

Final project Programming

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Synopsis

The shop window we chose for this project was “De Muur” in Enschede. This is a snack bar in the city centre. You can get snacks from a wall with little windows in it. In our program, you can choose a snack from the wall by clicking on it and eat it by typing the word “snack”.



Usage and interactions

When you open the program, you see three columns of windows with snacks behind them. You can choose between 3 snacks, kroket, frikandel and kaassoufflé. On the right there are a cash change machine and a wallet, these are for decoration purposes. If you click on one of the snacks, that snack will be displayed bigger in the middle of the screen. When you type the word 'snack', a bite will be taken out of the snack with every letter. After 'eating' the snack completely by typing, the snack will disappear and you can click on a new snack to 'eat' that one. One of the windows in the column of your chosen snack will be empty when you eat the snack, to make it seem like you took the snack from that window. After eating the snack, this window will be filled again with a fresh snack, so you can eat unlimited snacks.

Architecture

Our program has 7 classes in total, the first being the main class. The second class is CashMachine. The cash machine is programmed in this class, as well as the wallet with the money and the signs above the windows. This one is only displayed, so there is no user interaction with the cash machine. The next class is the class FrikandelEating. In this class, the images of the kroket that is going to be eaten and the kroket with bites out of it are loaded into the program. The code for going to the next image when a letter from the word 'snack' is being typed is also in this class. This is done with booleans. The classes KaassouffleEating and KroketEating are the same, but with images of different snacks. In the class Snacks the images for the snacks behind the windows are loaded into the program. These are used in 3 different arrays in the main class. In the Windows class the windows are programmed, these are also used in arrays in the main class.

