

Woo (driver file)
<ul style="list-style-type: none"> - LLQueue<Pizza> orders - LinkedList<Station> stations - int currStation - int[] scores - Topping[] toppings - boolean gameStarted - Iterator<Station> it - int doughClicks - Pizza userAttempt - Station next - int clicks - int prevX - int prevY - int currX - int currY - int pizzaNum - boolean hardMode
<ul style="list-style-type: none"> + void setup() + void draw() + void keyPressed() + void mousePressed() + Pizza genPizza()

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

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

Big Bird: Jun Hong Wang, Raven (Ruiwen)
Tang, Michael Kamela
AP CS pd6
Final Project - UML diagram
2022-06-10

Topping
<ul style="list-style-type: none"> - String name
<ul style="list-style-type: none"> + Topping() + Topping(String) + String getName()

EndPage
<ul style="list-style-type: none"> + EndPage() + void display()

Instructions
<ul style="list-style-type: none"> - PFont font
<ul style="list-style-type: none"> + Instructions()

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(LLQueue<Pizza>) + String getName() + void setDone(boolean)

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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<Pizza>) + String getName() + int getClickCount()

ToppingS (implements Station)
<ul style="list-style-type: none"> - boolean done - Stack<Topping> toppings - String name
<ul style="list-style-type: none"> + ToppingS(String) + void loadScene() + void showOrder(LLQueue<Pizza>) + String getName() + boolean done() + void setDone(boolean) <p>{tomato sauce, cheese, pepperoni, sausage, bacon, pineapple, mushroom, olive}</p>

Oven (implements Station)
<ul style="list-style-type: none"> - boolean done - int time - String name
<ul style="list-style-type: none"> + Oven(String) + void loadScene() + boolean done() + int getTime() + String getName() + void showOrder(LLQueue<Pizza>) + void setDone(boolean)

Cut (implements Station)
<ul style="list-style-type: none"> - boolean done - int cuts - String name
<ul style="list-style-type: none"> + Cut(String) + void loadScene() + boolean done() + int getCuts() + void showOrder(LLQueue<Pizza>) + String getName() + void setDone(boolean)

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

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Pizza
<ul style="list-style-type: none"> - Stack<Topping> toppings - int oven - int cuts - int kneadClicks - String[] toppingsArr
<ul style="list-style-type: none"> + Pizza() + Pizza(Stack<Topping>, int, int) + Stack getToppings() + int getOven() + int getCuts() + void setOven(int) + void incrementC() + int getKneadClicks() + void incrementK() + int getK() + void addTopping(Topping) + void drawPizza() + String toString() + int compareTo(Pizza)

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

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2022-05-26

time spent: 0.9 hrs

Colors:

252, 185, 125 (orange)

237, 216, 146 (yellow)

25, 147, 200 (blue)

151, 34, 32 (red)

72, 69, 56 (olive)