

DEADBEEF

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Period 05

Hamburger Kart

### **Overview**

We will be creating a hamburger cart with processing. For a basic level, there will be a list of customers showing up (4 in the beginning and once a customer goes away another one will come in a certain amount of time). When you complete one order, they will leave you money and go away, leaving some time until another customer comes. For each order you are required to stack up a hamburger with the ingredients asked by clicking on the ingredients on screen. When you are finished stacking your hamburger, then you drag it to the person you want. There will be a certain amount of time you have to complete the orders by. Each customer is an instance of a class of Customers, where each customer has variables of other another class Burger, a priority for the Priority Queue, and a certain amount of time to complete their order. The Burger class will contain the specific ingredients such as a certain type of meat or sauce.

### **Concepts from class**

Stack: the hamburgers being created by the user, once one order is done, a new stack is created

ArrayLists: for the types of ingredients, randomly gets the ingredients from the AL using the get() method to create orders that the customers request.

Priority Queue: queue of people based on urgency.

### **GOALS**

Basic Functions:

- Stack that you can add ingredients to
- Priority Queue of people
- ArrayList of ingredients able to
- Working drag methods
- Visuals show 4 people, their orders, and the ingredients

Extra Functions:

- Different Levels & Difficulties
- Customers will give you money for the hamburgers.