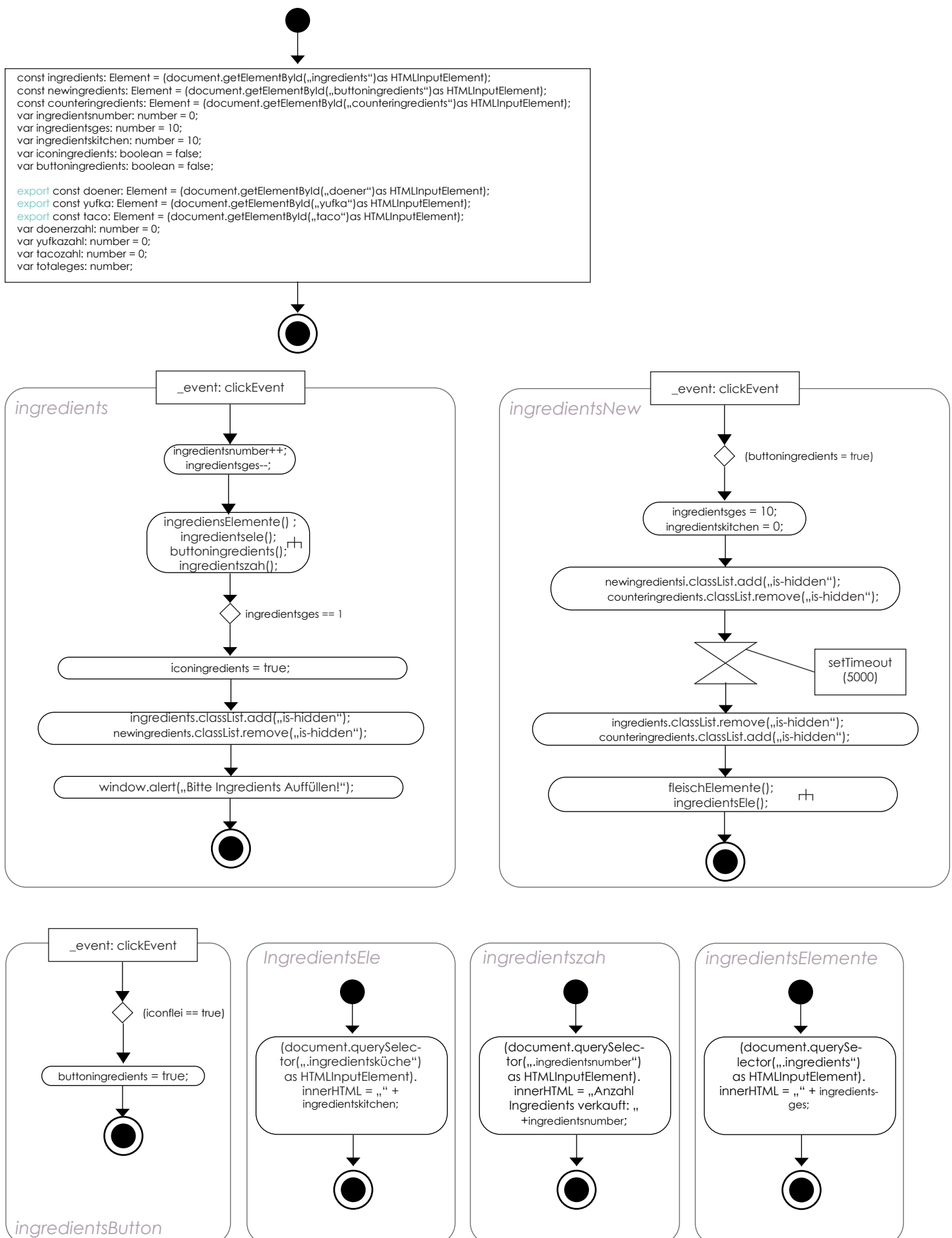


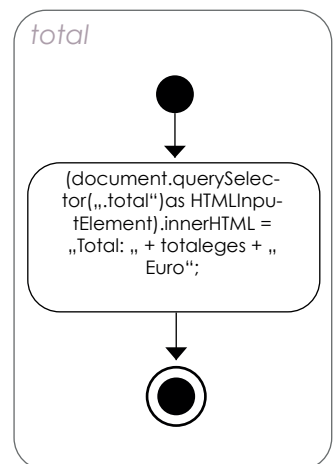
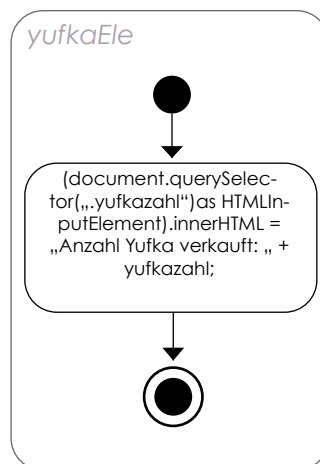
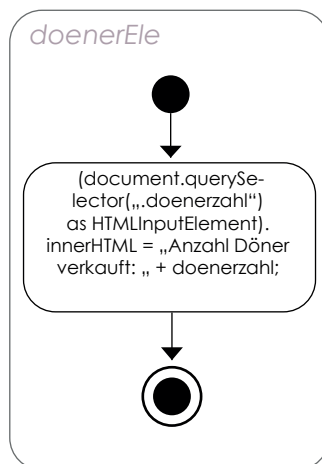
