

User Interface: Hexenkessel

```
<div>
  id = "recipe"
</div>
```

Dein Rezept:
Bogelschlag:
~
Wirkung:
~

<input type="checkbox"/>	slow	B
<input type="checkbox"/>	medium	
<input type="checkbox"/>	fast	

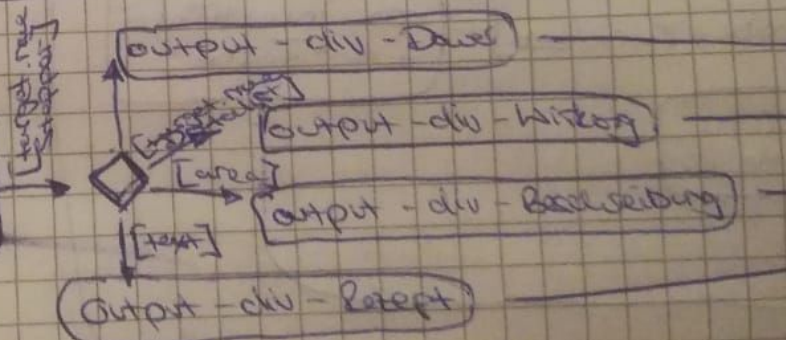
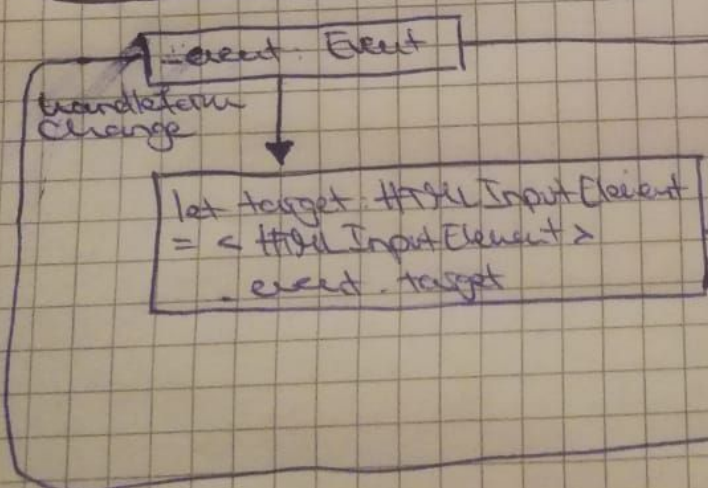
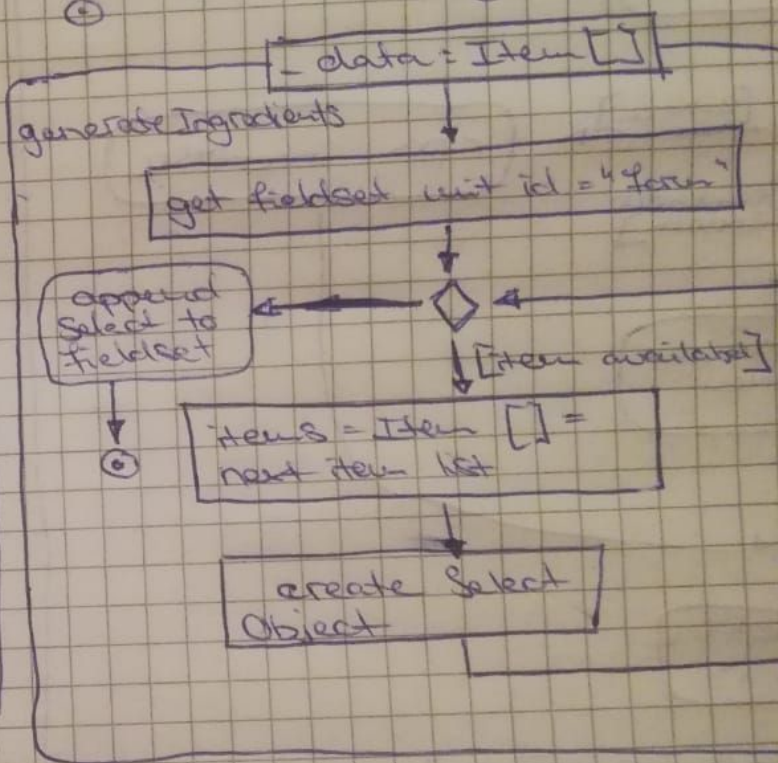
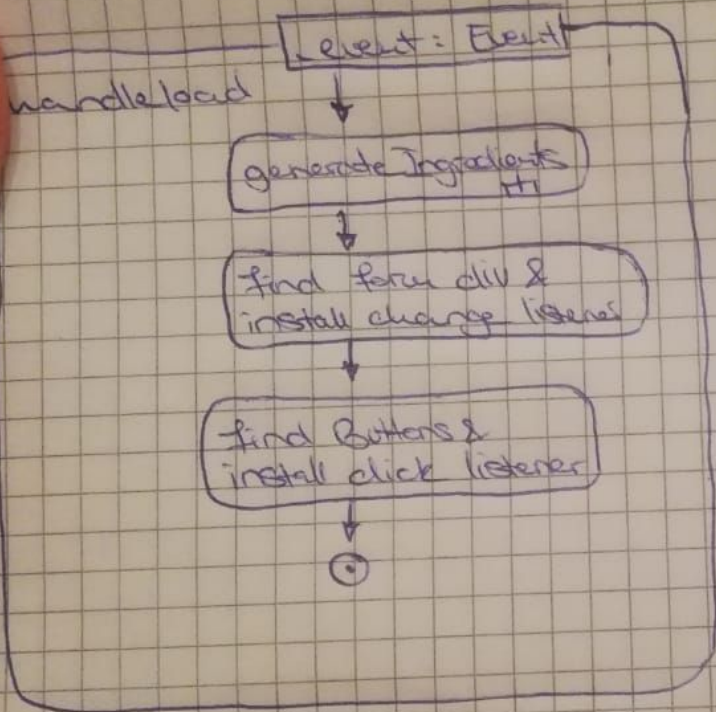
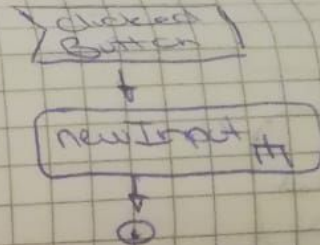
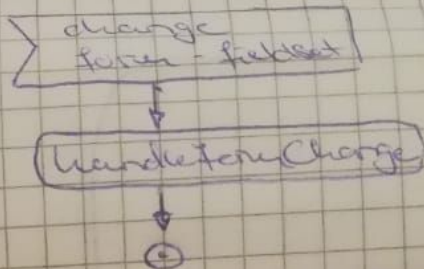
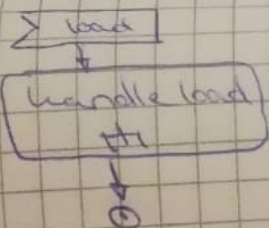
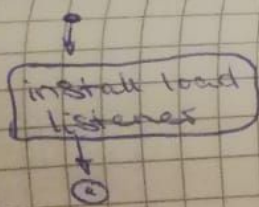
<input type="checkbox"/> fest	
<input type="checkbox"/> schleimig	3
<input type="checkbox"/> dünnflüssig	1

