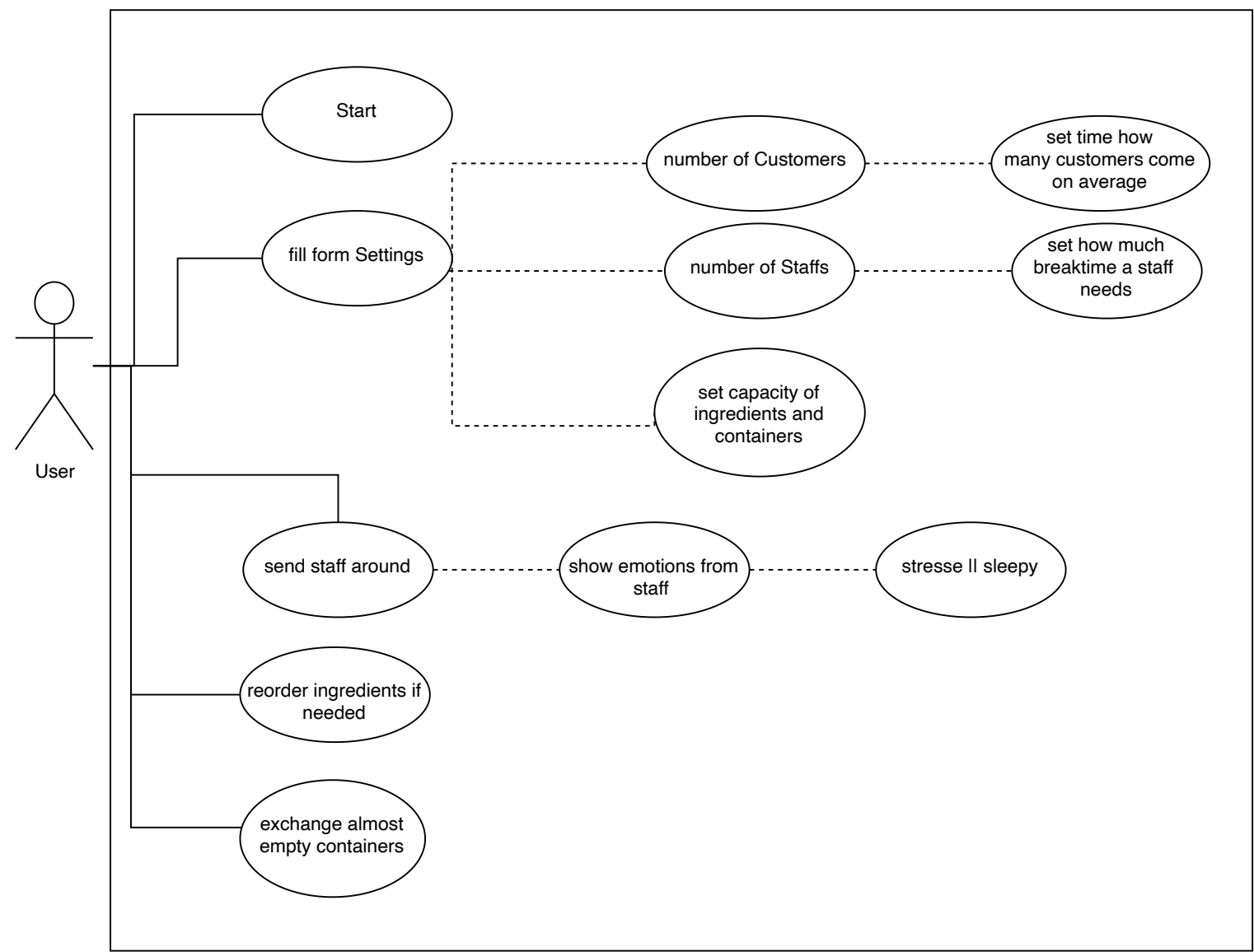


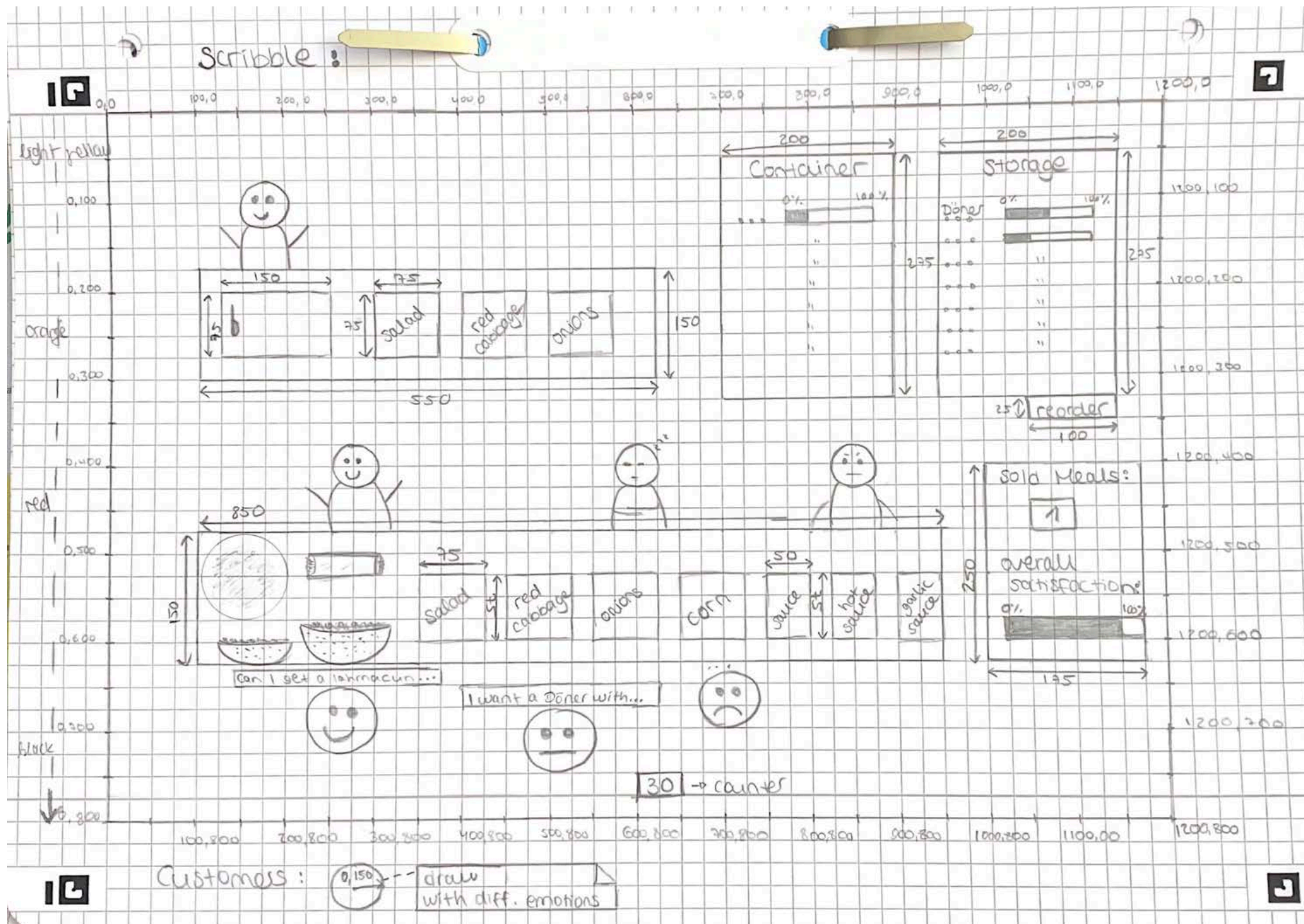
Abschlussarbeit W21

Döner-Trainer

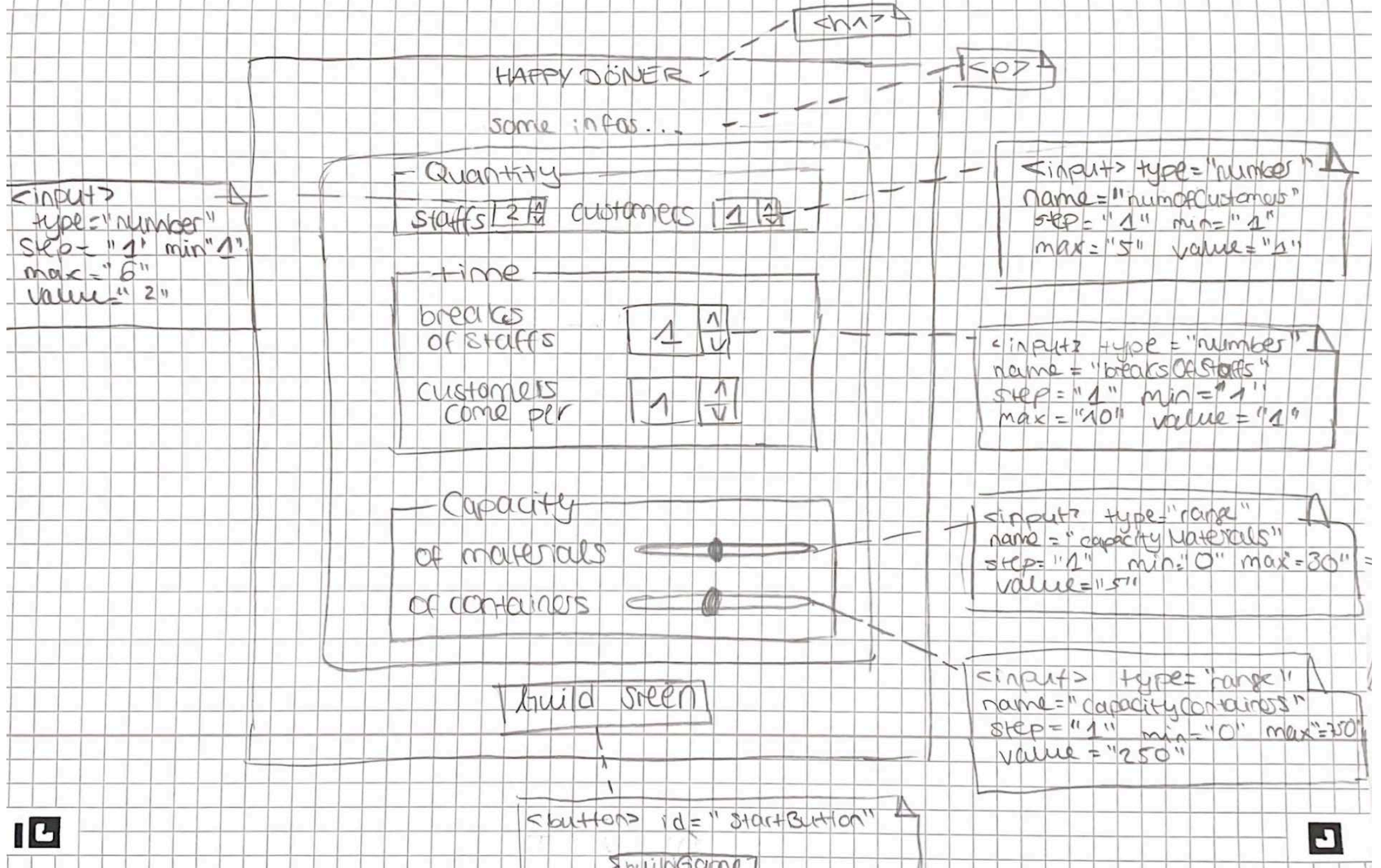