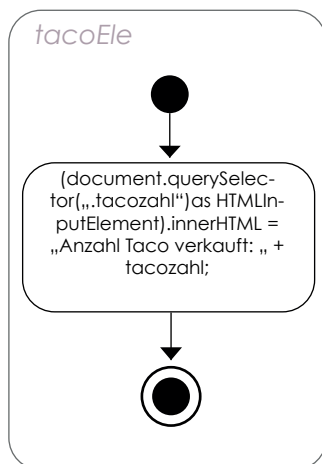
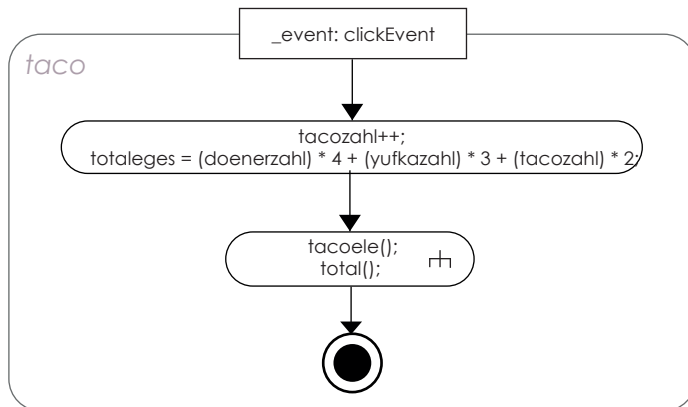
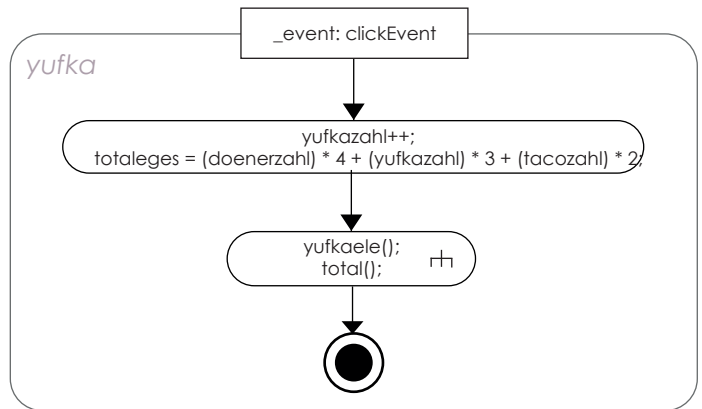
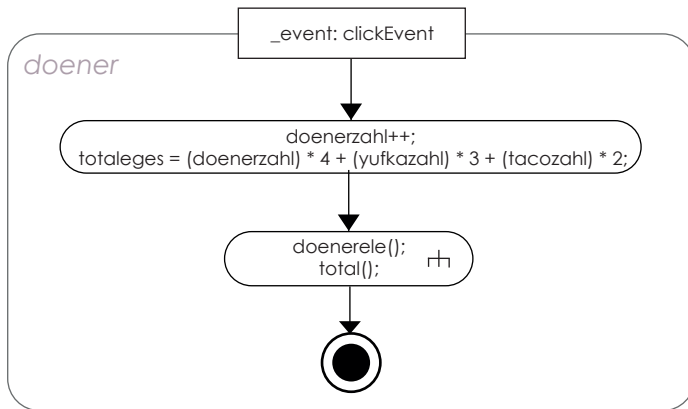




