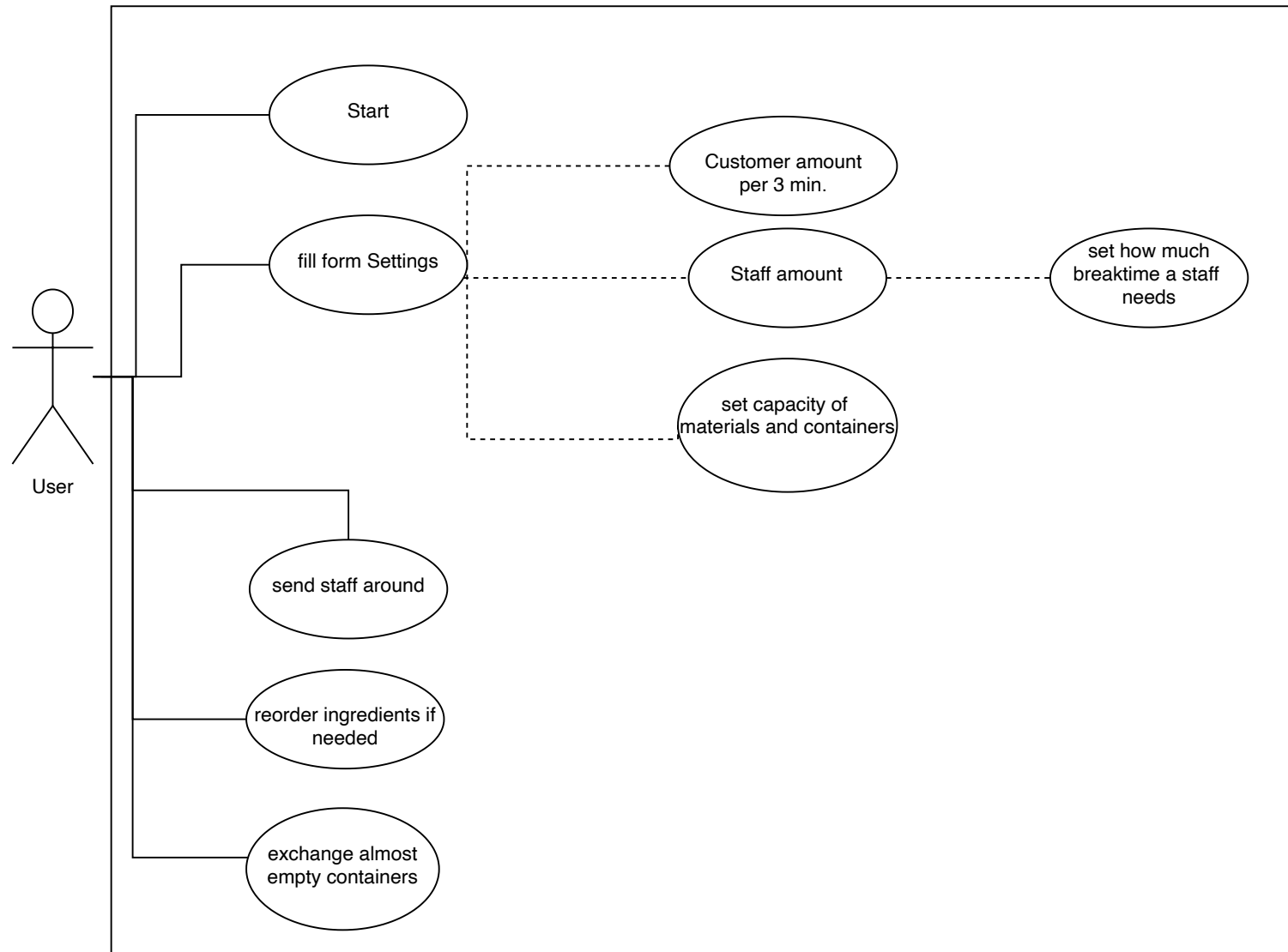


Abschlussarbeit W21

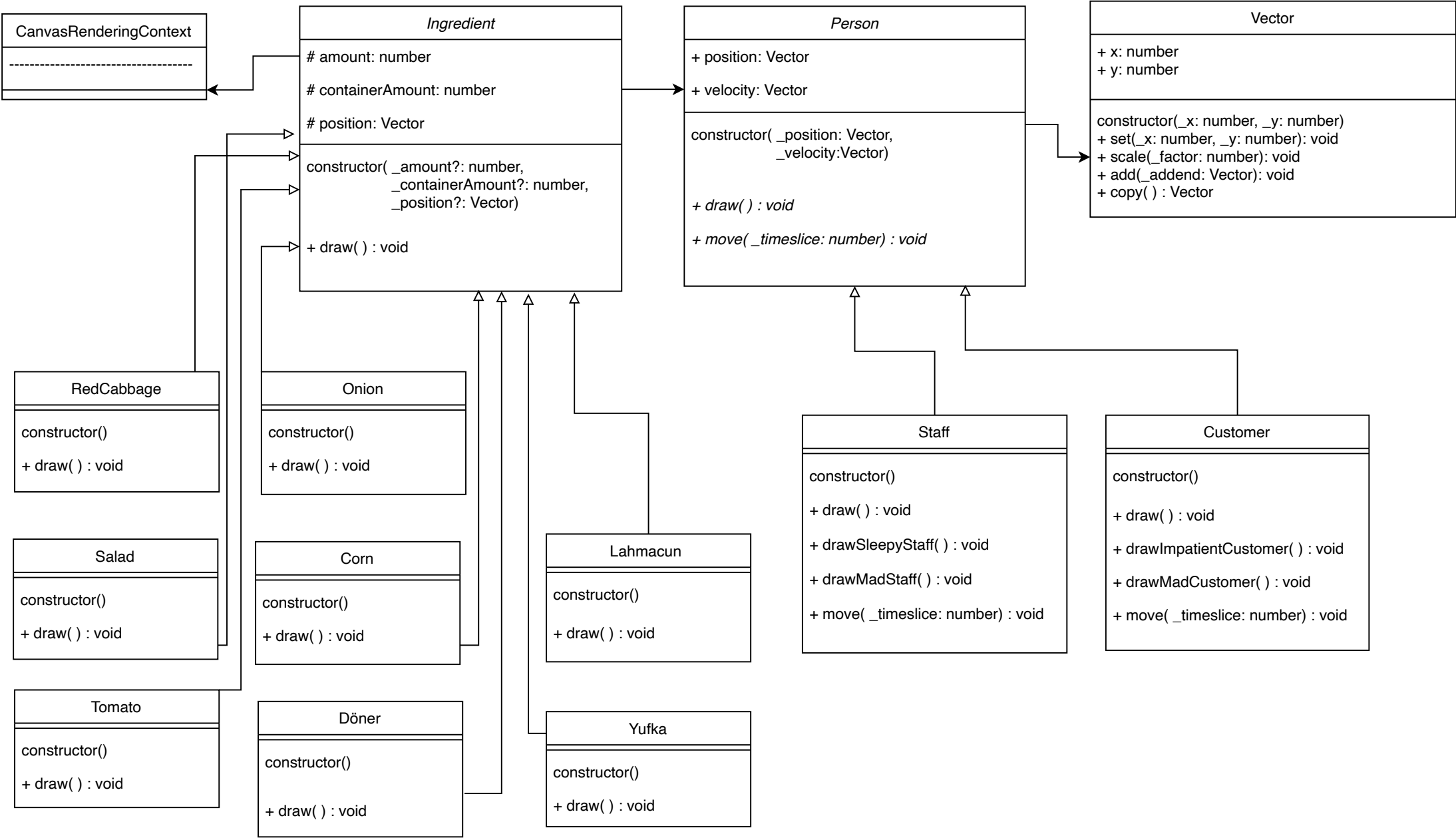
Döner-Trainer

Neslisah Koc / MKB2 / 270155

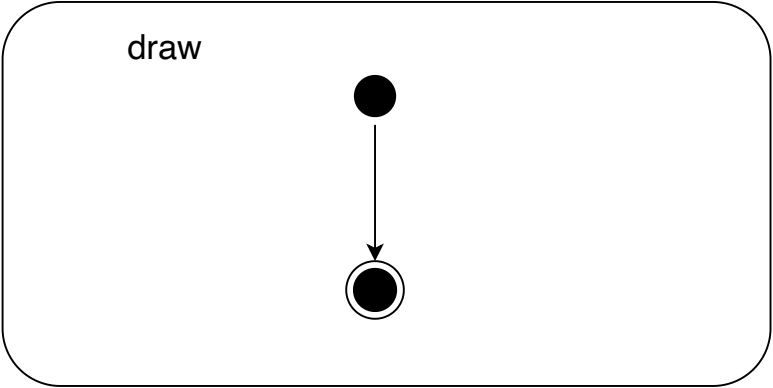
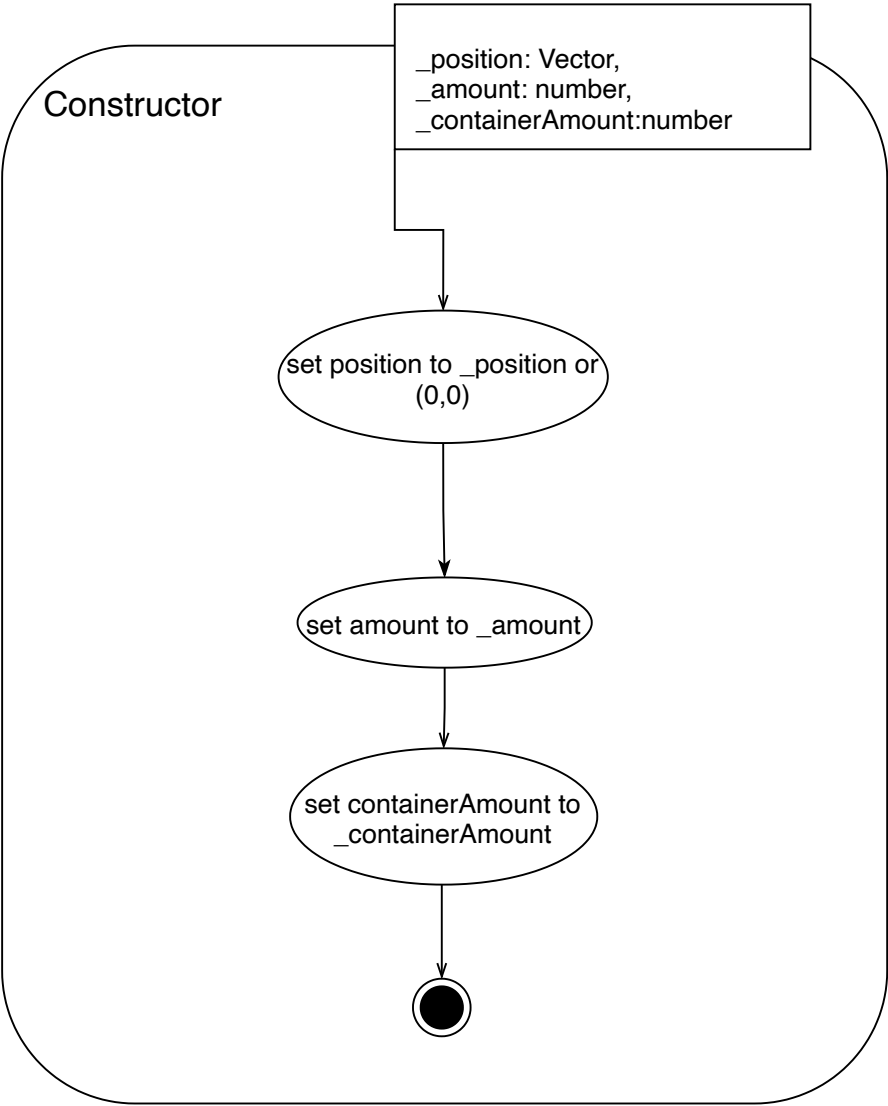
Zusammenarbeit mit : Verena Rothweiler / MKB2 / 270156