Neslisah Koc / MKB2 / 270155

Zusammenarbeit mit : Verena Rothweiler / MKB2 / 270156

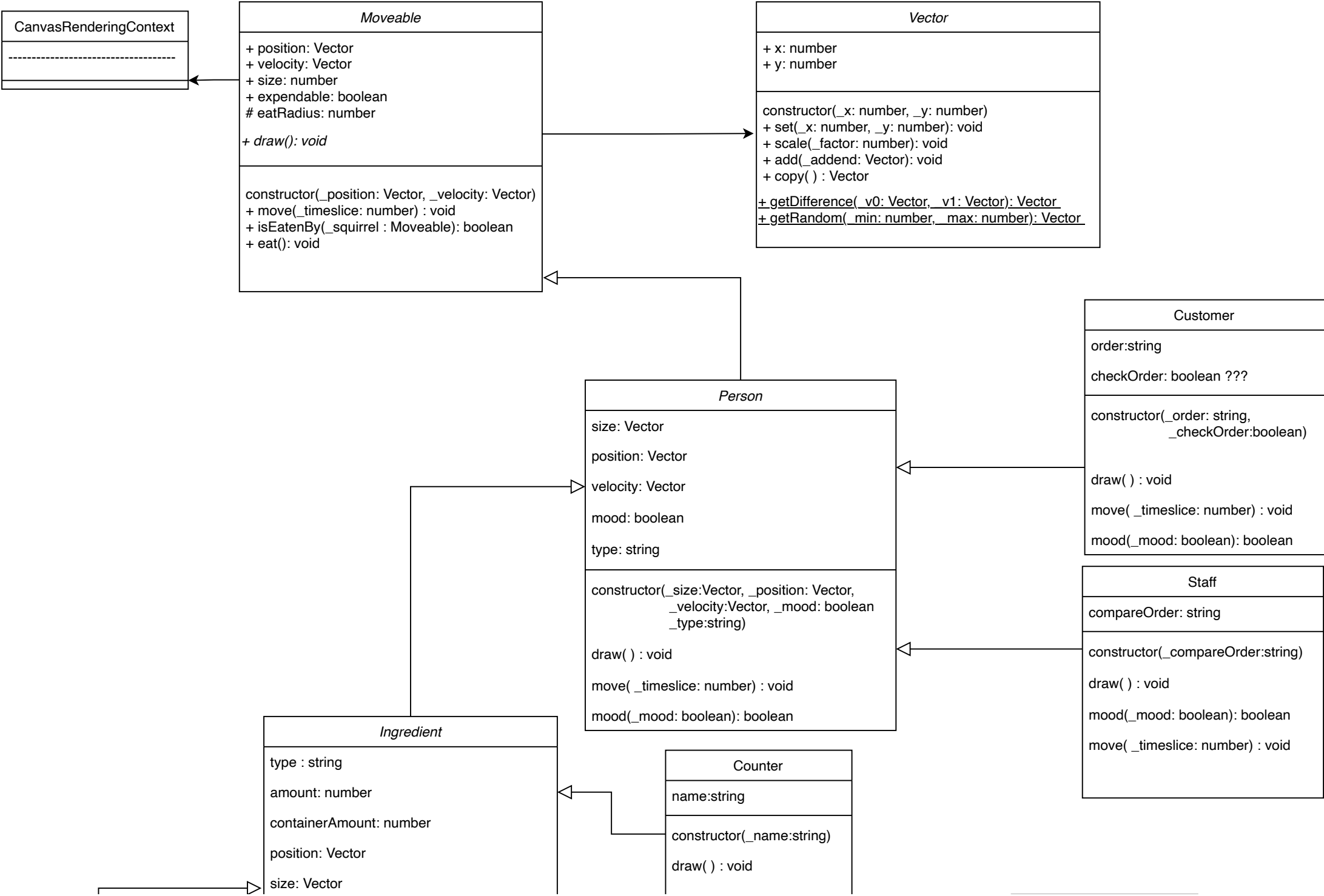