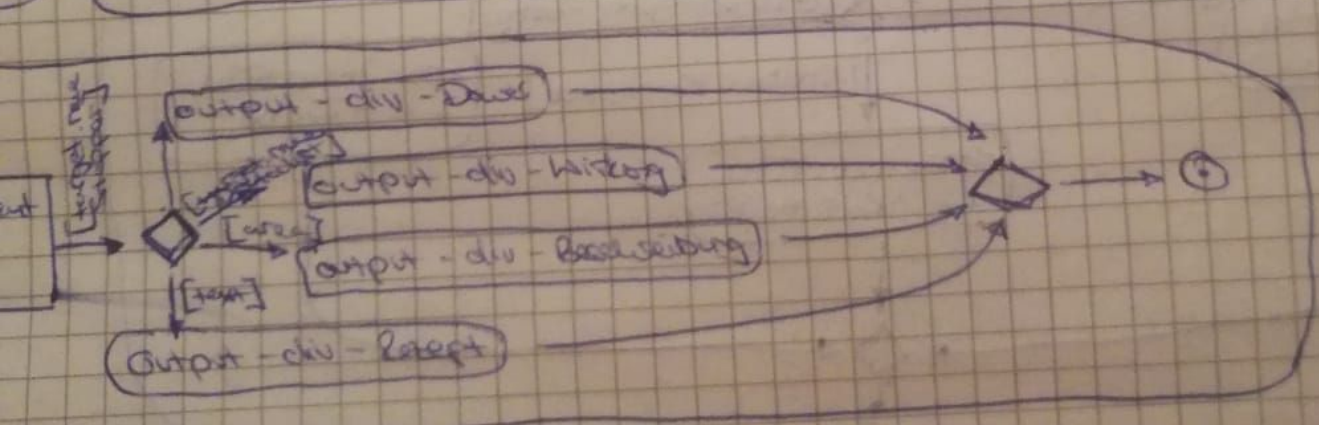
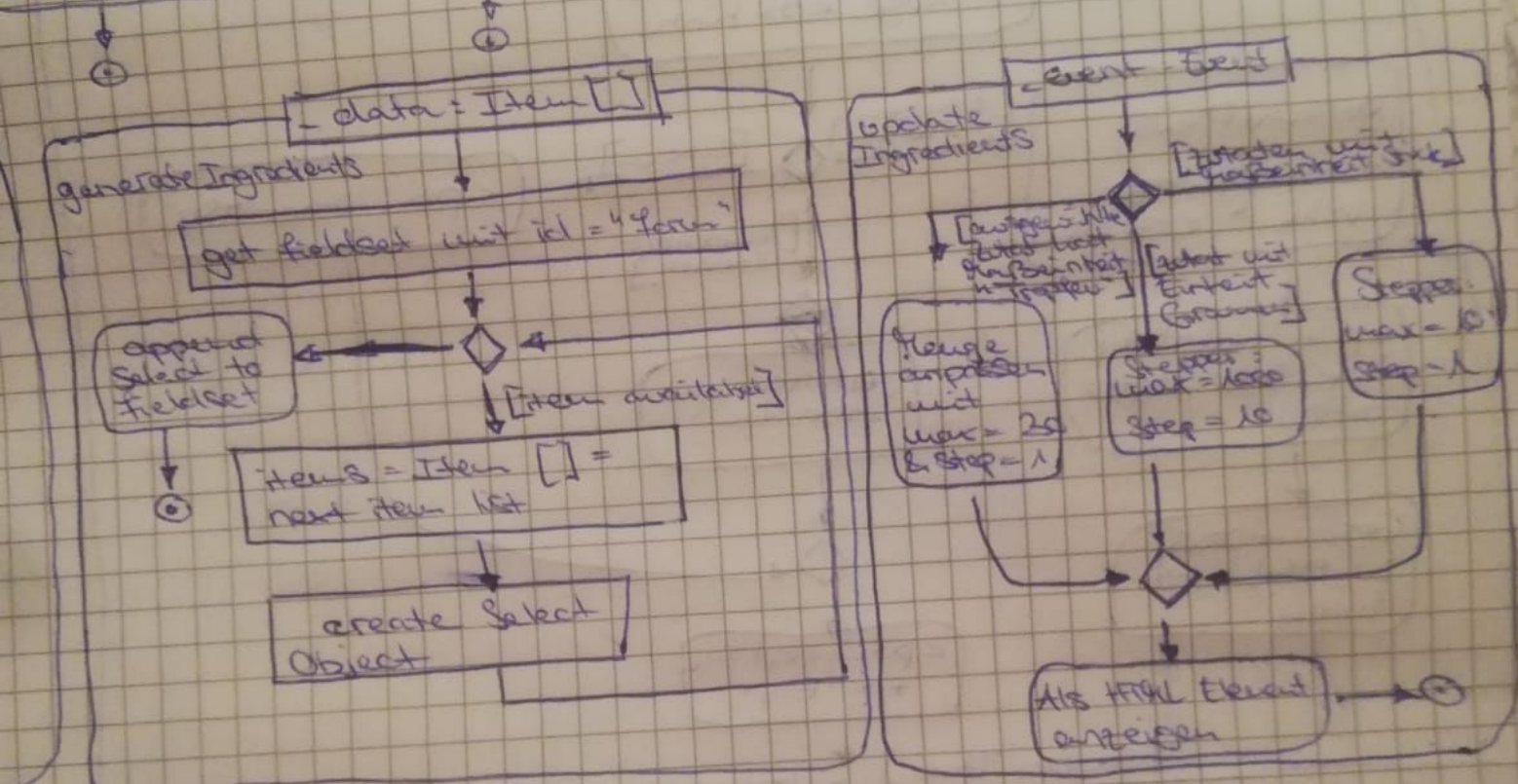
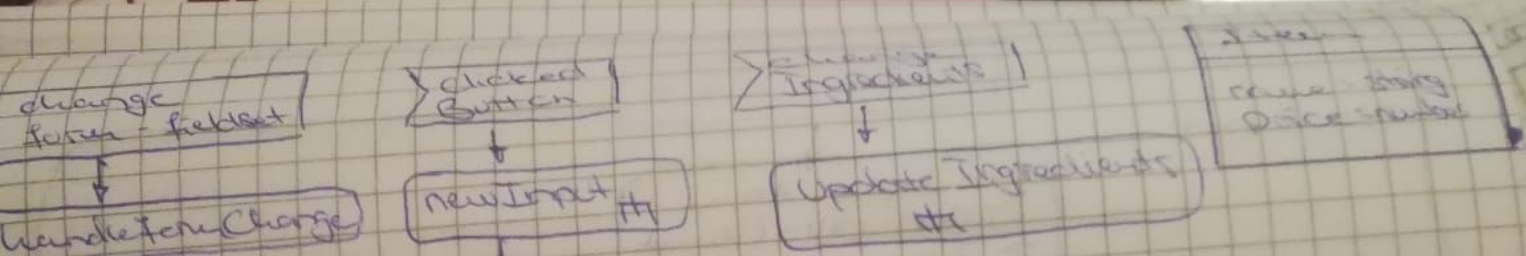
```

☐
type =
"checkbox"

```

Ausführliches
Text:
~
~
~
Gesamtheit
~





client : Event

newInput

get Input from
Order-obj-Element
→ füge <p> hinzu

GesamtPreis
+= menge * einzelpreis

<p>. innerHTML
füge Mengestepper
hinzu

GesamtPreis
zu HTML hinzu-
fügen

[Zurück
hinzu]

[Löschen]

<p>. innerHTML

[Temperatur
ändern]

"erhitzen" oder
"abkühlen"

<p>. innerHTML
+= "bis"

[Endbe- Dauer]

[Endbedingung Farbe]

<p>. innerHTML
+= "Dauer"

[Endbe- Konsistent]

<p>. innerHTML
+= "Farbe"

<p>. innerHTML
+= "Konsistent"

