

Sandwich Truck Project
Team 4

TruckMap
paint(); void
drawLines(); void

TimeComparator
compare(); int

DistanceComparator
compare(); int

Representations

RedHouse
paint(); void
update(); void

TimeStrategy
createRoute(); PriorityQueue

DistanceStrategy
createRoute(); PriorityQueue

Truck
isArrived(); boolean
paint(); void
update(); void

ServiceCenter
paint(); void
update(); void

Location
setDestination(); Location
distance(); double
equals(); boolean
toString(); String

OptionsMenu
createButtons(); void
actionPerformed(); void

TimeStamp
getHours(); int
getMinutes(); int
toString(); String

Order
getAddress(); Address
getTimeStamp(); TimeStamp
convertToLocation(); Location
toString(); String

(abstract)
Sandwich
cost(); double
getDescription(); String

OrderGenerator
generate(int); void
writeToFile(Address,String); void
generateTimeStamp(): String
generateNumberStreetAddress(int): void
generateLetterStreetAddress(int): void

Address
getHouseNumber(): int
getStreet(): String
isValidStreet(String): bool
isValidHouseNumber(int):bool

(abstract)
SandwichDecorator
cost(); double
getDescription(); String

