### alchemy

### AlchemicIngredient

- -type: IngredientType
- -quantity: QuantityClass?
- -temperature: TemperatureClass?

getSimpleName() getFullName()

AlchemicIngredient(quantity, type)
AlchemicIngredient(quantity)

## IngredientType

- -simpleName
- -specialName
- -fullName

<u>specialCharacters</u>

- -state
- -standardTemperature

IngredientType(fullName,state, standardTemperature)

# IngredientContainer

-capacity: QuantityClass?
-quantity: QuantityClass?

### laboratory

## Device (abstract)

loadIngredient(IngredientContain
emptyDevice()
process()

# CoolingBox

- -Temperature
- -ingredient: AlchemicIngredient

Cool

#### Oven

- -temperature
- -ingredient: AlchemicIngredient

setOvenTemperature()

#### Kettle

-ingredients: <List>AlchemicIngredient
mix()

## Transmogrifier

-ingredients: <List>AlchemicIngredient changeState()

# Laboratory

- -numberOfStorerooms
- -storage

store(IngredientContainer) request(Name,quantity) inventory()