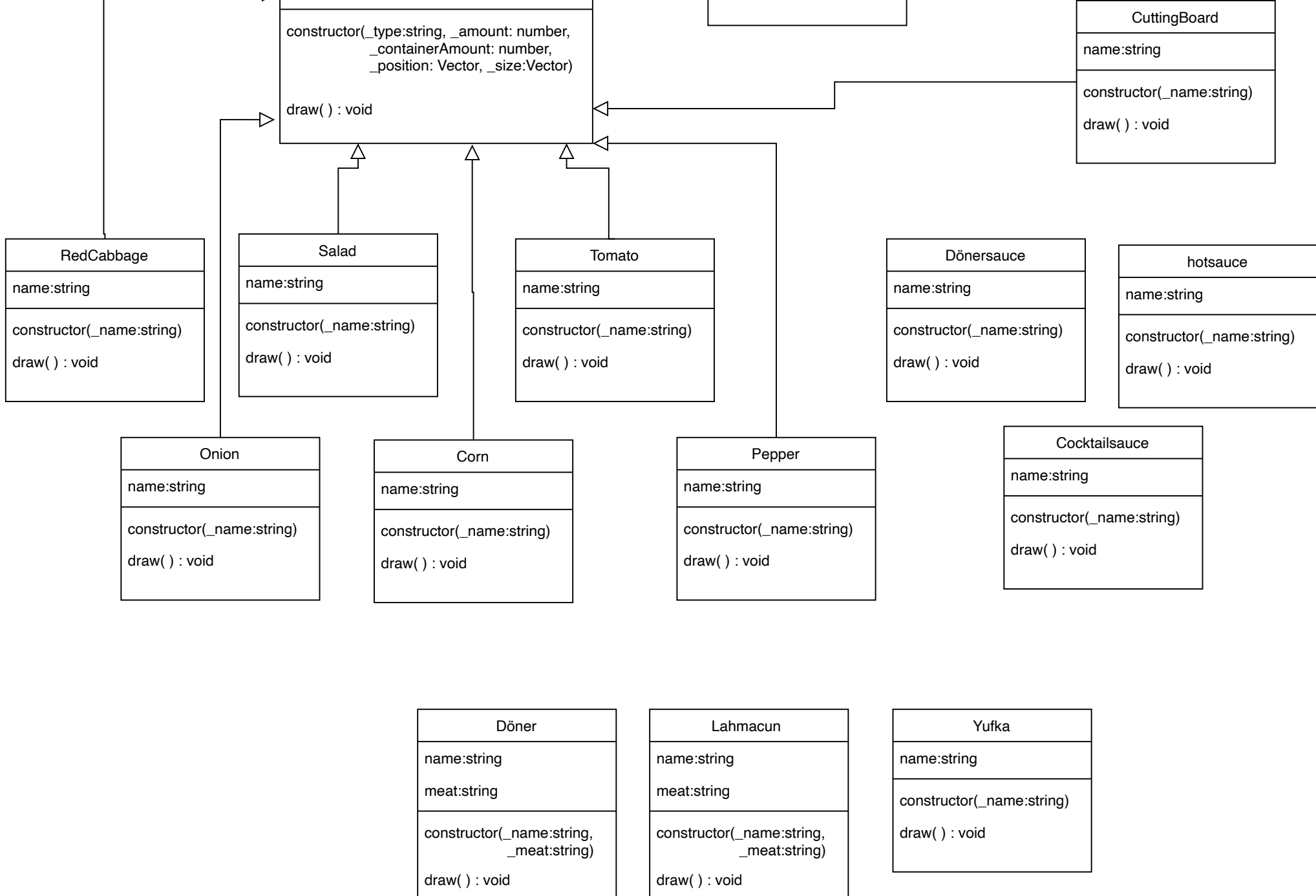


Abschlussarbeit W21 : SCRIBBLE

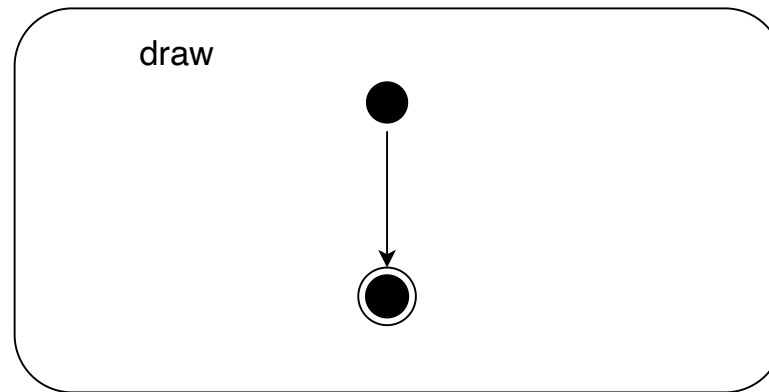
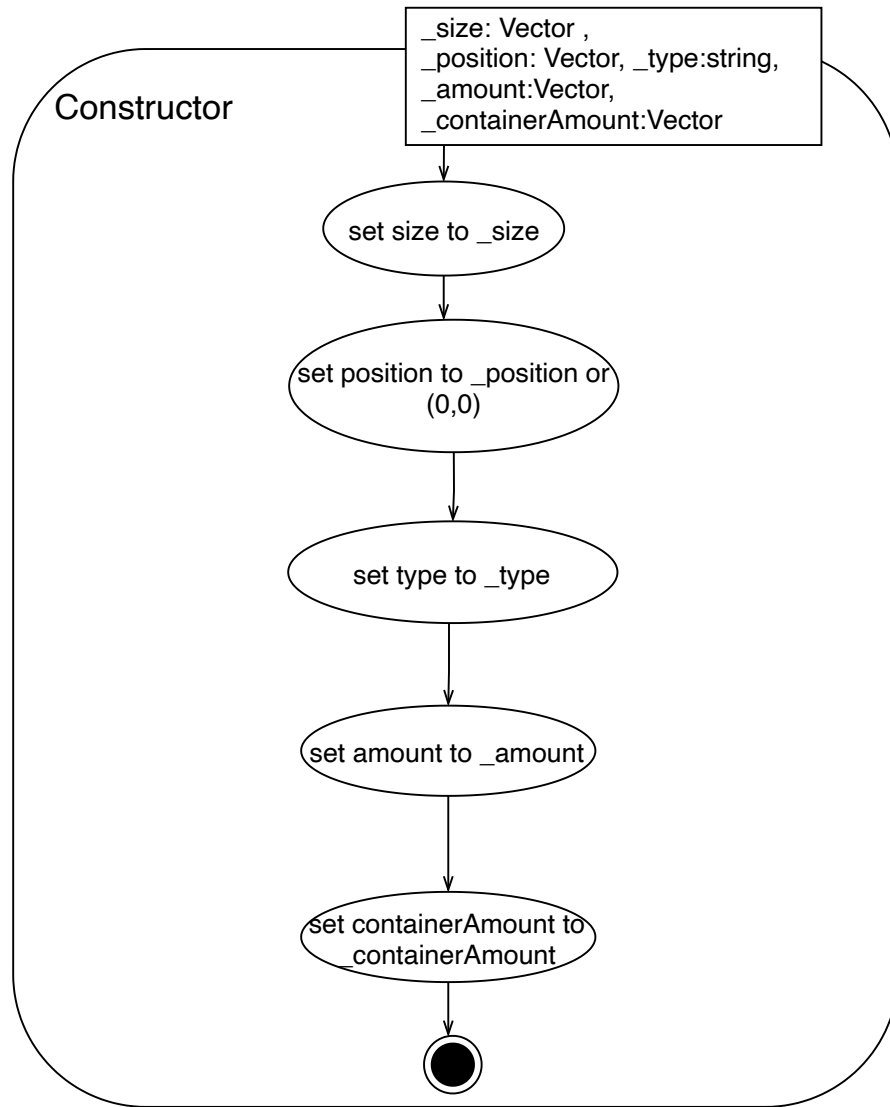


