

De Muur at the Oude Markt is a well known place for anyone going out in Enschede. It is the place where everyone from different parties come together to get a quick midnight snack. That's why I chose de Muur for this project. It also features a traditional Dutch concept where you can enter a coin and a cubbie opens where you can grab your food from. This is called “een broodje uit de muur halen”. This was a feature that I wanted to have in my project.



(source: <https://www.facebook.com/DeMuur053/>)

### The Muur program can do the following things:

- Get some cash by clicking on the wallet
- Exchange your cash bills by using the coin exchanger
- Drag a coin from the coin machine to one of the food cubbies to open a cubby
- Get health info on each product by clicking the i button
- Get a coke from behind the bar by giving the hand a coin
- Moving “eet smakelijk” (enjoy your food) sign

### Important classes and their methods

#### Main

- Draw
- Mouse movement functions (mousePressed, mouseDragged, etc..)

#### Bill & Coin (based on the same concept for drag and drop)

- Show
- Clicked
- Dragged
- Released
- Disappear

#### CheckoutSide

- Show
- Serve

#### Pocket

- Show
- Open

#### Popup

- Show
- Close

#### VendingSide

- Show
- VendingEntity
- InfoBtnClick
- EetSign

