

Woo
<ul style="list-style-type: none"> - LLQueue<Pizza> orders - LLQueue<Pizza> pizzas - LinkedList<Station> stations - int currStation - double[] scores - Topping[] toppings
<ul style="list-style-type: none"> + Woo() + void main() + int getCurrStation() + LLQueue getQOrders() + LLQueue getQPizzas() + Pizza genPizza()

Station (interface)
<ul style="list-style-type: none"> + void loadScene() + boolean done() + void showOrder(LLQueue) + String getName()

Queue (interface)
<ul style="list-style-type: none"> + QUASAR dequeue() + void enqueue(QUASAR) + boolean isEmpty() + QUASAR peekFront()

Topping
<ul style="list-style-type: none"> - int clickEvenness - int[] clickCount - String name
<ul style="list-style-type: none"> + Topping() + Topping(String) + int getClickEvenness() + int[] getClickCount() + String getName()

Cashier (implements Station)
<ul style="list-style-type: none"> - boolean done - String name
<ul style="list-style-type: none"> + Cashier(String) + void loadScene() + boolean done() + void showOrder(Queue) + String getName()

Big Bird: Jun Hong Wang, Raven (Ruiwen)

Tang, Michael Kamela

AP CS pd6

Final Project - UML diagram

2022-05-26

time spent: 0.9 hrs

Dough (implements Station)
<ul style="list-style-type: none"> - boolean done - int clickCount - String name
<ul style="list-style-type: none"> + Dough(String) + void loadScene() + int getClickCount() + boolean done() + void showOrder(LLQueue) + String getName()

ToppingS (implements Station)
<ul style="list-style-type: none"> - boolean done - Stack<Topping> - int[] clickEvenness - int[][] clickCount - String name
<ul style="list-style-type: none"> + ToppingS(String) + void loadScene() + int[][] getClickCount() + int[] getClickEvenness() + void showOrder(LLQueue) + String getName() + boolean done()

{tomato sauce, cheese, pepperoni, sausage, bacon, pineapple, mushroom, olive}

Oven (implements Station)

- boolean done
- int time
- String name

- + Oven(String)
- + void loadScene()
- + boolean done()
- + int getTime()
- + String getName()
- + void showOrder(LLQueue)

{see next page}

Cut (implements Station)

- boolean done
- int cuts
- String name

- + Cut(String)
- + void loadScene()
- + boolean done()
- + int getCuts()
- + void showOrder(LLQueue)
- + String getName()

Serve (implements Station)

- boolean done
- String name

- + Serve(String)
- + void loadScene()
- + boolean done()
- + double checkPizza(LLQueue, LLQueue)
- + void showOrder(LLQueue)
- + String getName()

Pizza

- Stack<Topping> toppings
- int oven
- int cuts

- + Pizza()
- + Pizza(Stack, int, int)
- + Stack getToppings()
- + int getOven()
- + int getCuts()
- + String toString()

LLQueue (implements Queue)

- LinkedList baahah

- + LLQueue()
- + QUASAR dequeue()
- + void enqueue(QUASAR)
- + boolean isEmpty()
- + QUASAR peekFront()

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