Class-diagram



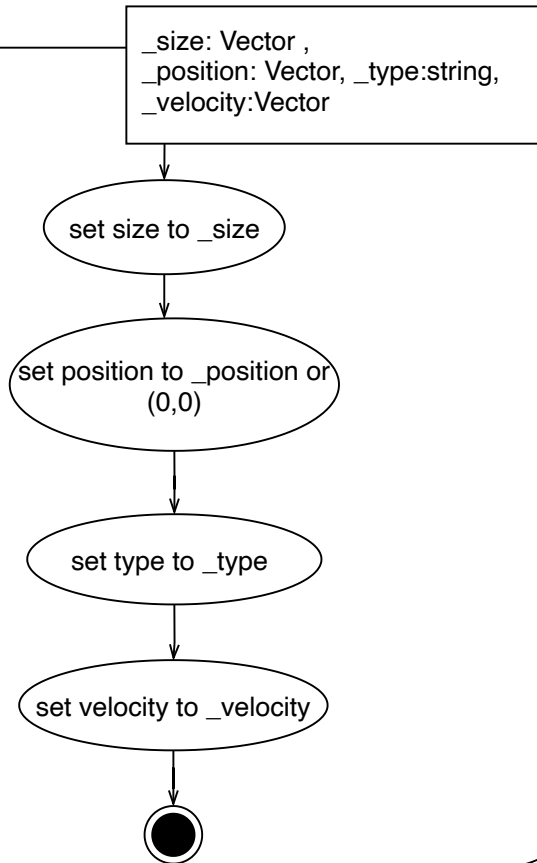


Ingredient: Activity Diagram

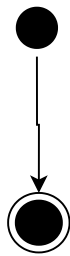


Person: Activity Diagram

Constructor



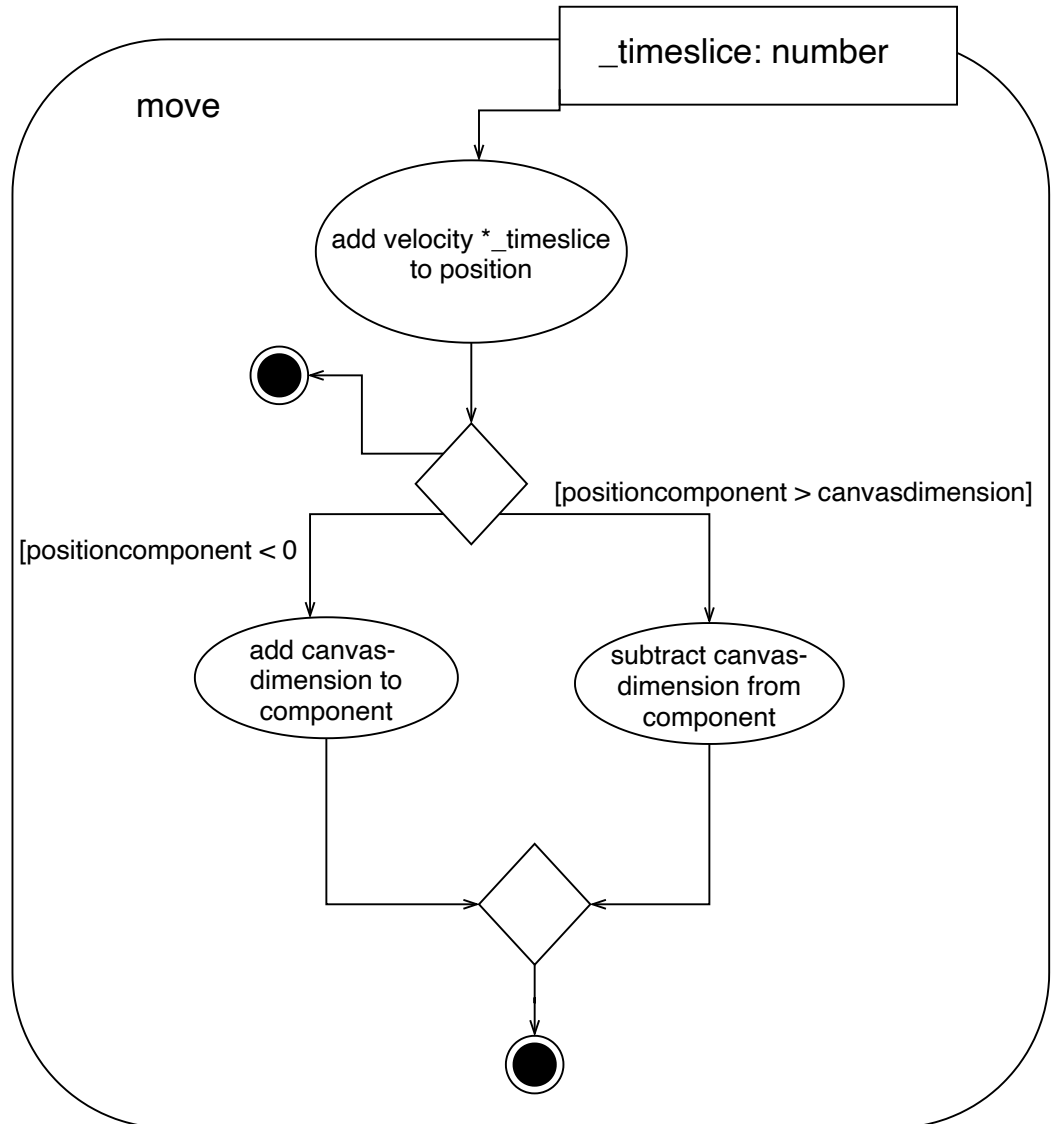
mood



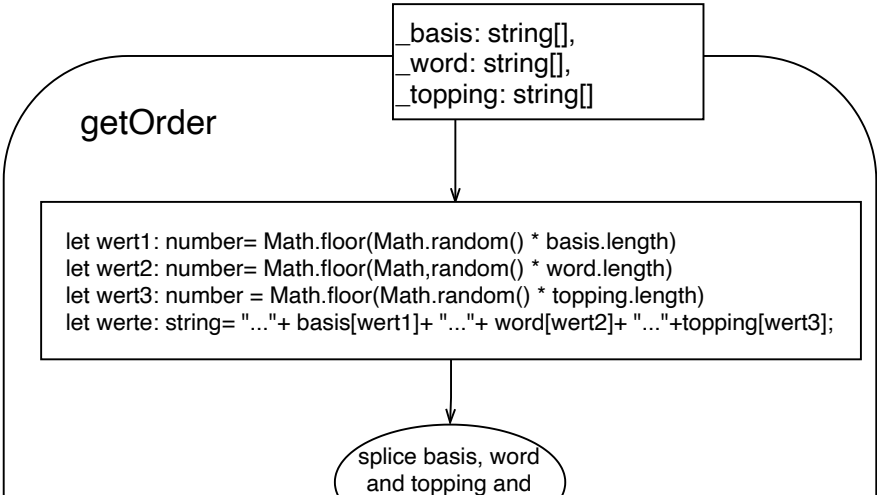
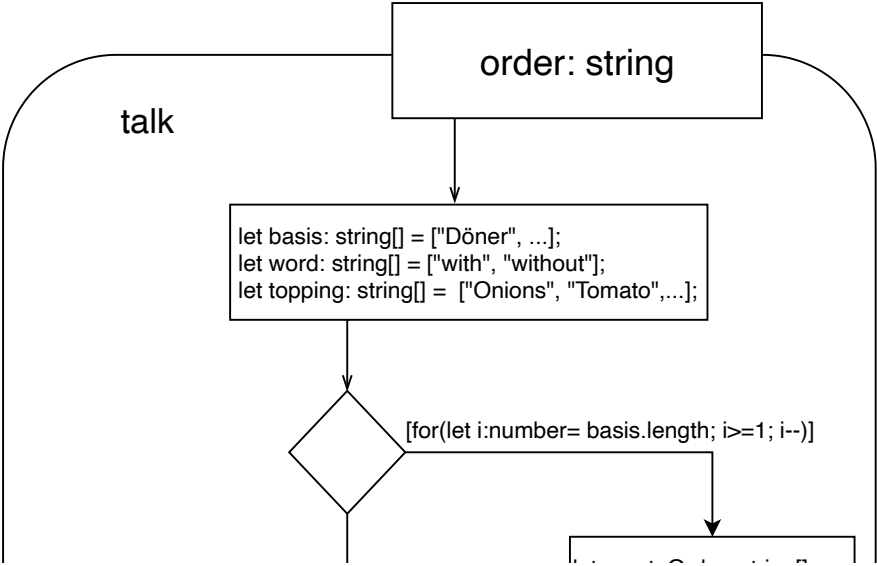
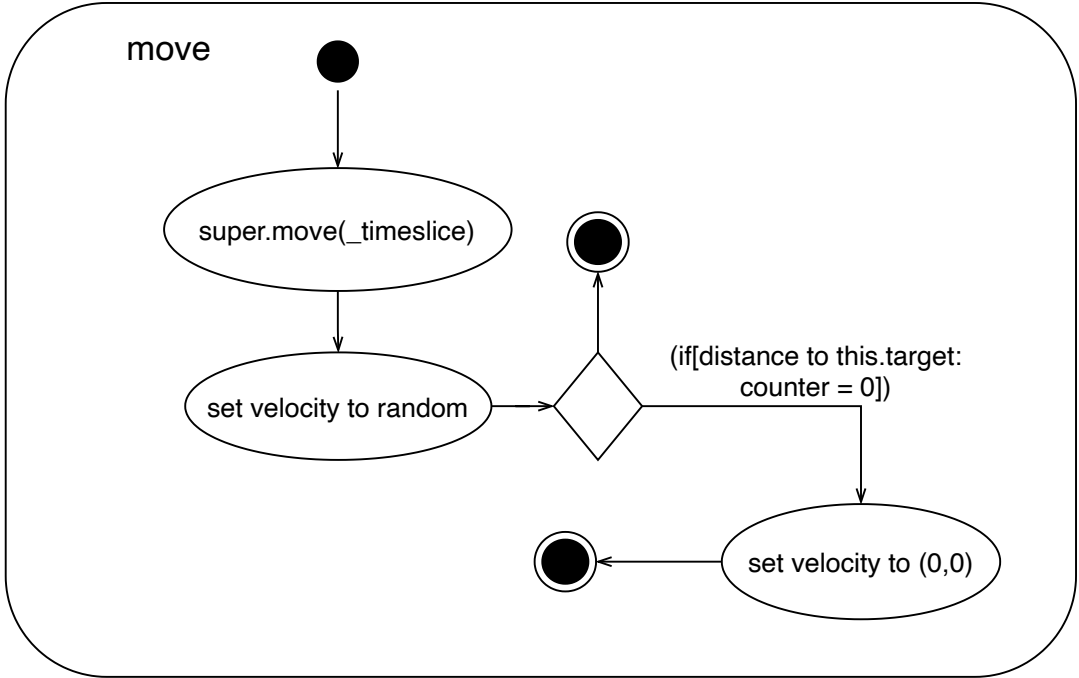
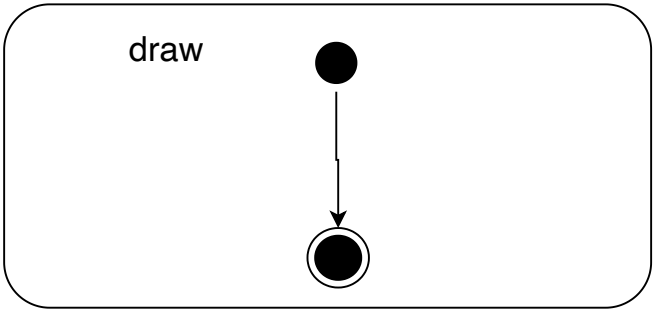
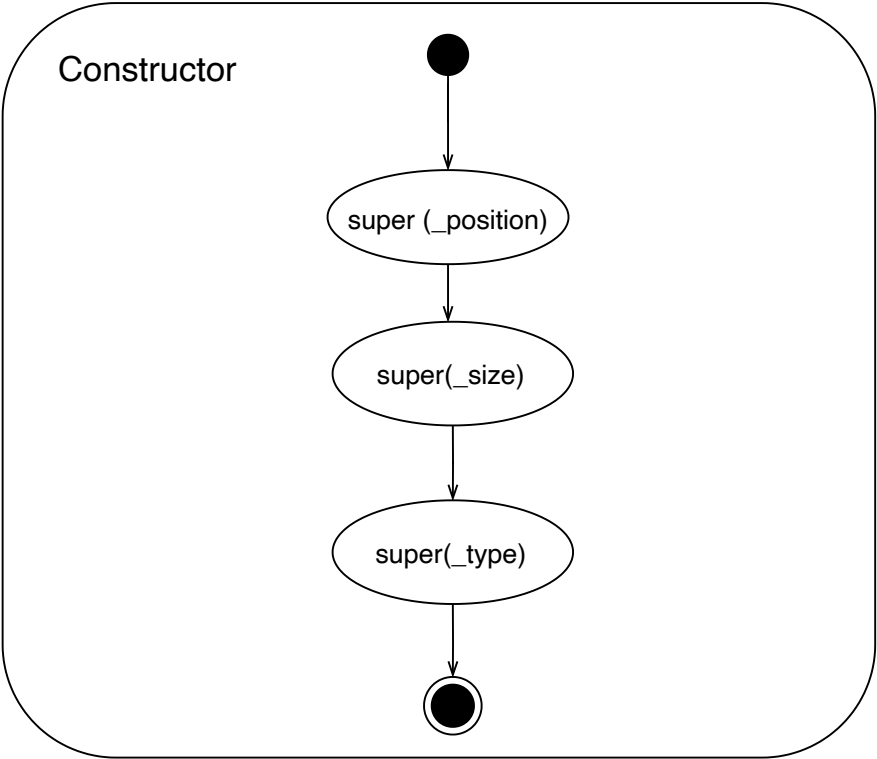
draw