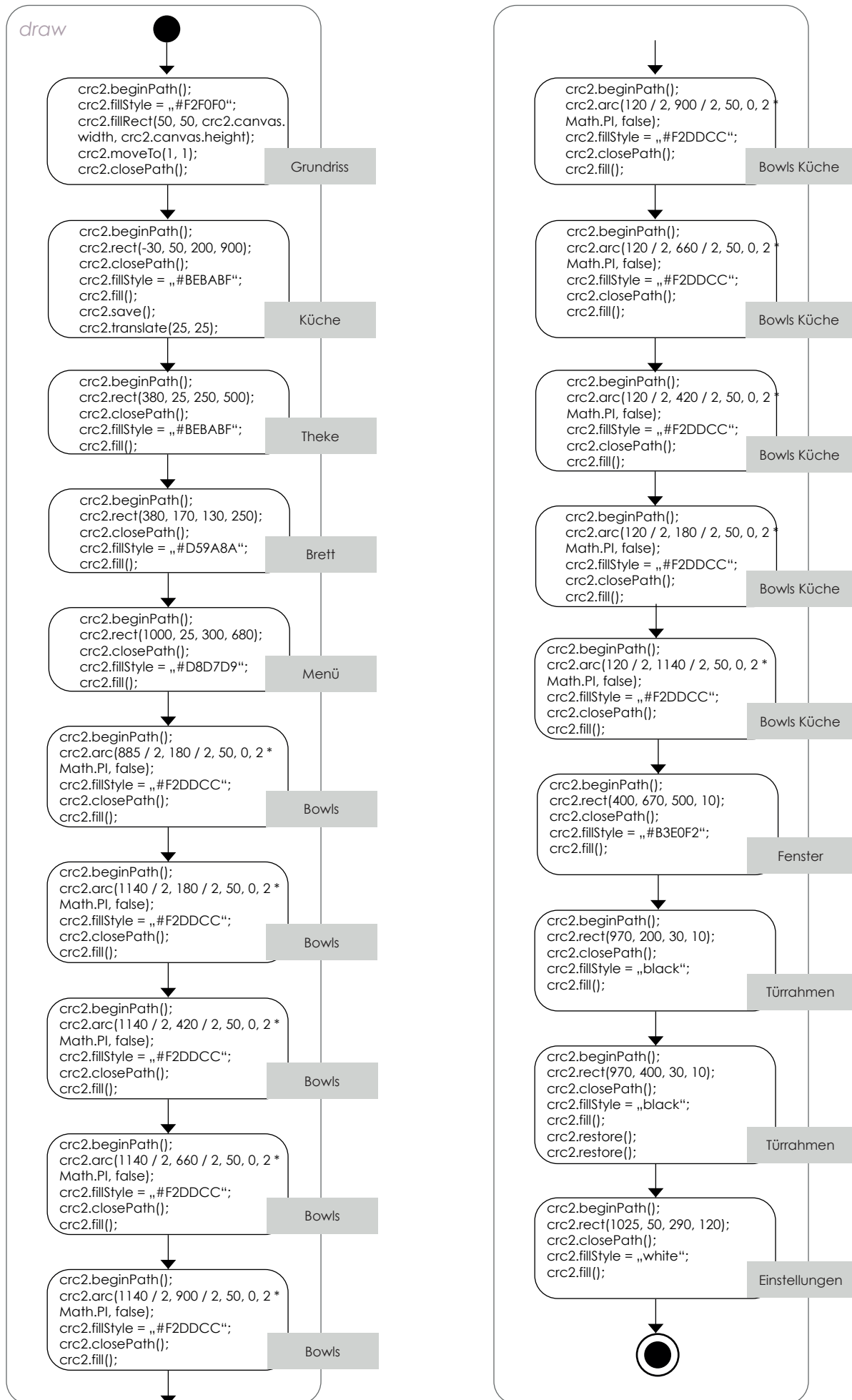


## 4.1) Activity Diagram Gemüse

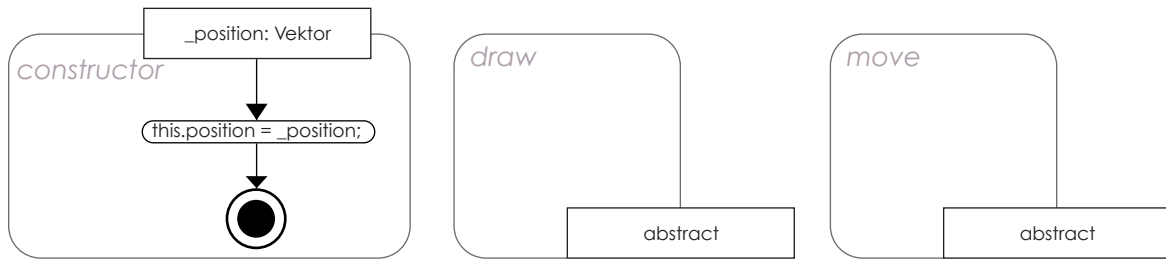