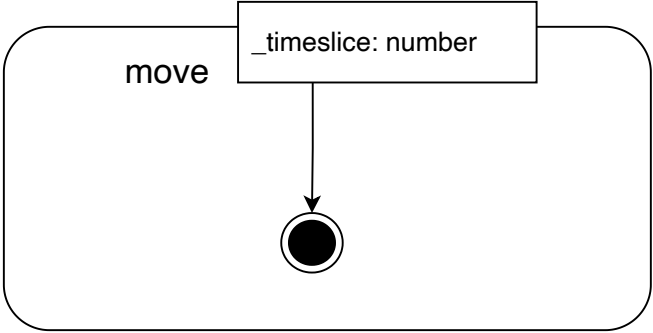
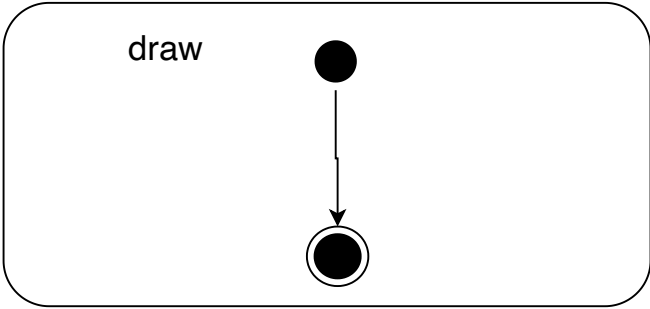
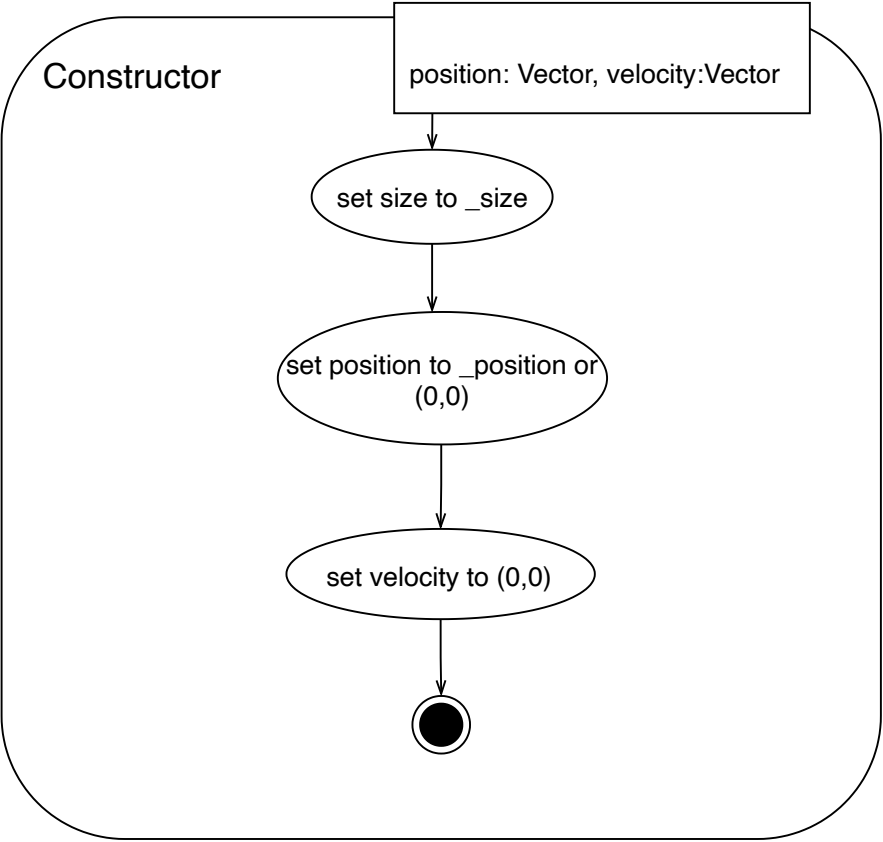
Class Diagram



Ingredient: Activity Diagram

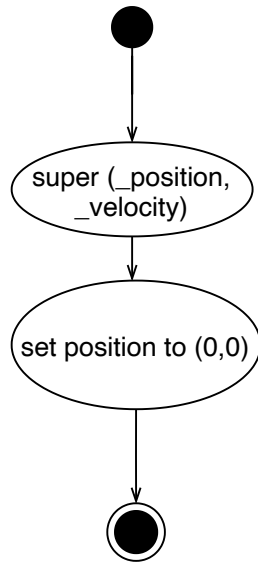


Person: Activity Diagram

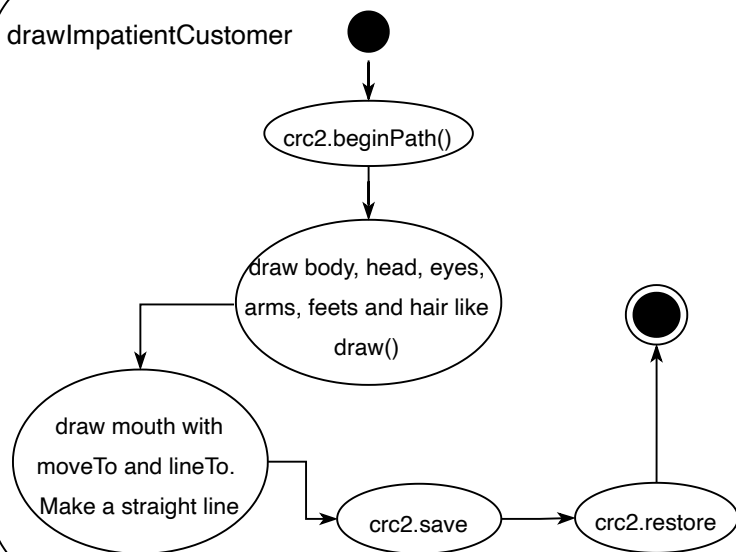


Customer: Activity Diagram

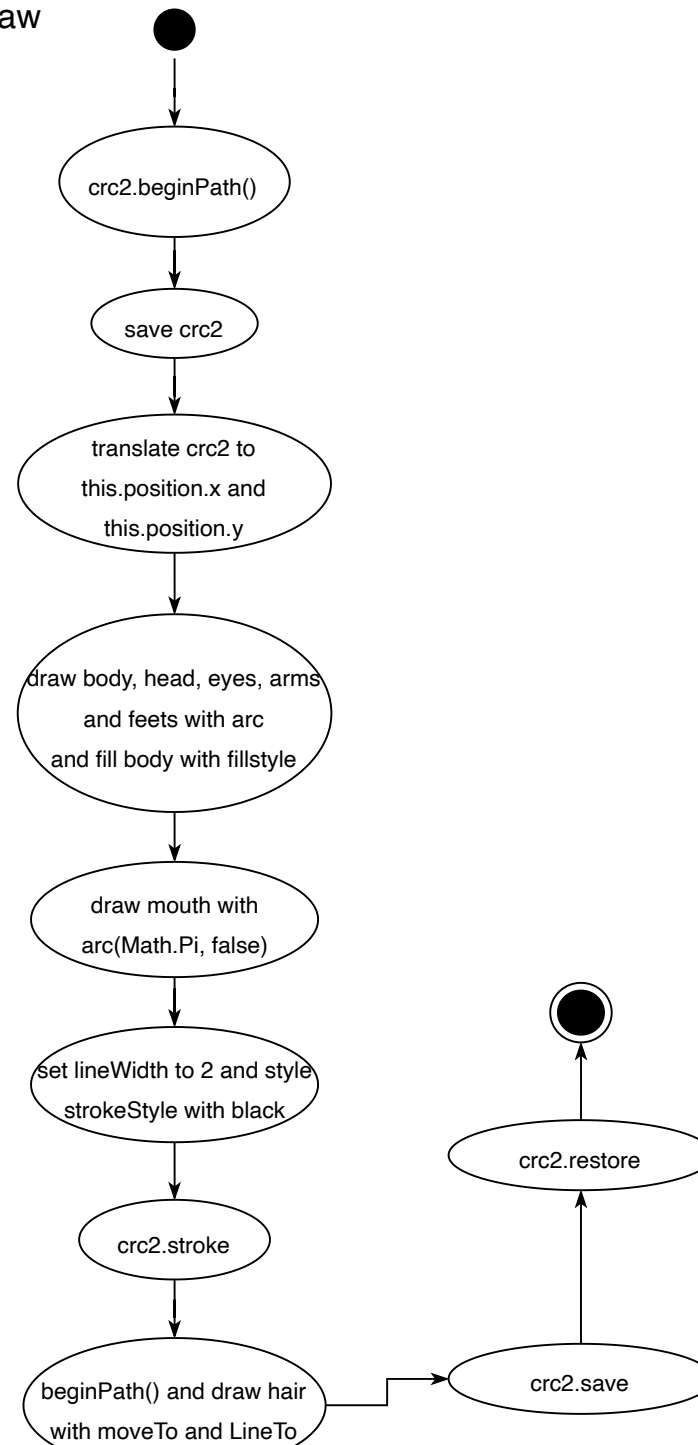
Constructor

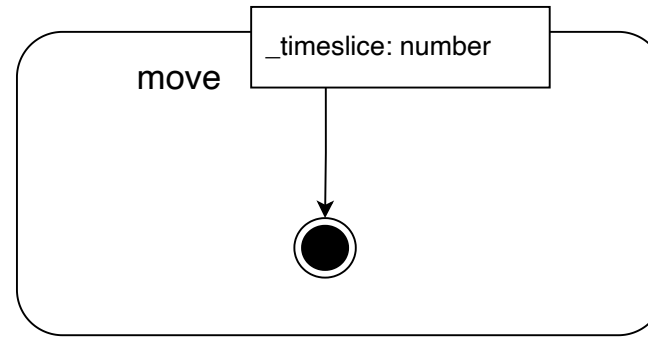
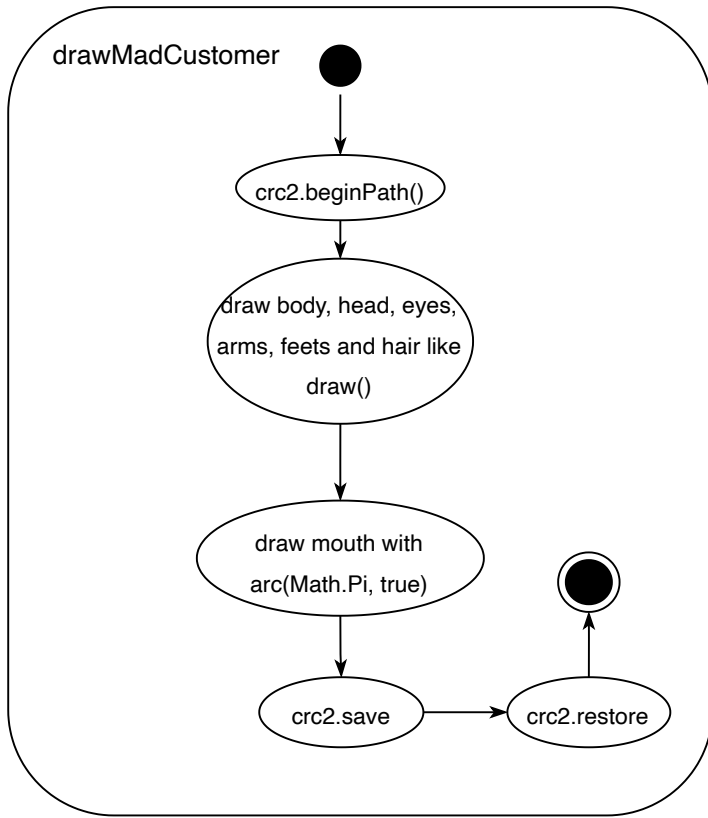