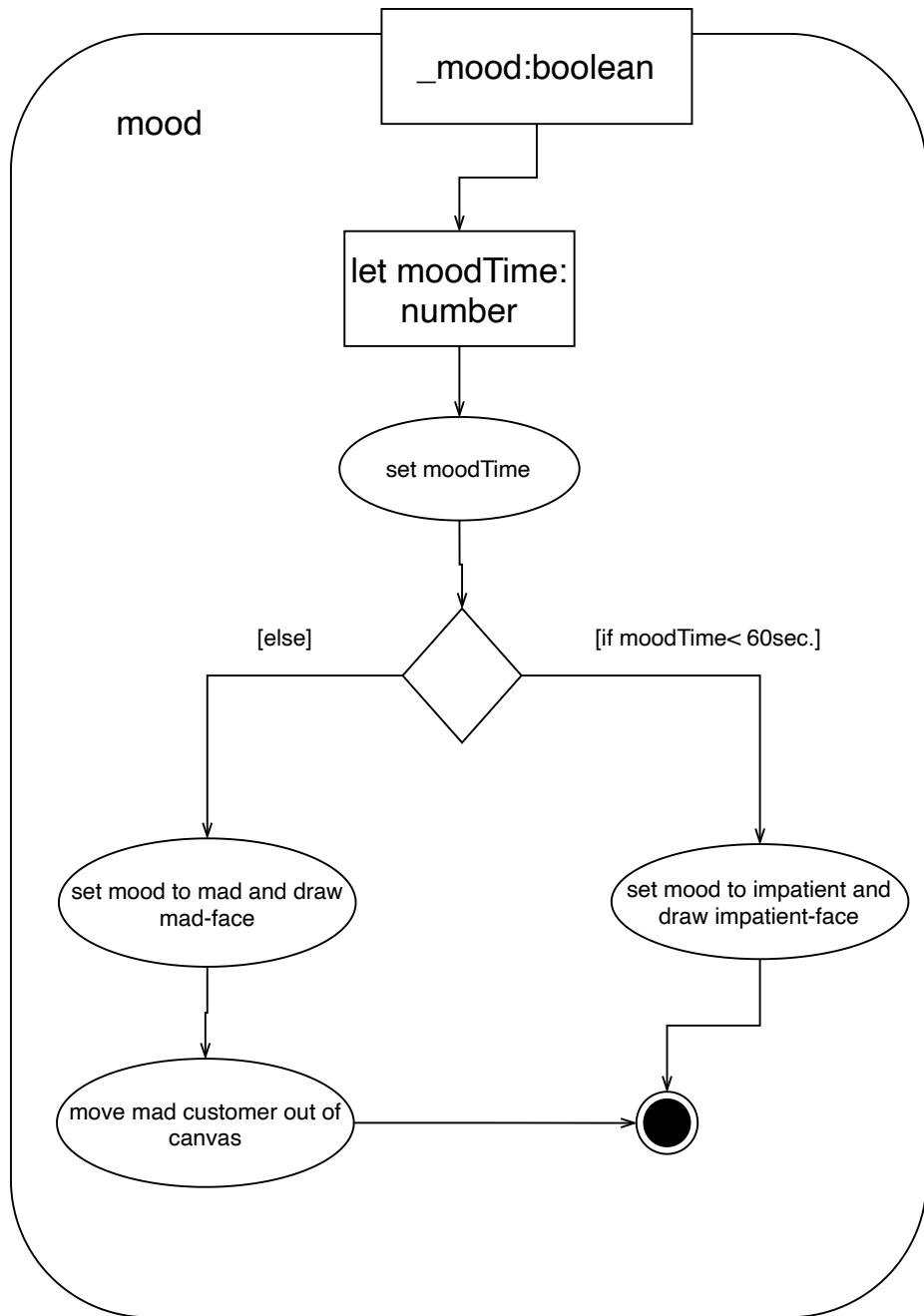
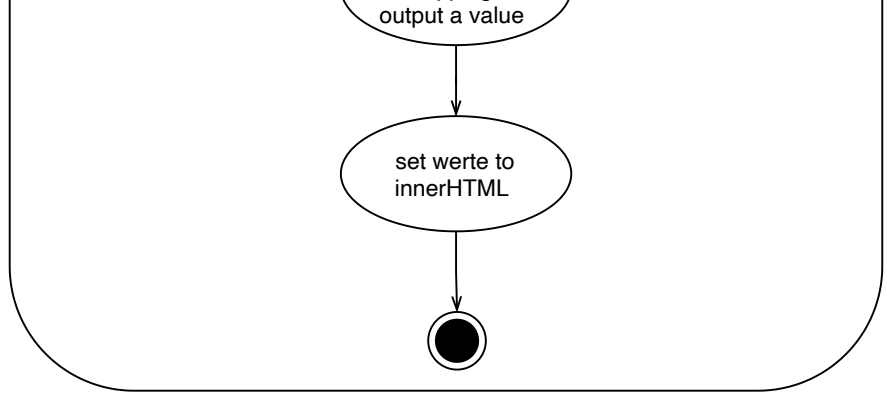
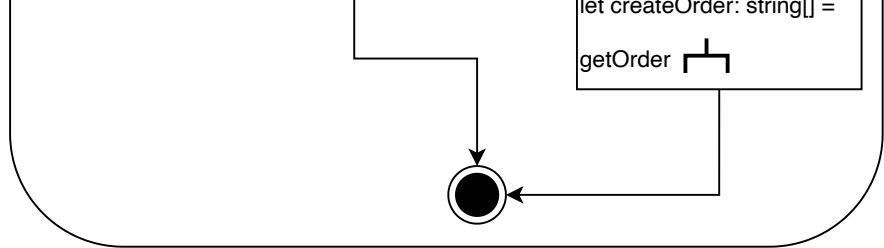