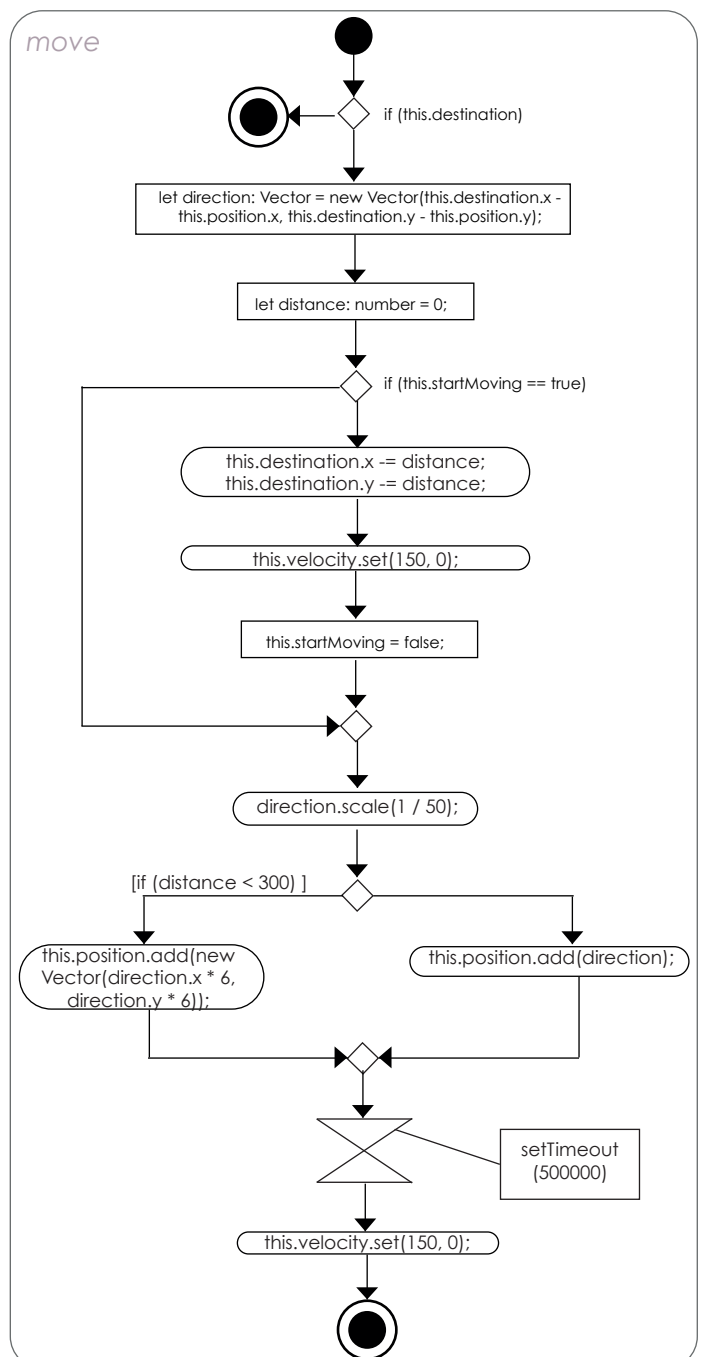
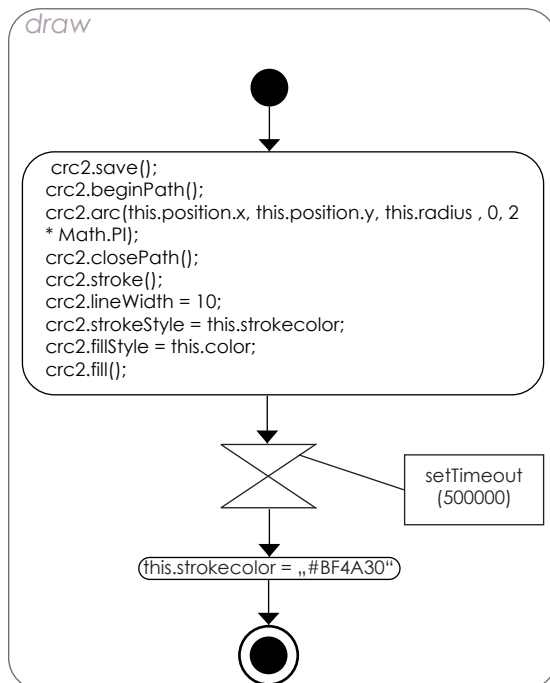
## 5) Laden Methods