drawImpatientCustomer



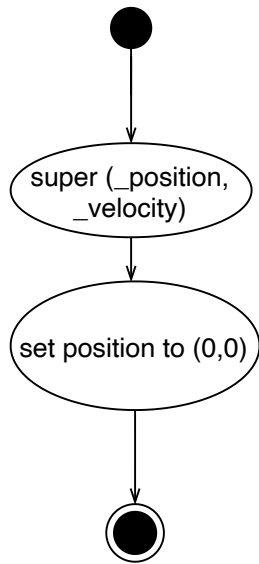
draw



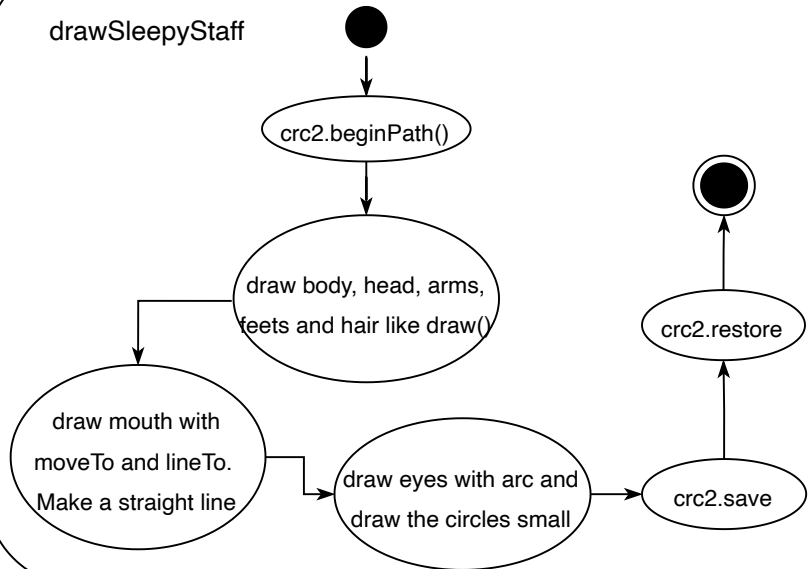


Staff: Activity Diagram

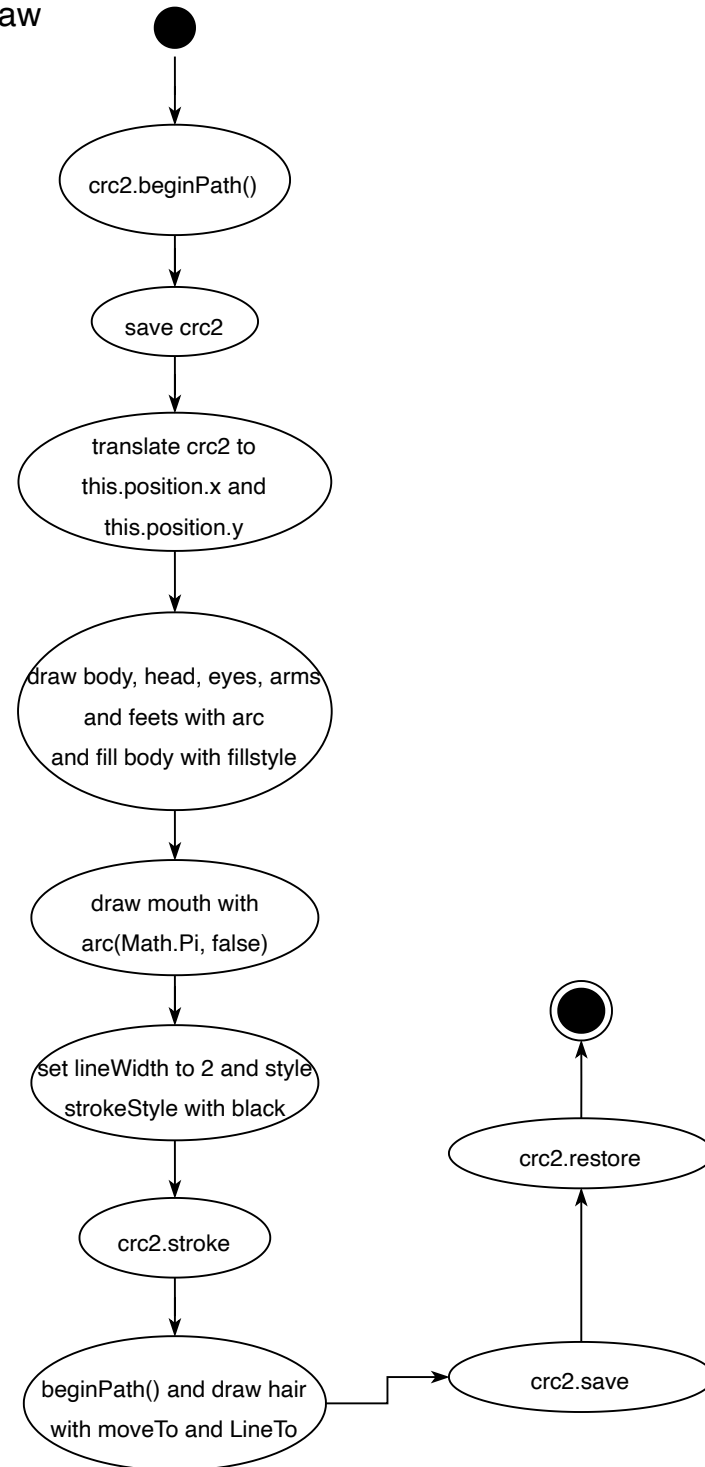
Constructor

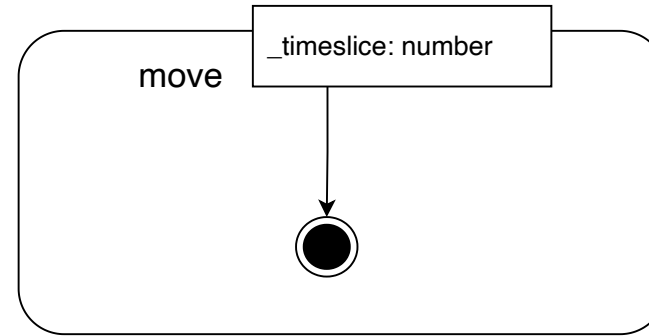
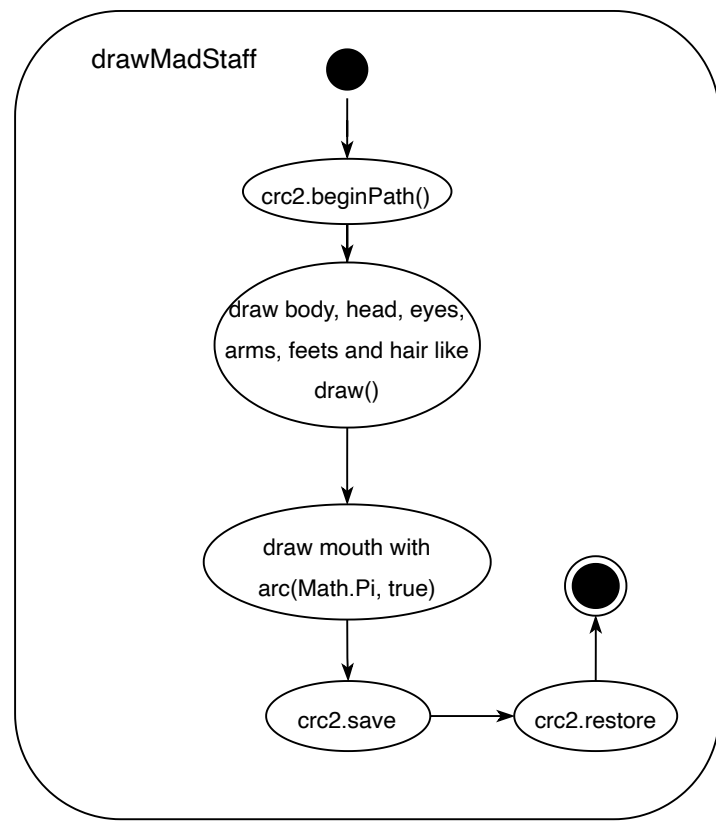


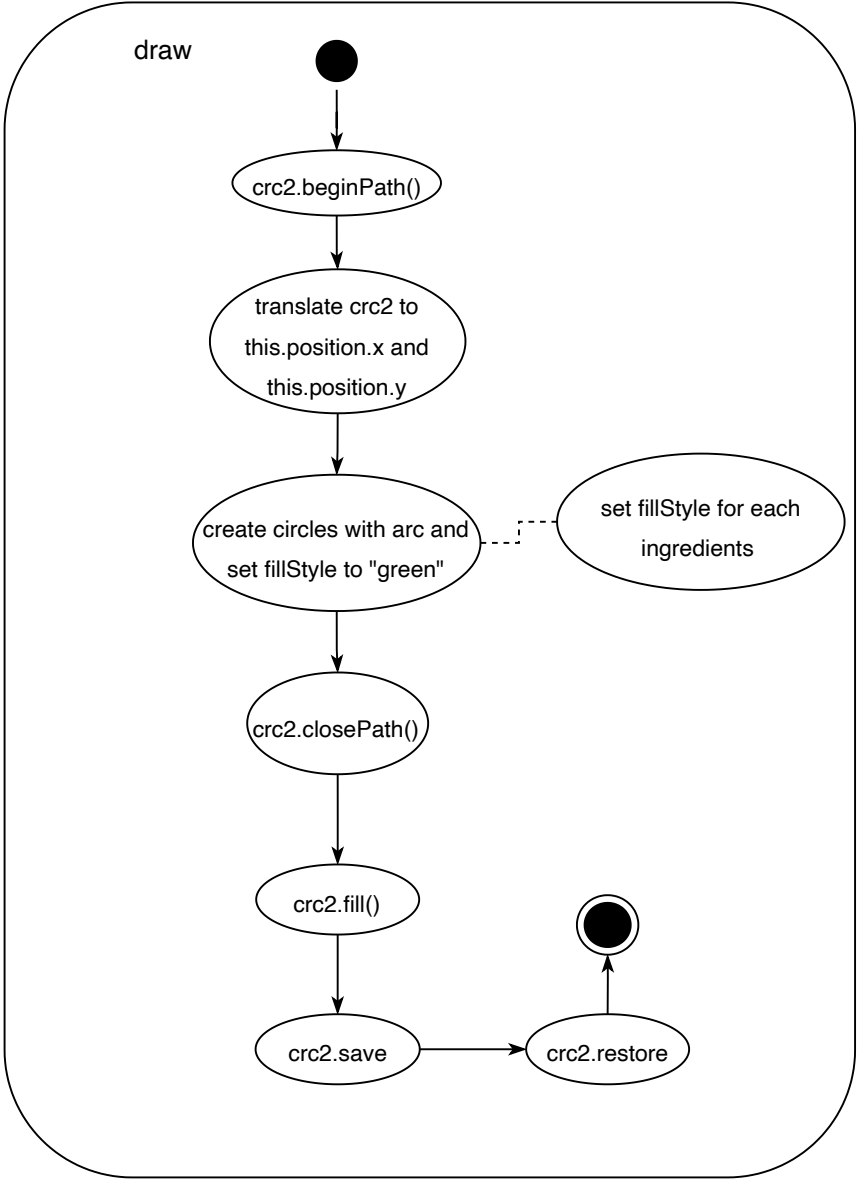
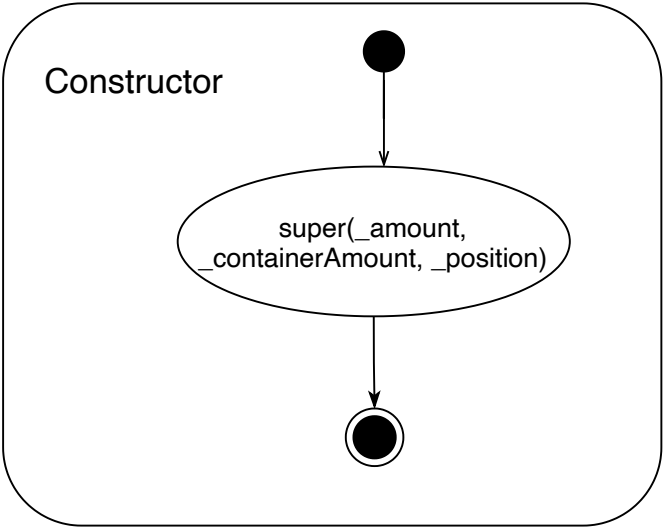
drawSleepyStaff

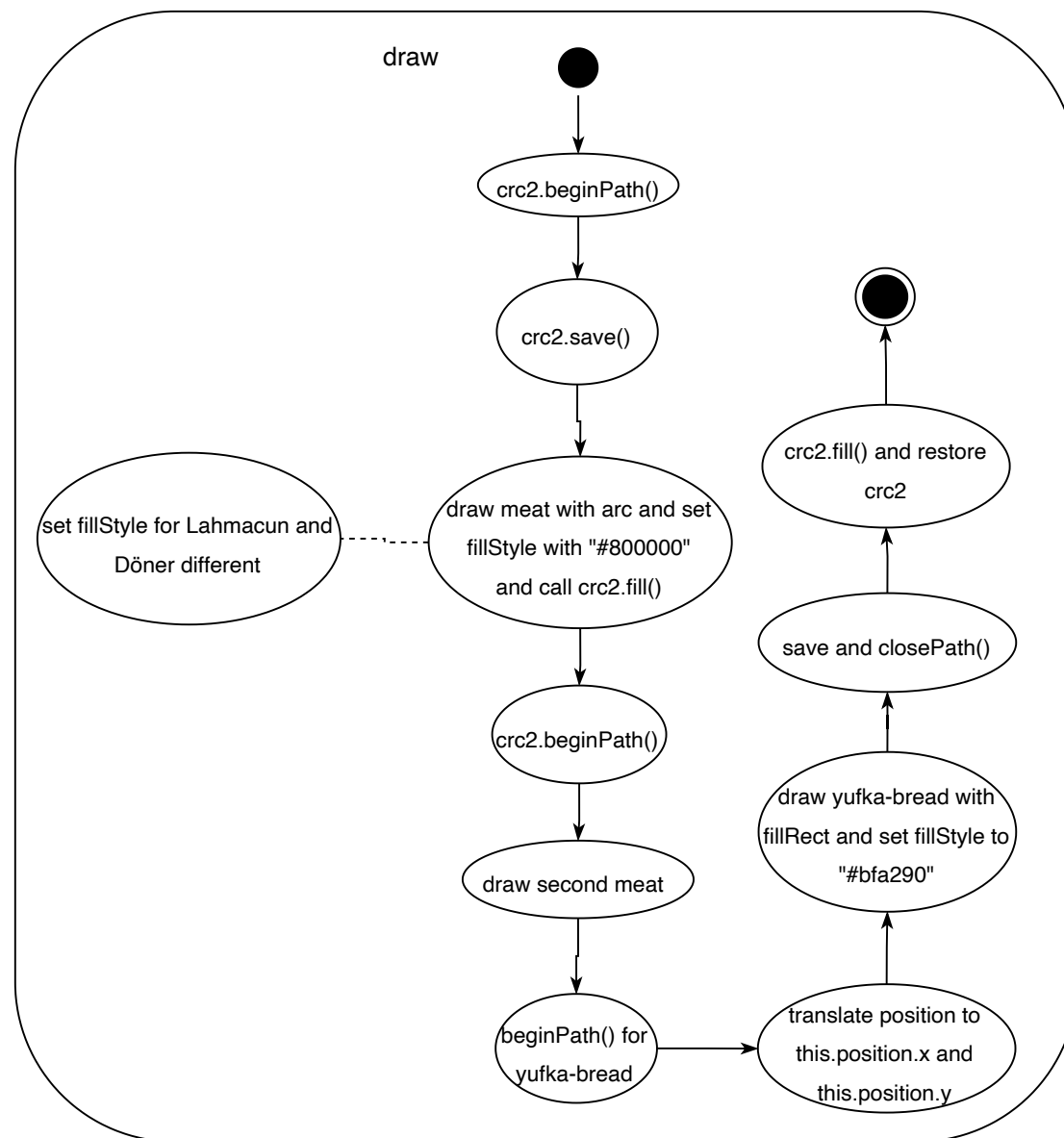
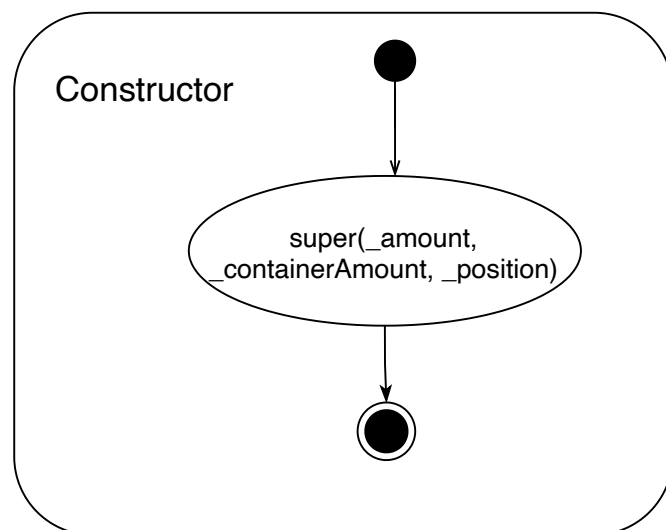