move

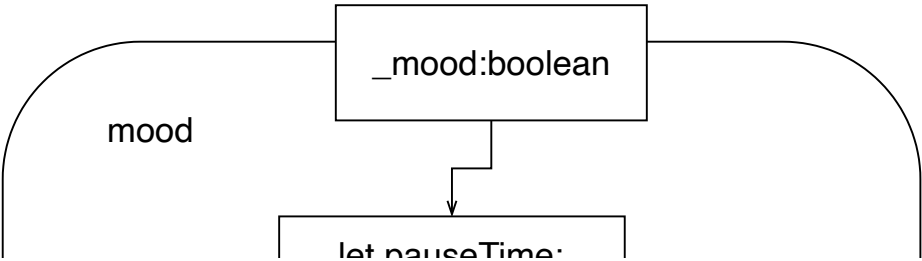
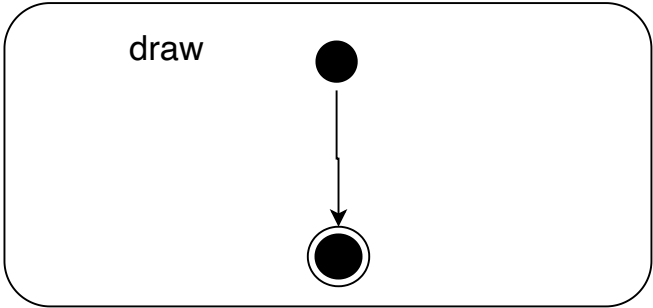
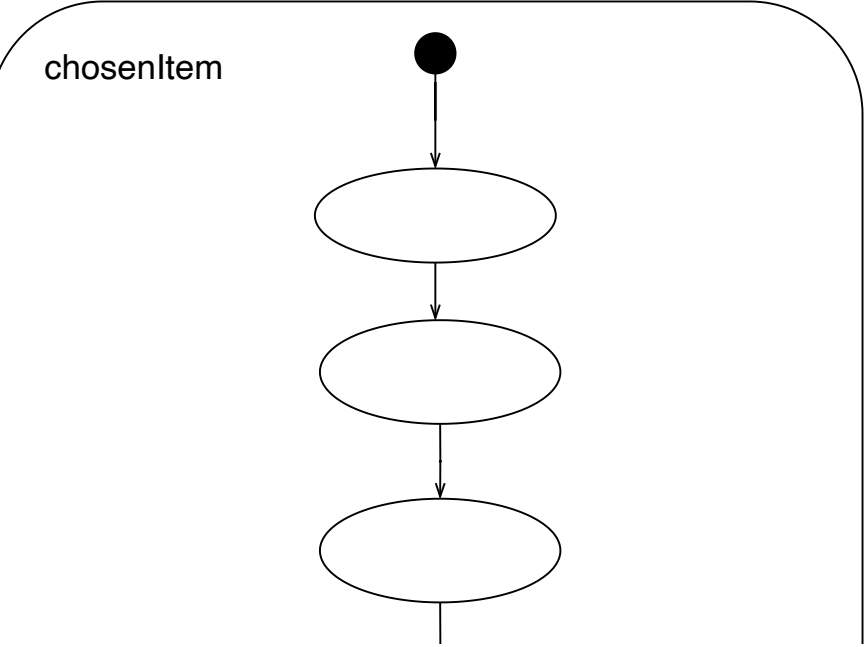
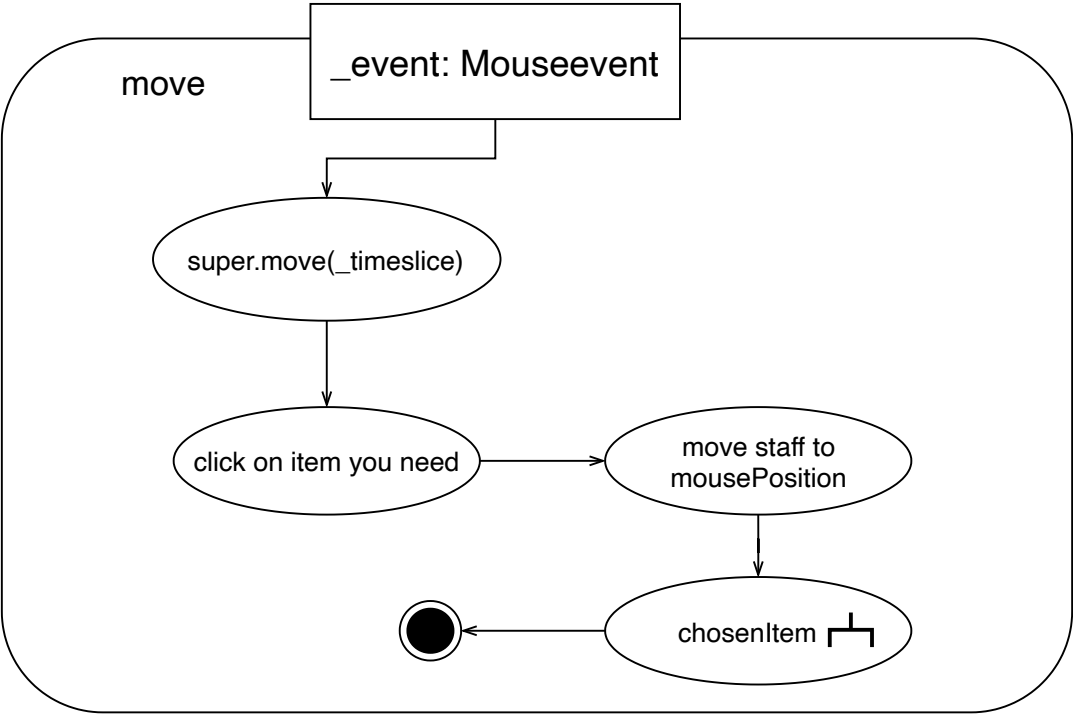
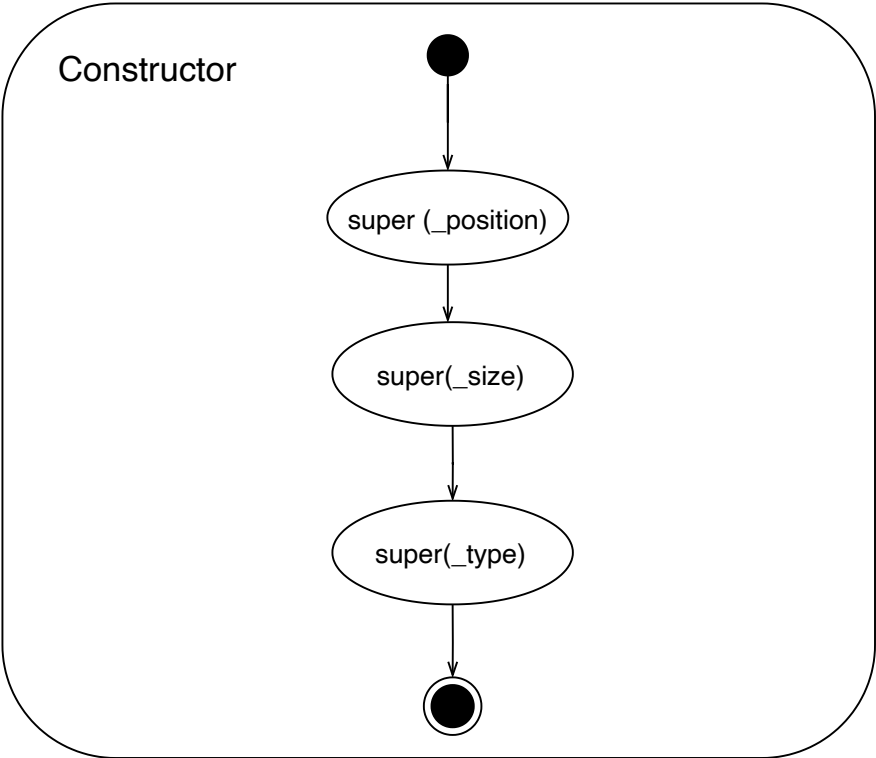