## Moveable Methods

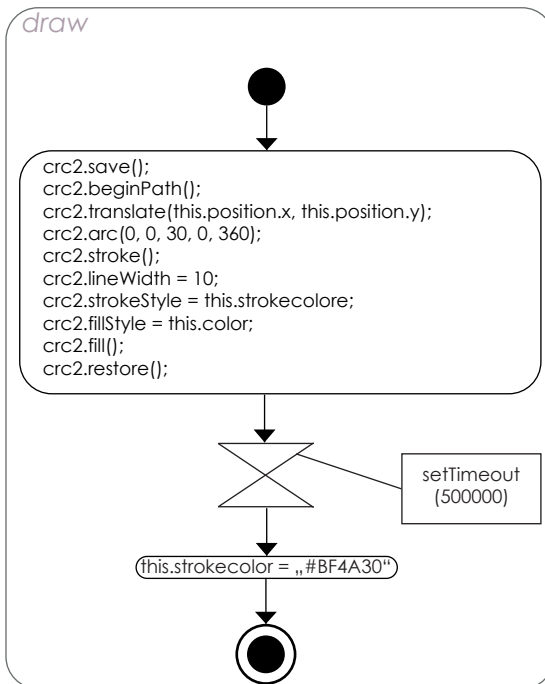


## Ali Methods



## Customer Methods

draw



move