draw

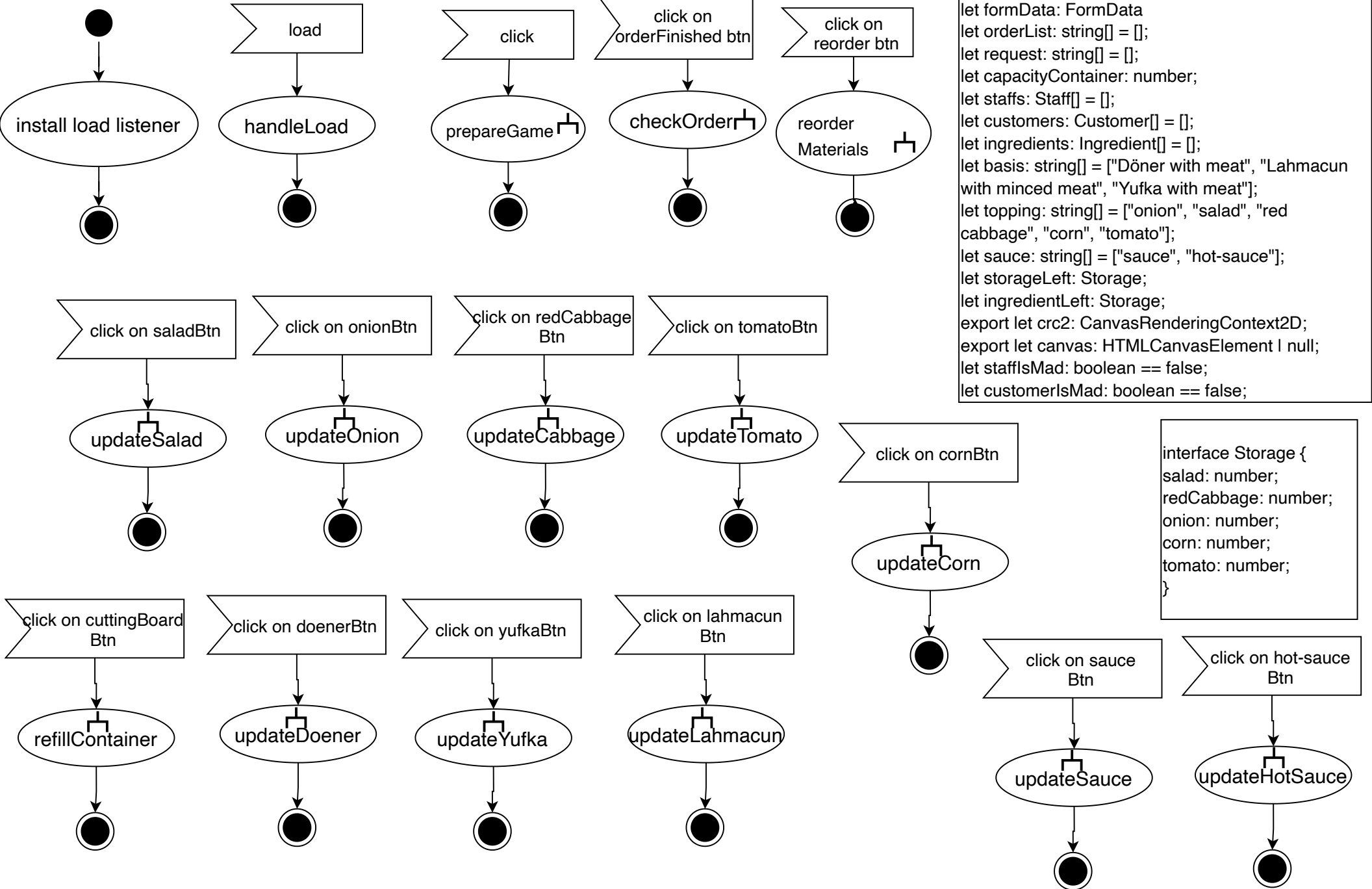








Activity Diagram: Main

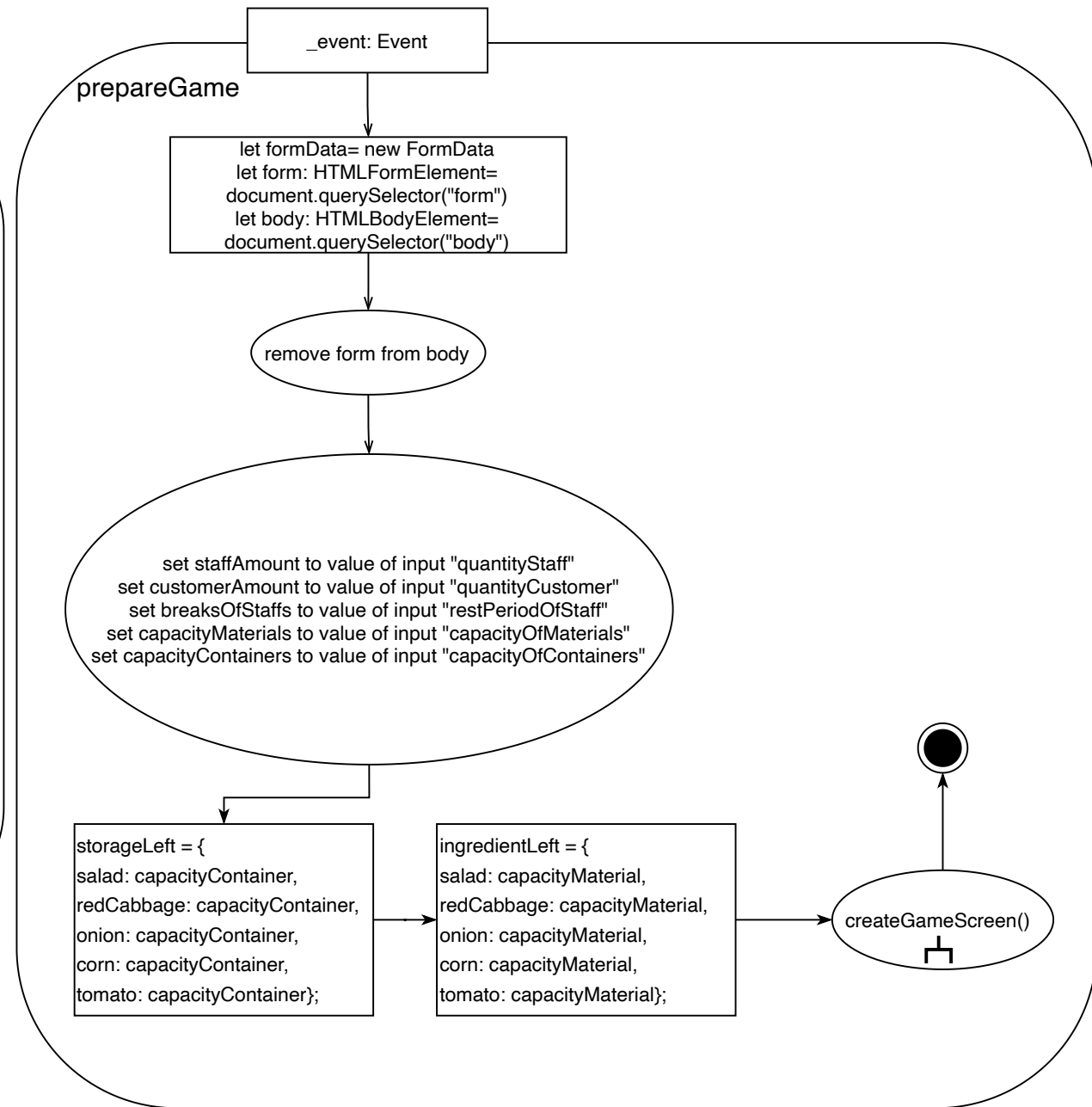
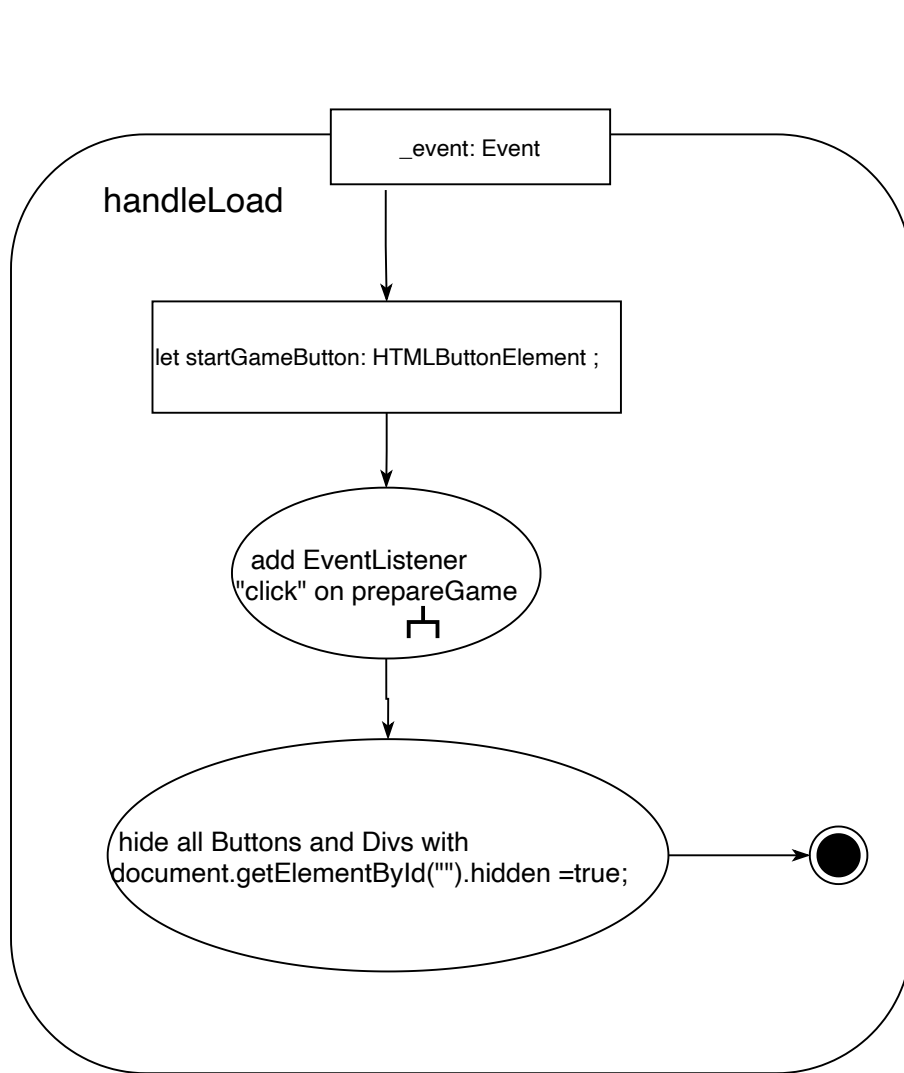


```

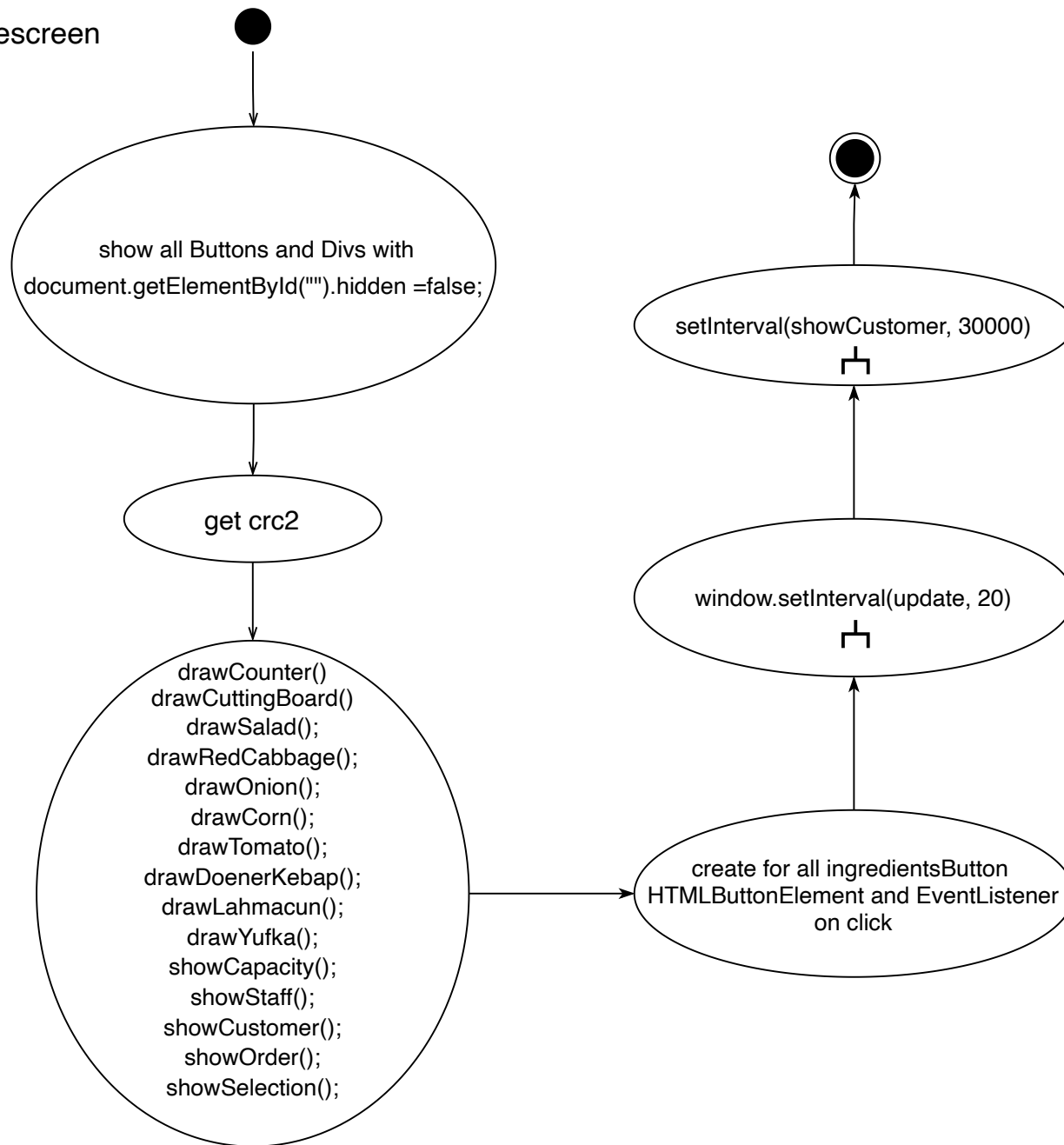
let staffAmount: number
let customerAmount: number
let breakofStaff: number
let capacityMaterial: number
let formData: FormData
let orderList: string[] = [];
let request: string[] = [];
let capacityContainer: number;
let staffs: Staff[] = [];
let customers: Customer[] = [];
let ingredients: Ingredient[] = [];
let basis: string[] = ["Döner with meat", "Lahmacun with minced meat", "Yufka with meat"];
let topping: string[] = ["onion", "salad", "red cabbage", "corn", "tomato"];
let sauce: string[] = ["sauce", "hot-sauce"];
let storageLeft: Storage;
let ingredientLeft: Storage;
export let crc2: CanvasRenderingContext2D;
export let canvas: HTMLCanvasElement | null;
let staffsMad: boolean == false;
let customerIsMad: boolean == false;
  