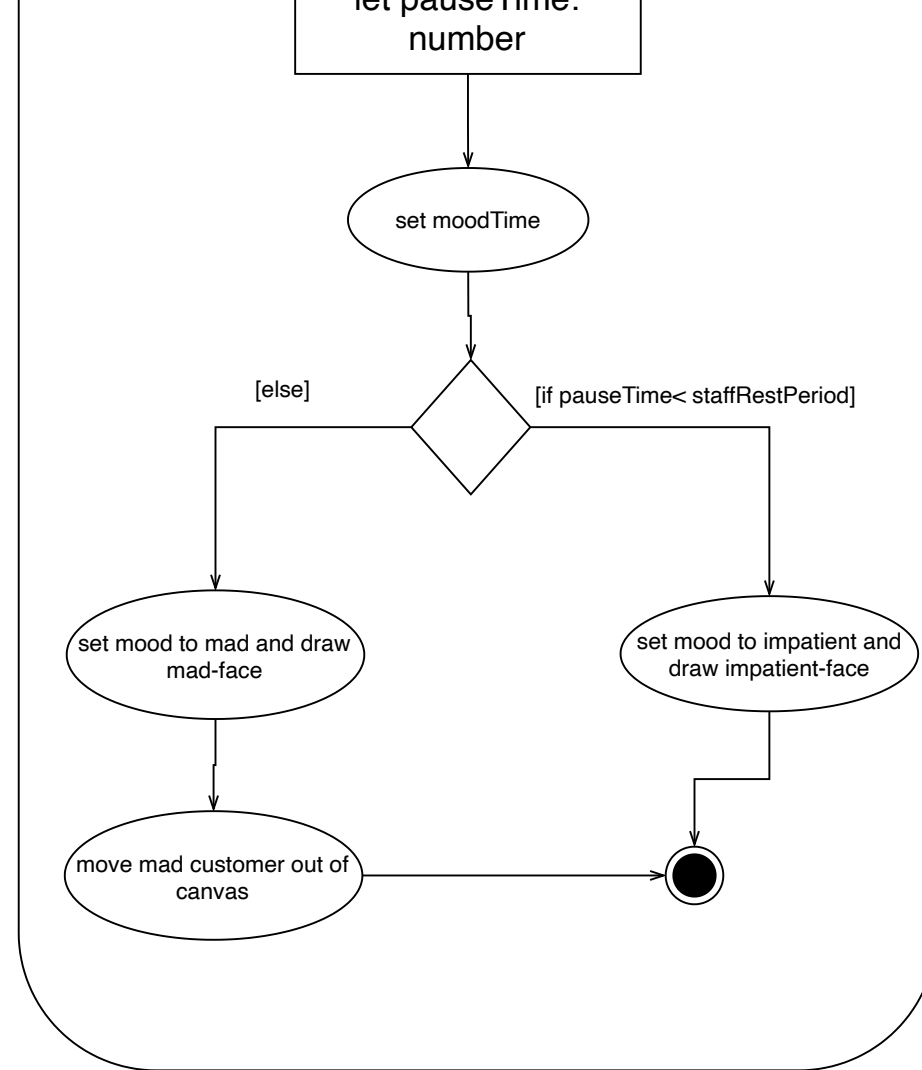
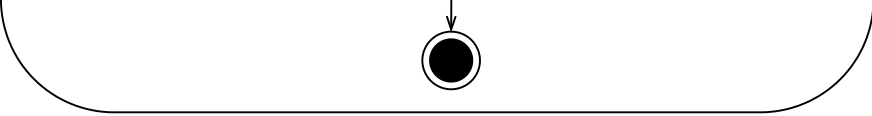
Customer: Activity Diagram



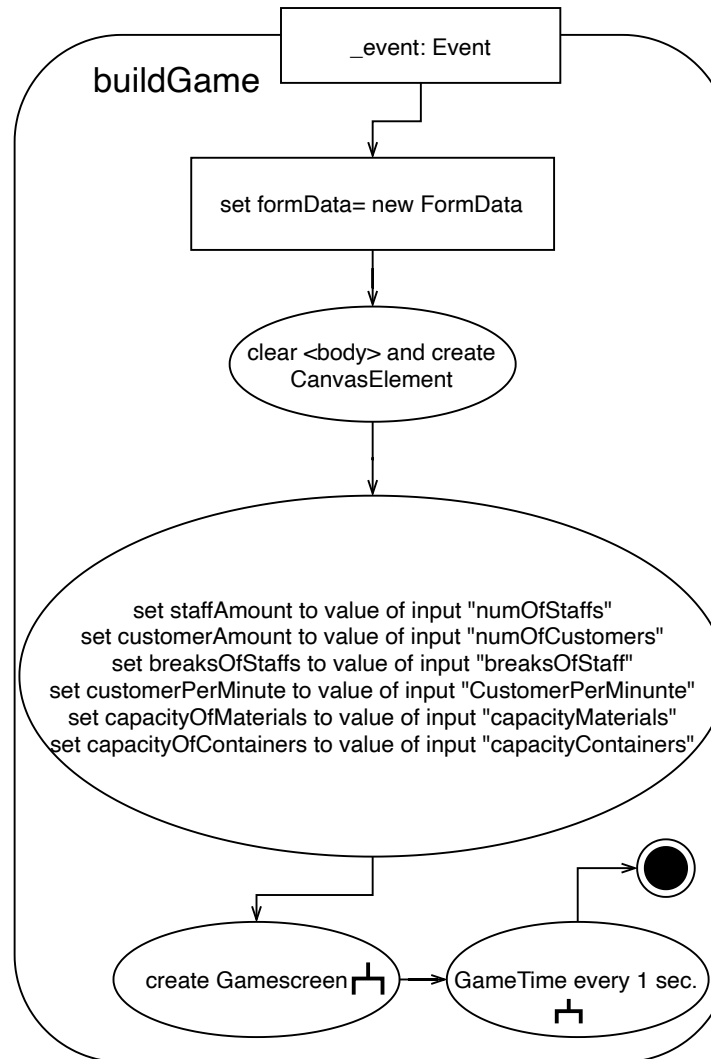
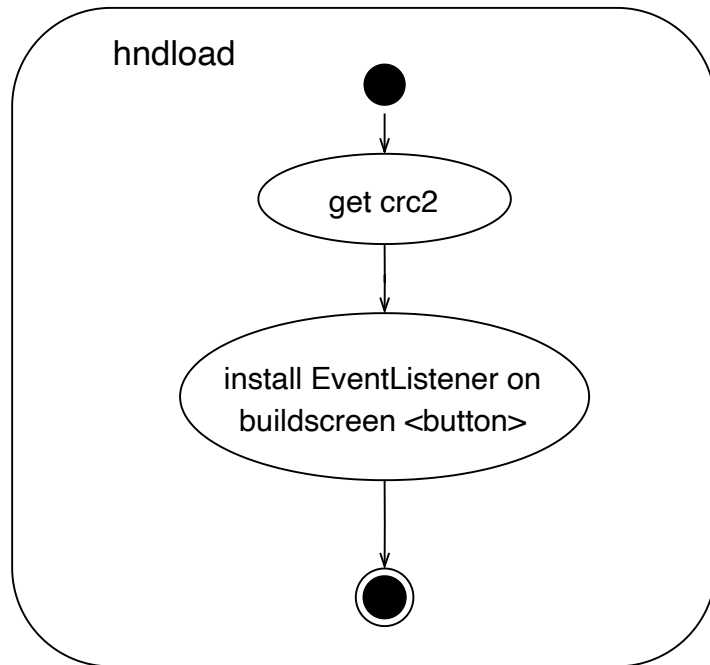
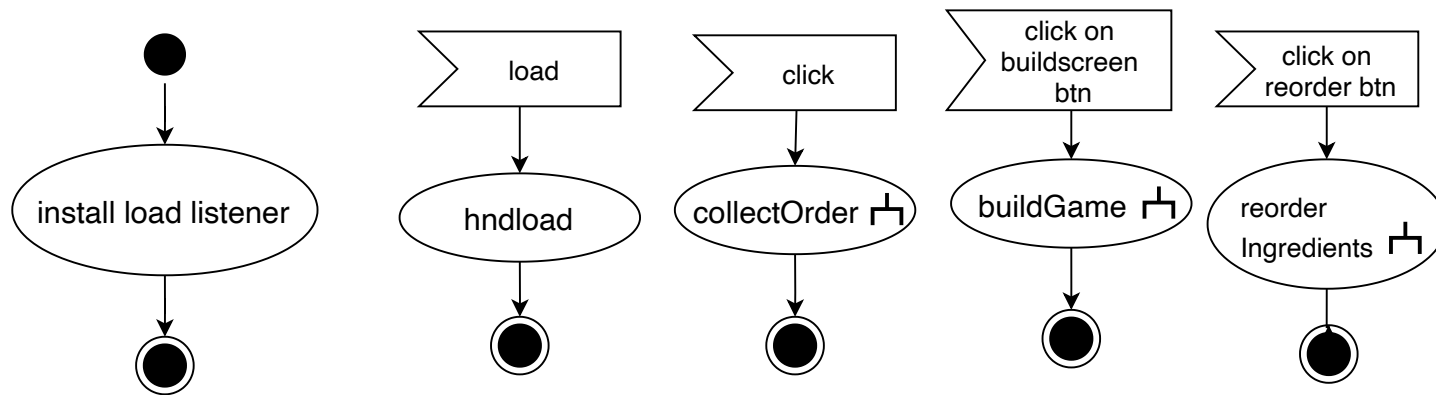


Staff: Activity Diagram



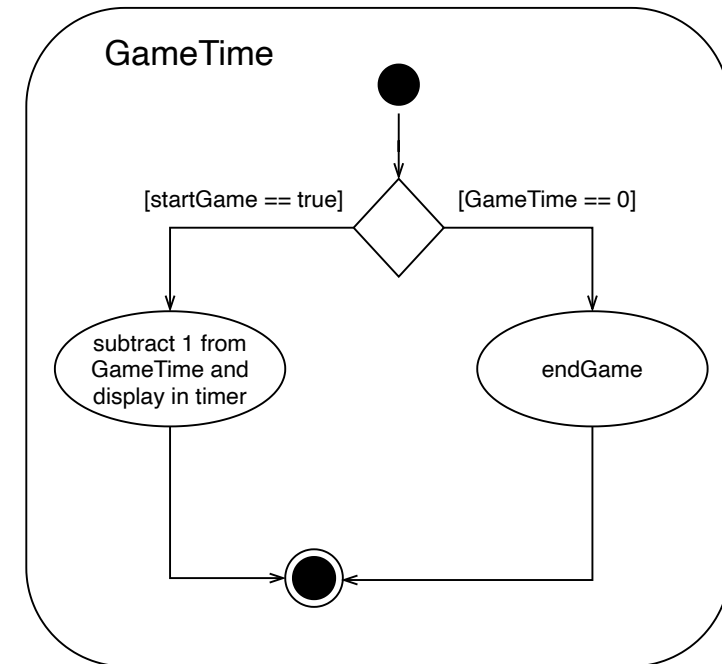


Activity Diagram: Main

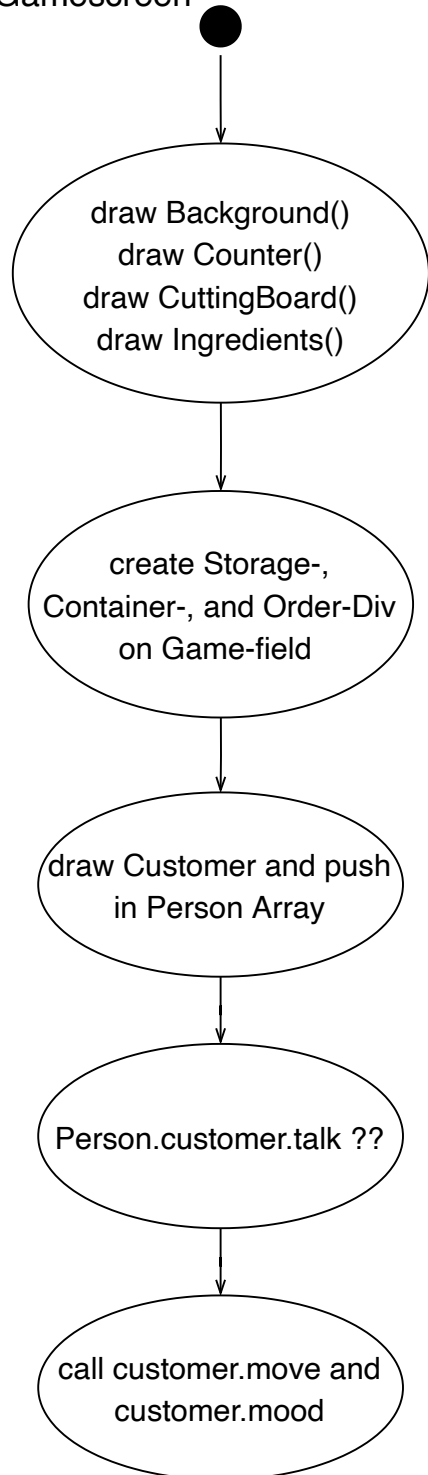


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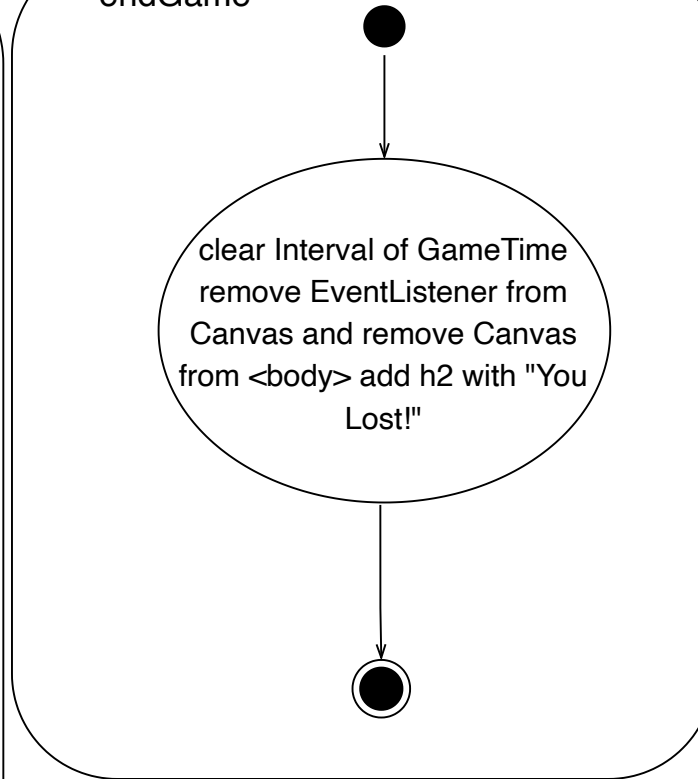
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let storage:HTMLDivElement
let formData:FormData
let timer:HTMLSpanElement
let startGame:boolean:false
let orders: Order[] = []
let persons:Person[] = []
let staffAmount:number
let customerAomunt:number
let breakofStaffs:number
let customerPerMinute: number
let capacityMaterials:number
let orderList:HTMLDivElement
let request: Request[]
let containerAmount:number
let staffs: Staff[] = []
let available: boolean: true
  
```



create Gamescreen



endGame



collectOrder