```

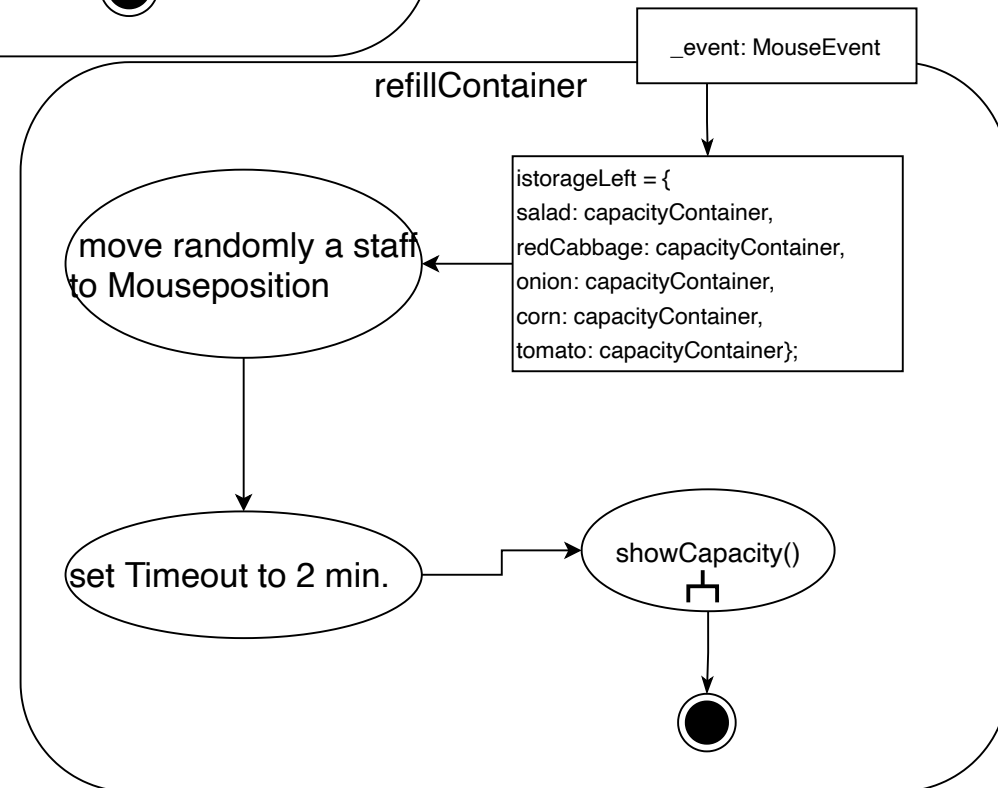
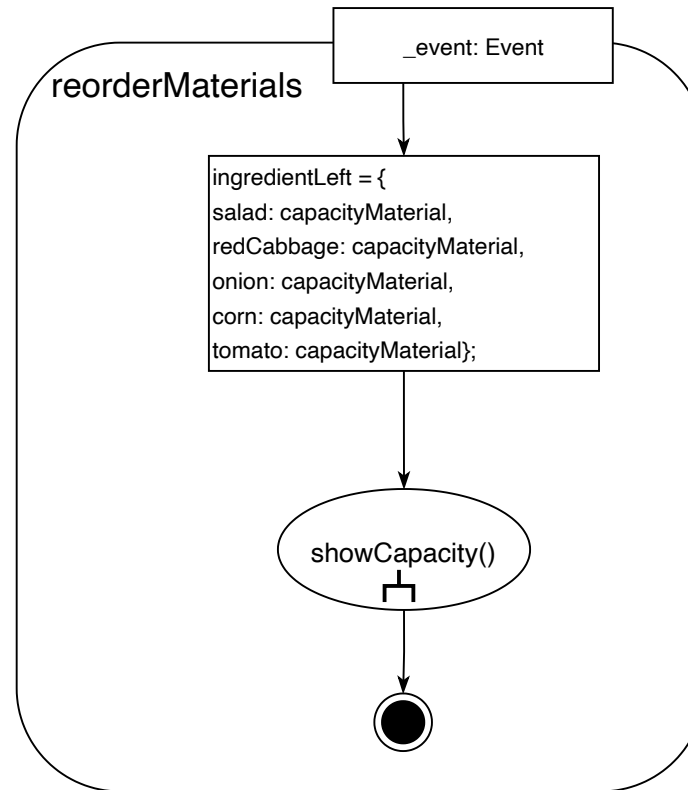
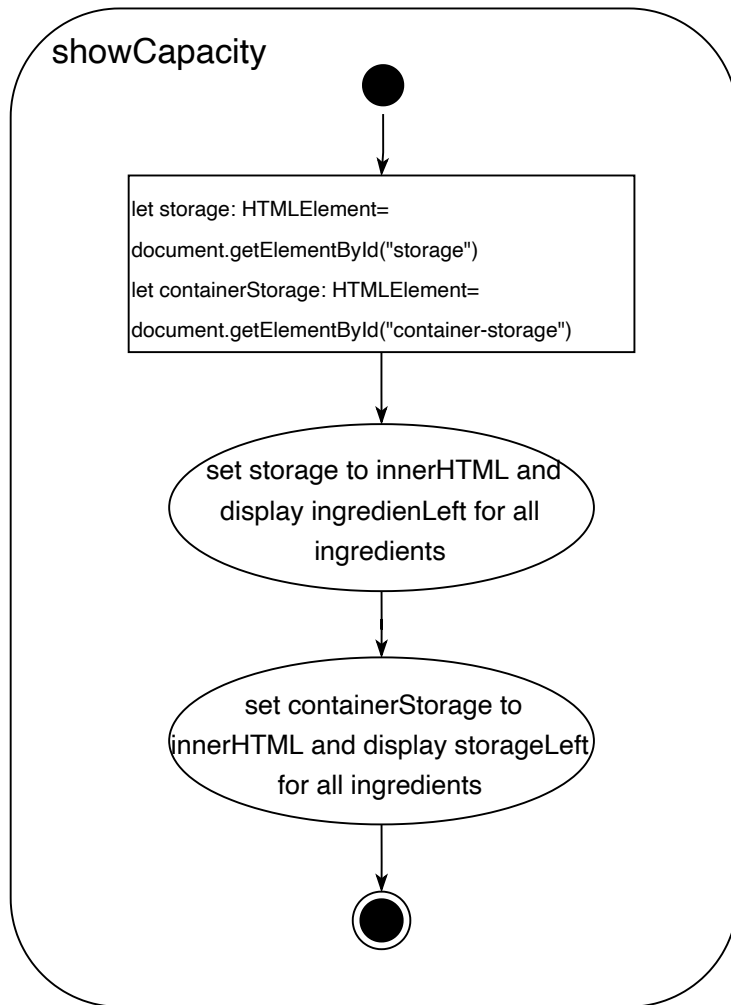
```

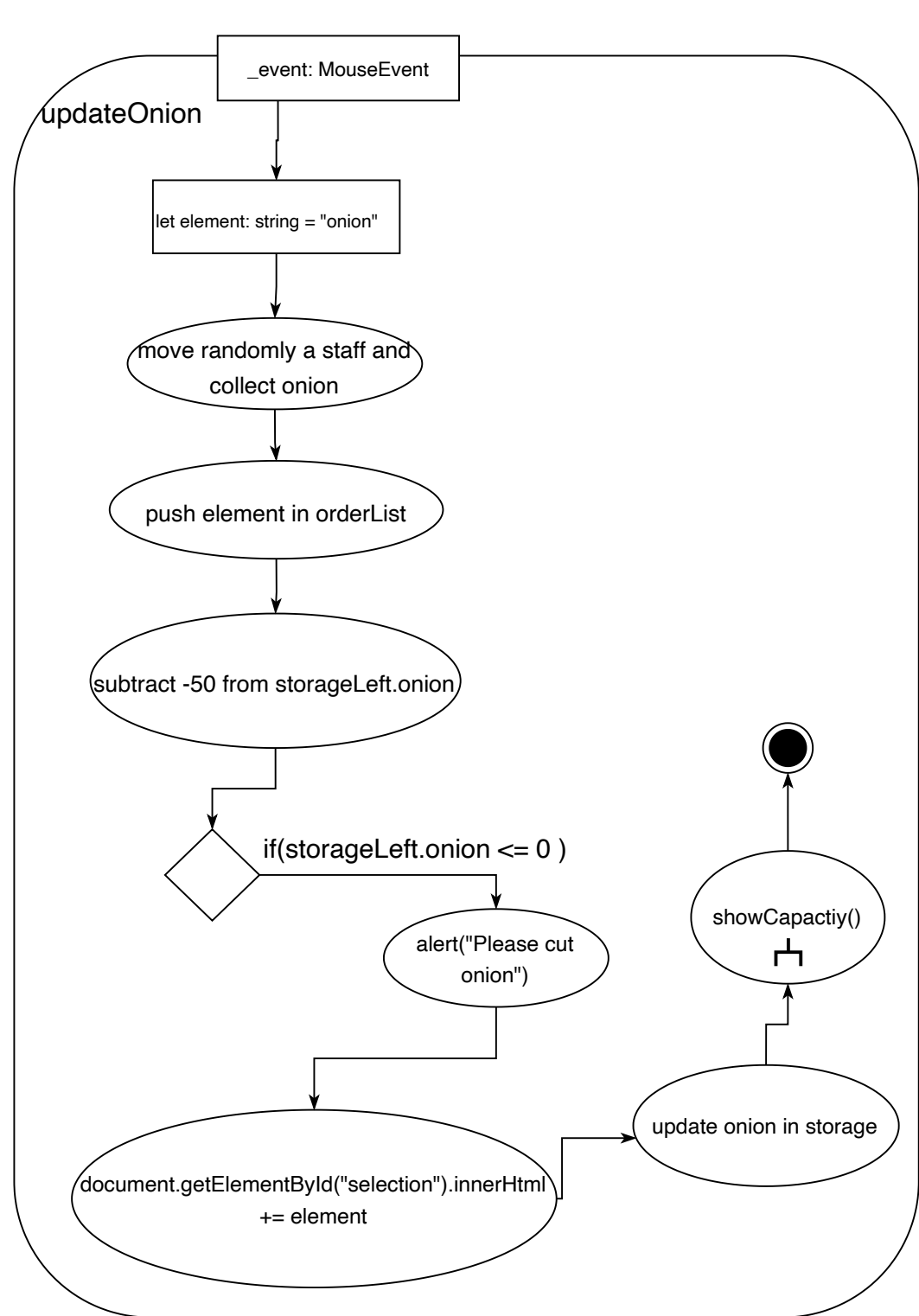
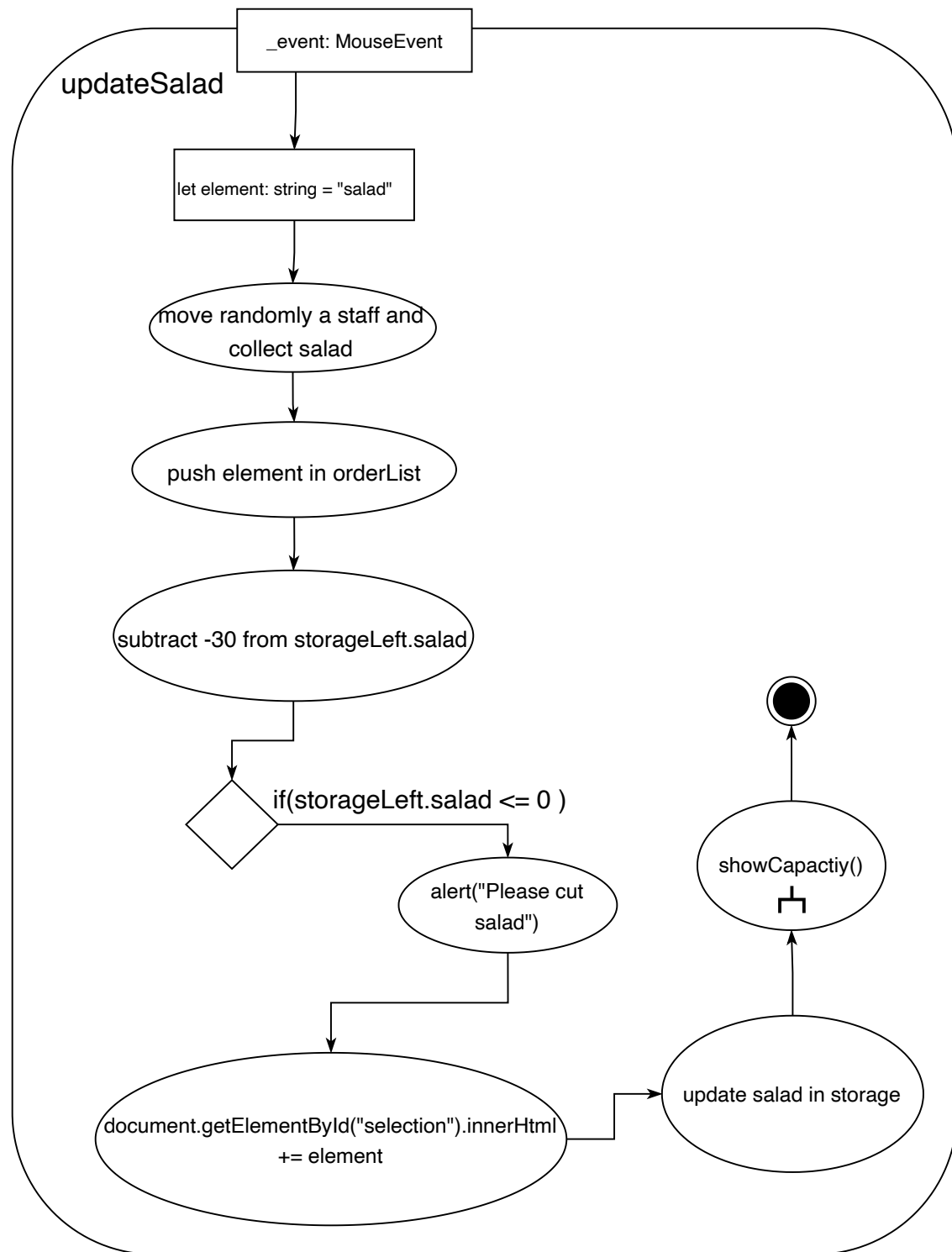
interface Storage {
  salad: number;
  redCabbage: number;
  onion: number;
  corn: number;
  tomato: number;
}
  
```

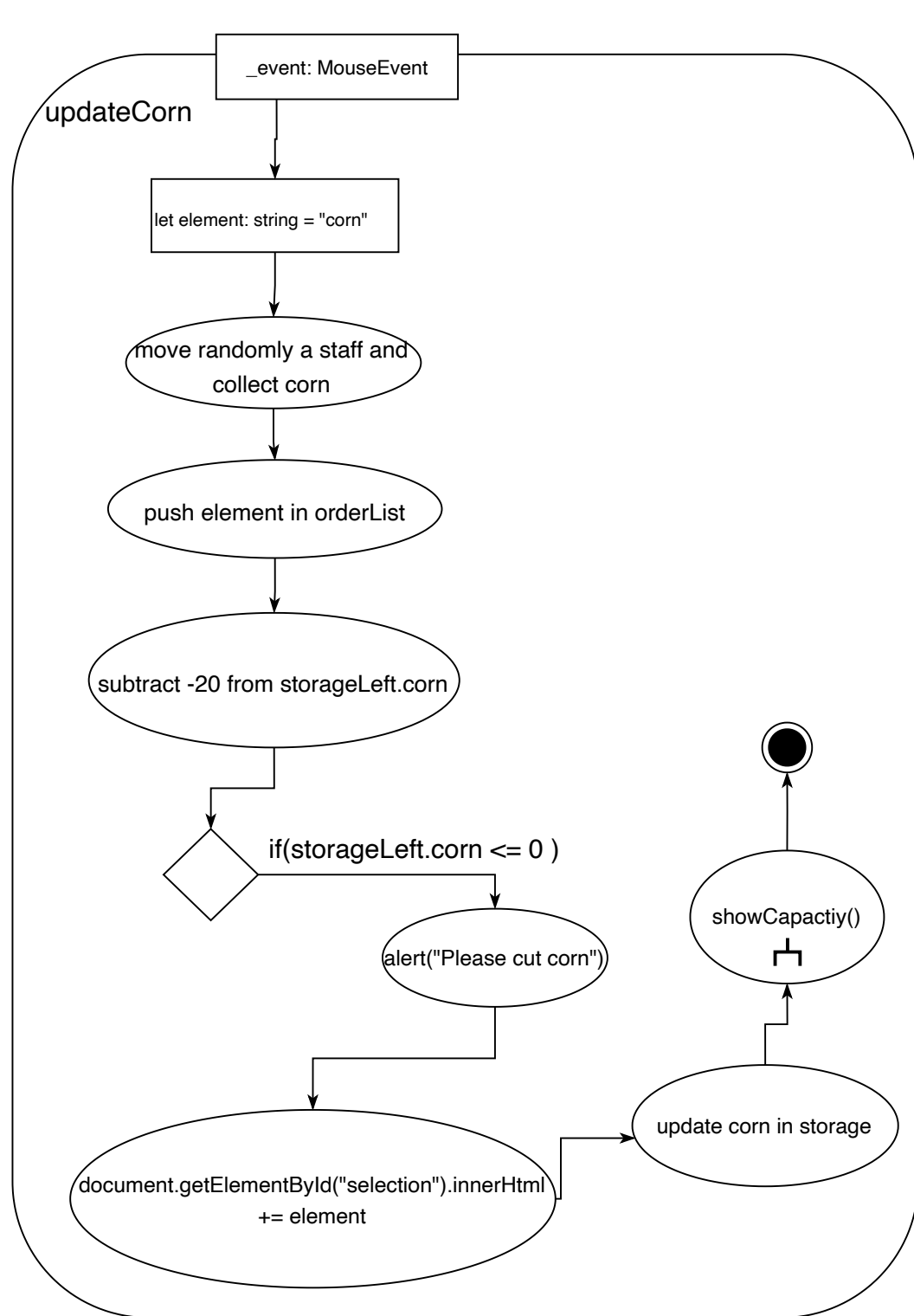
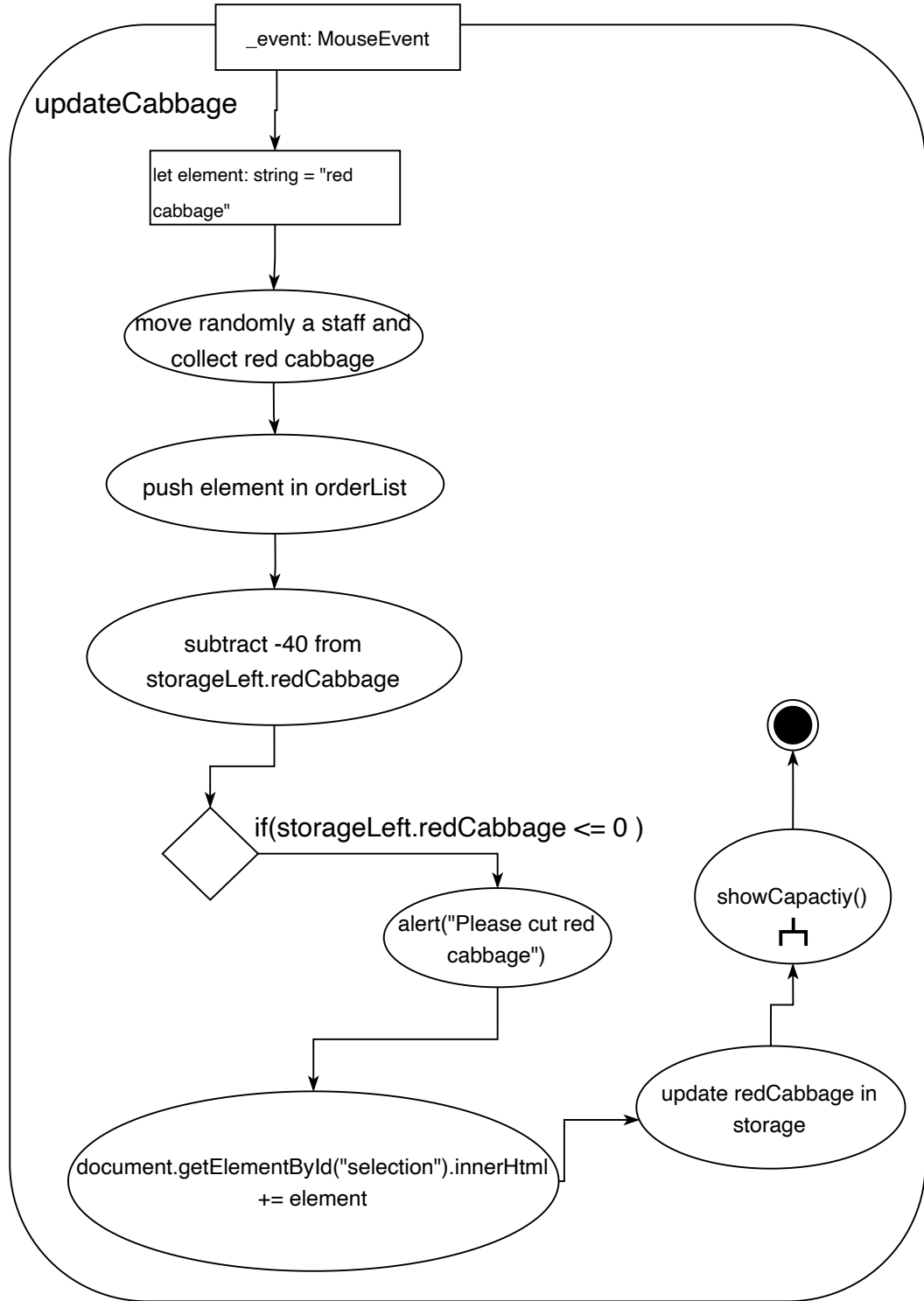


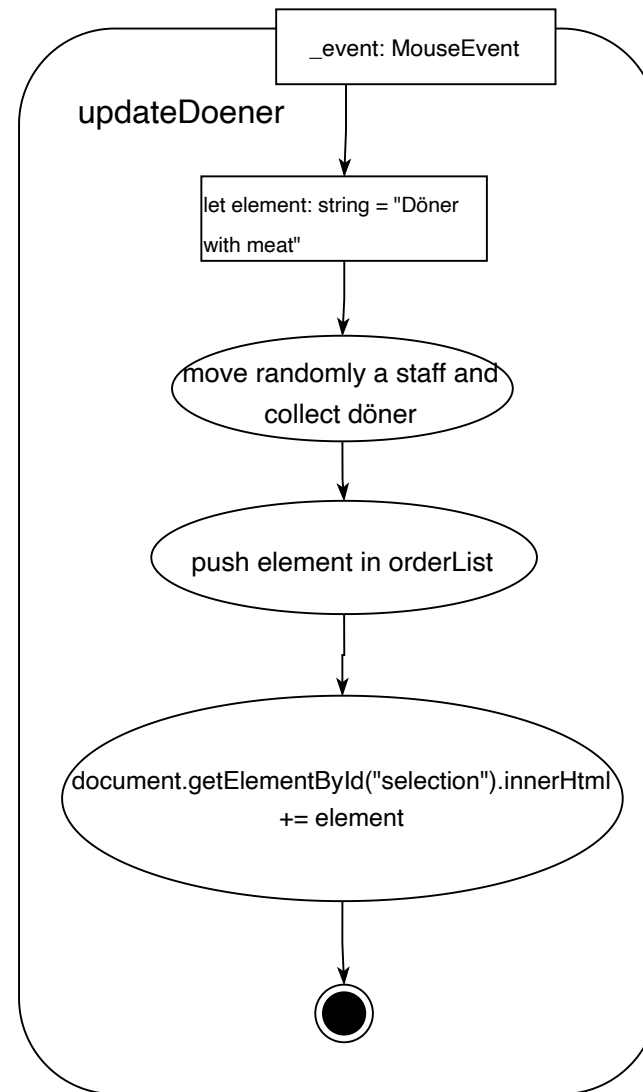
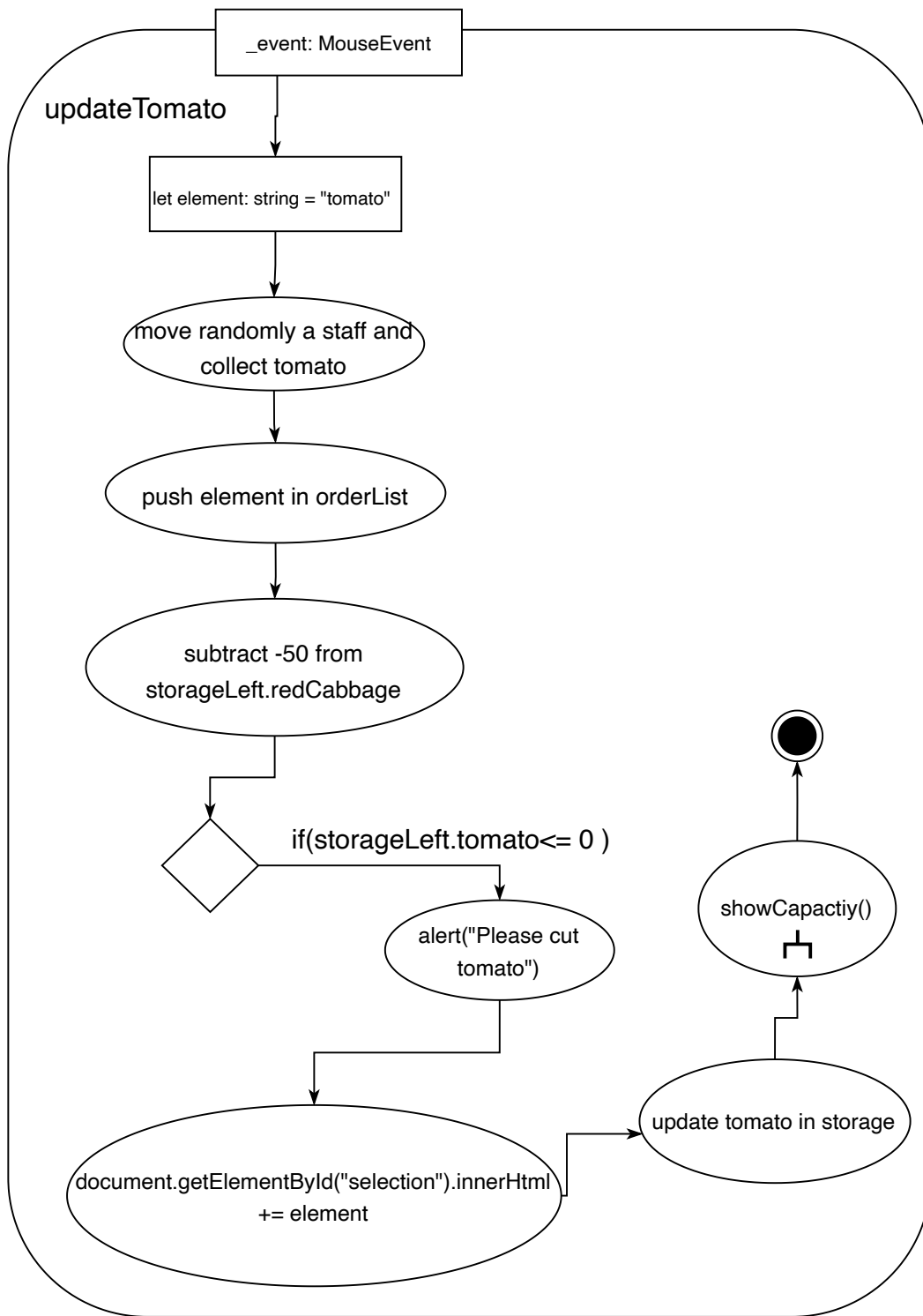
create Gamescreen

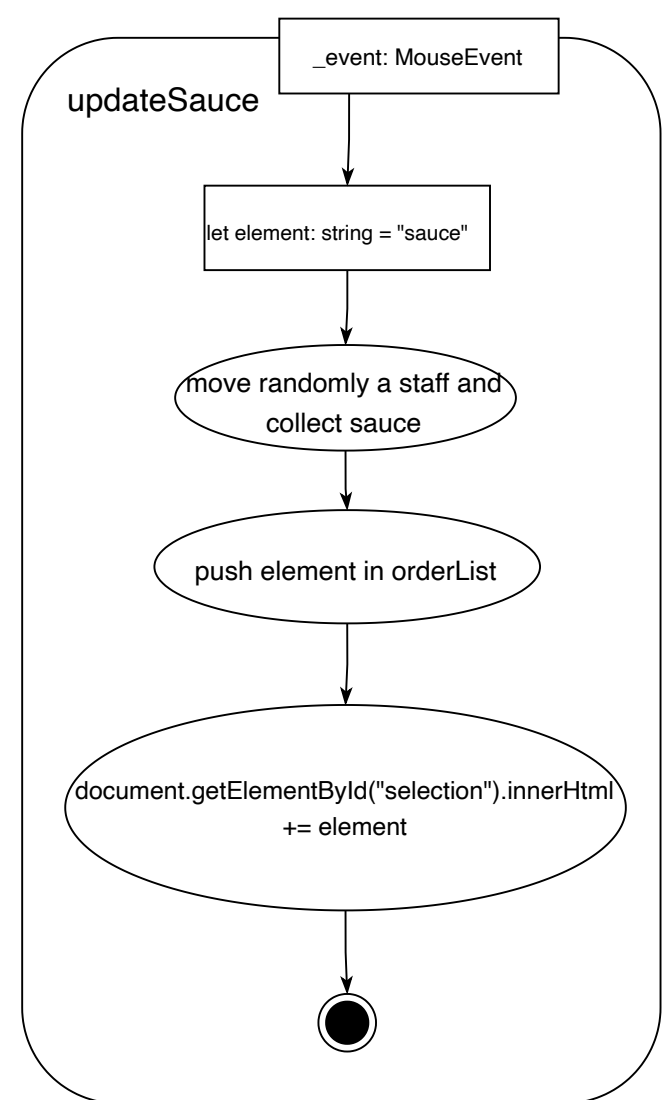
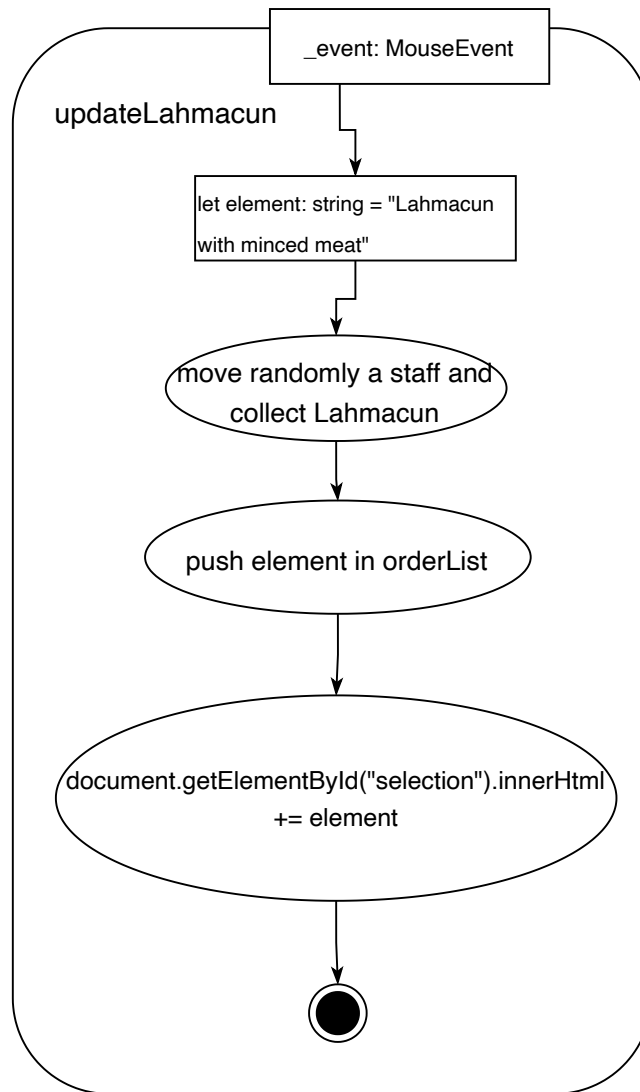
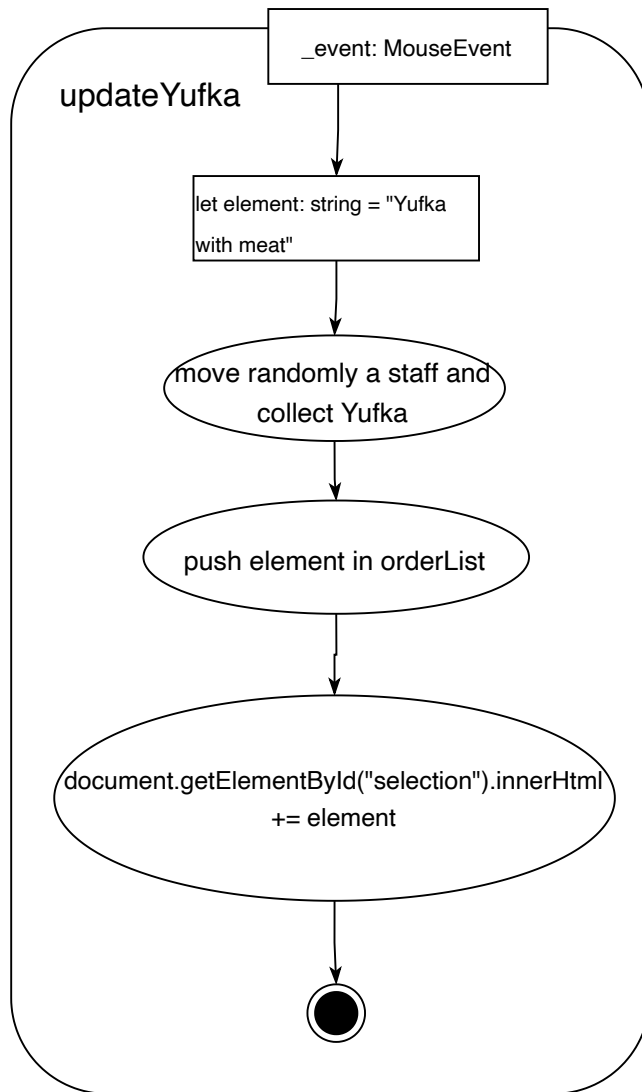


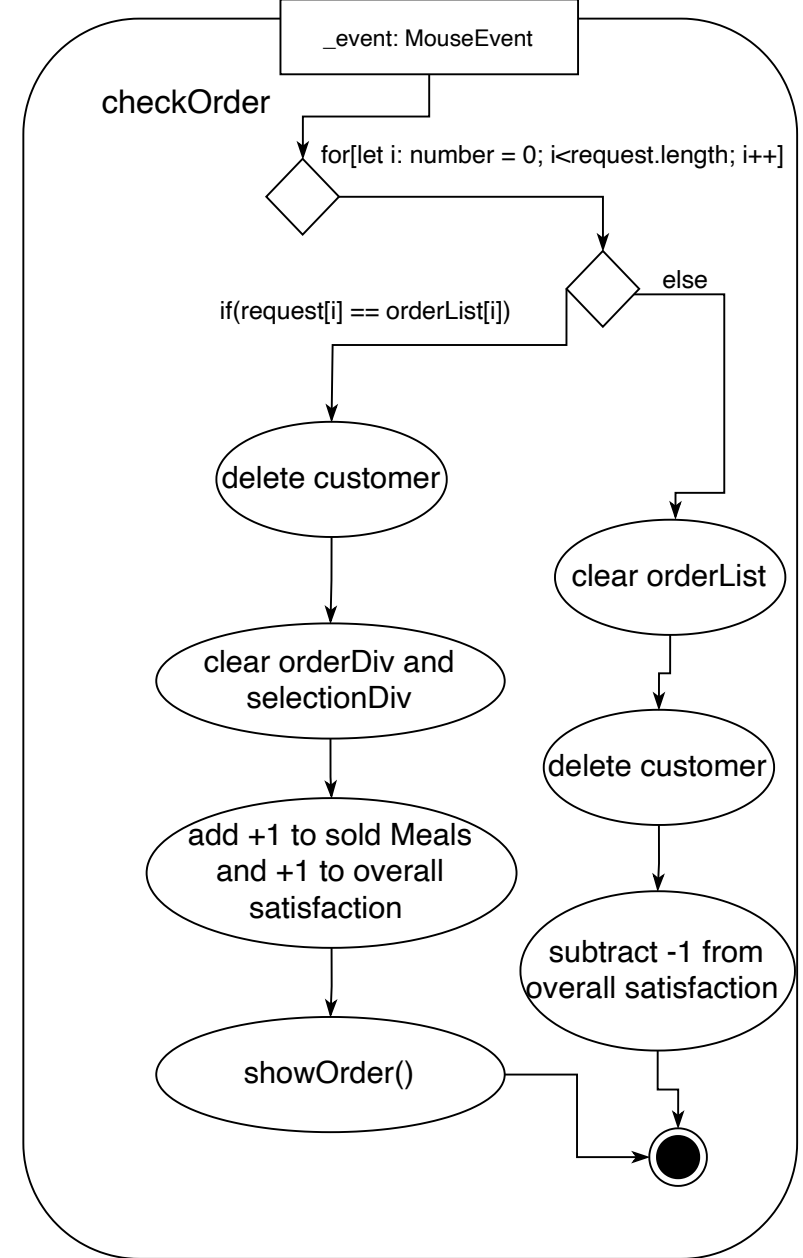
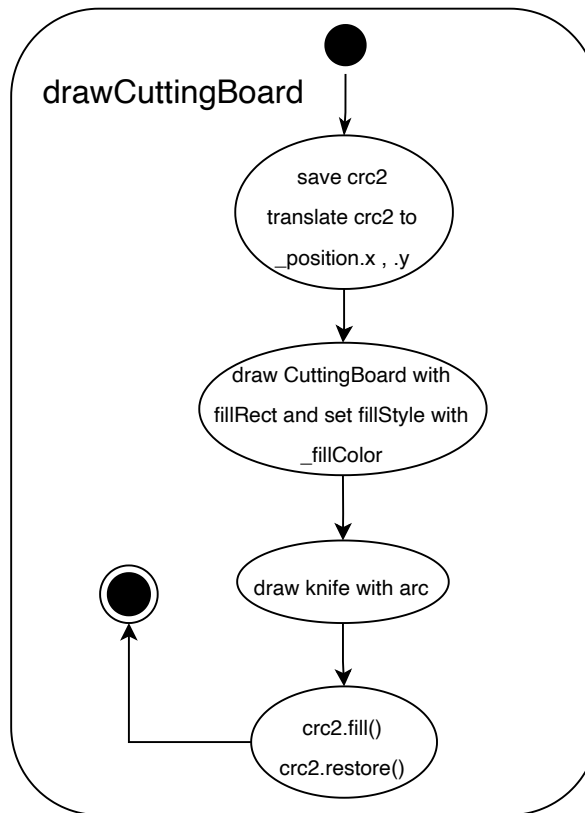
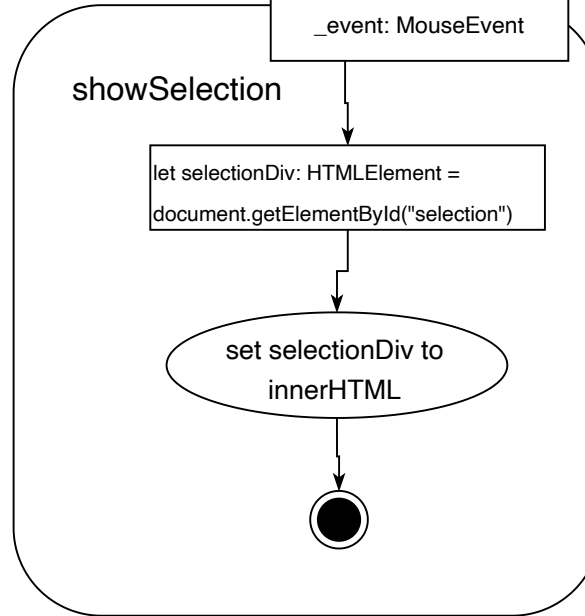
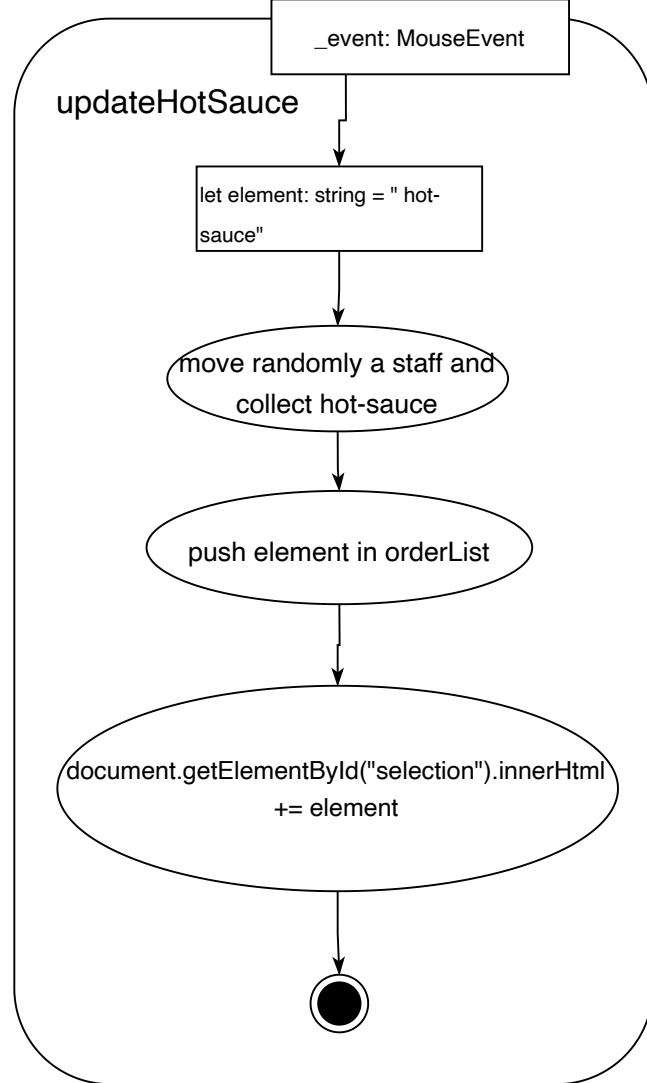




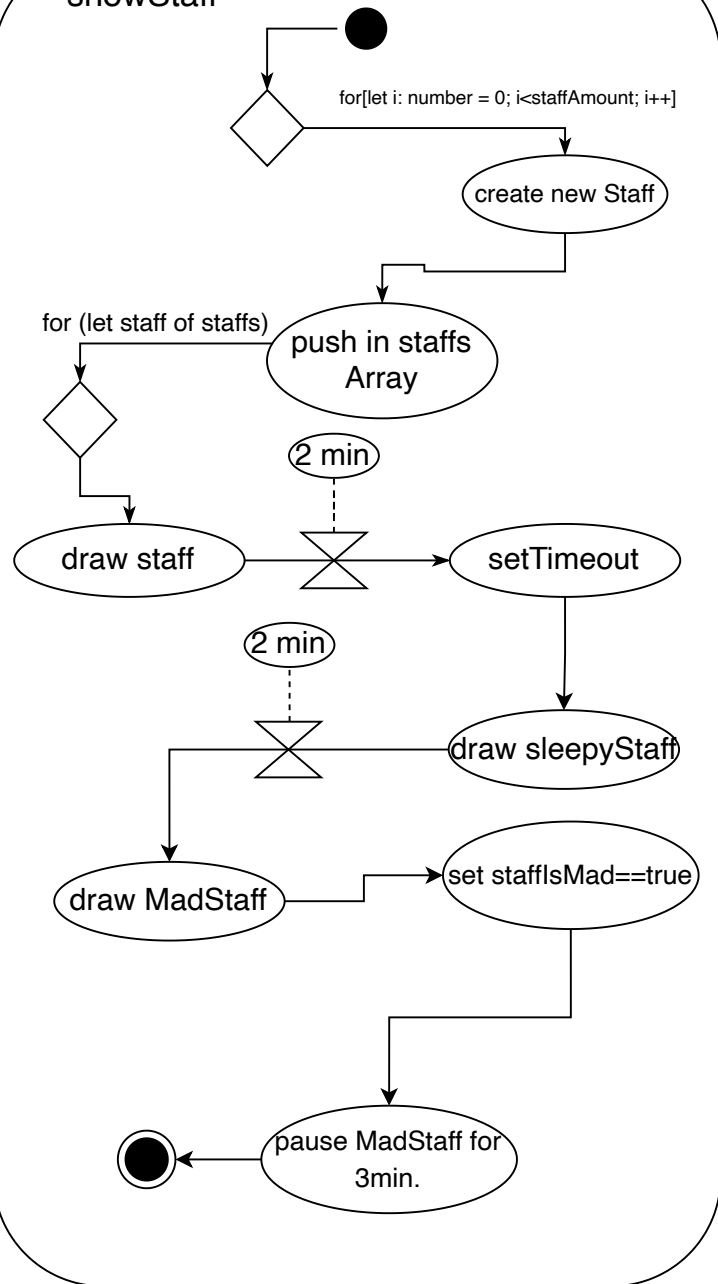




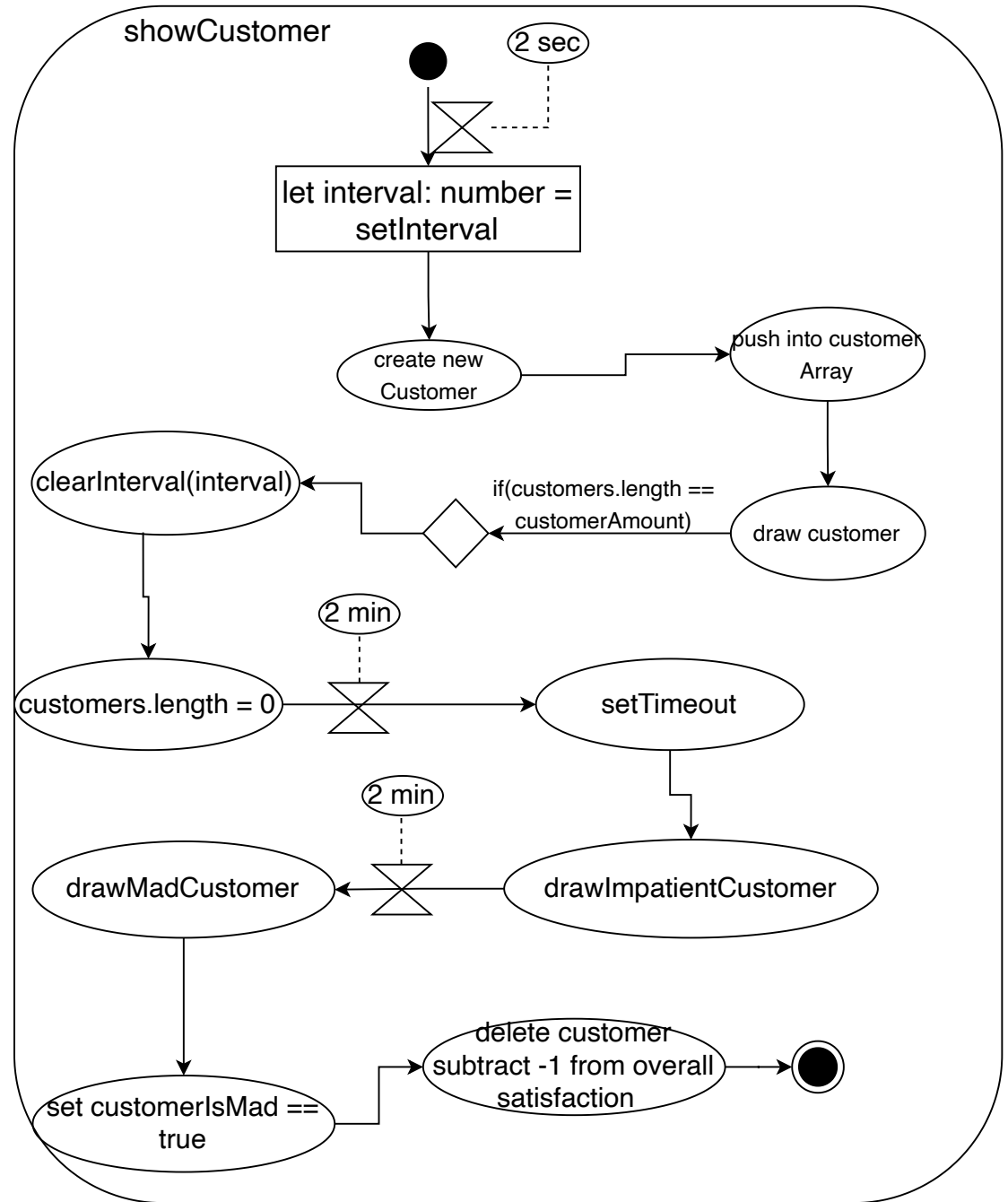




showStaff



showCustomer



showOrder

```
let wert1: number = Math.floor(Math.random() * basis.length);  
let wert2: number = Math.floor(Math.random() * topping.length);  
let wert3: number = Math.floor(Math.random() * sauce.length);  
let werte: string = basis[wert1]+ topping[wert2]+sauce[wert3]
```

push werte in
request Array

let order: HTMLElement =
document.getElementById("order")

set order into innerHTML

drawSalad

create new
Salad

push salad into ingredients
Array

do the same thing for all
ingredients

drawCounter

save crc2
translate crc2 to
_position.x , .y

draw for all ingredients own
container

push ingredients into
ingredients Array

Ingredient.draw()