

Designdokument

Für eine Abgabe an der
Hochschule Furtwangen University
im Kurs Entwicklung Interaktiver Anwendungen II
Wintersemester 21/22
Prof. Jirka Dell' Oro-Friedl

Endabgabe – Döner-Trainer

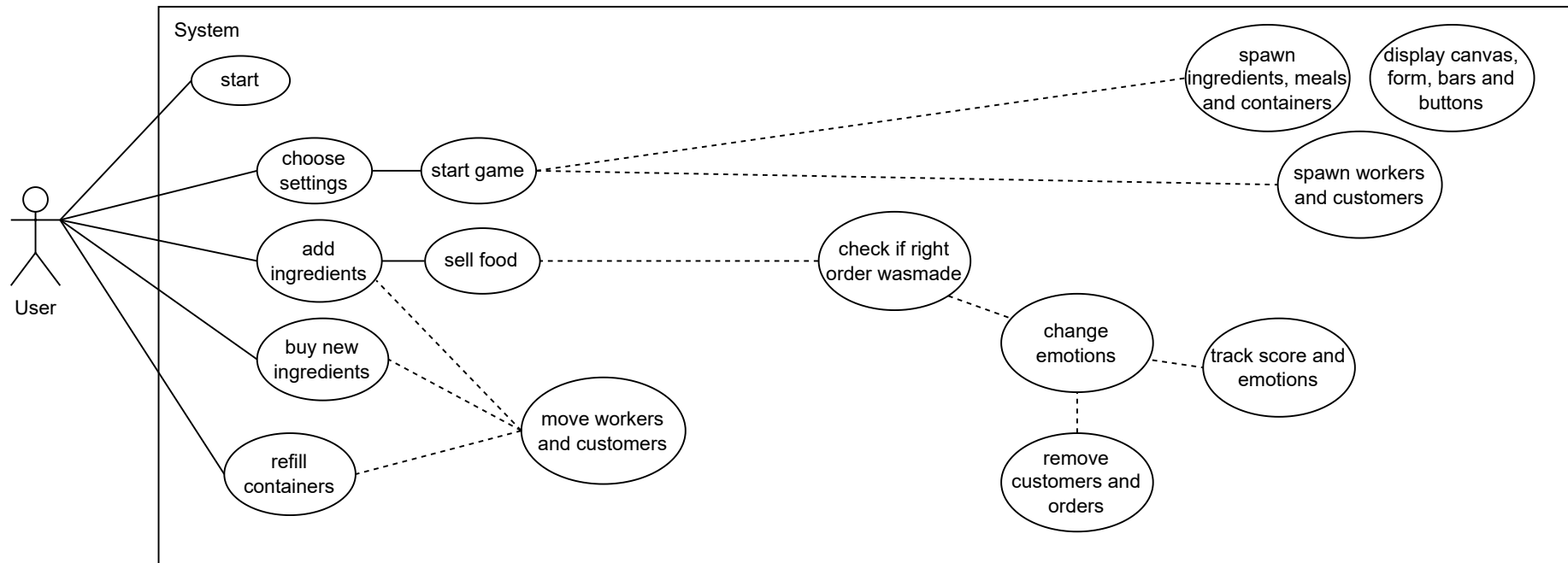
Jasmin Basler

Matrikel-Nr.: 265114

In Zusammenarbeit mit Fiona Virnich

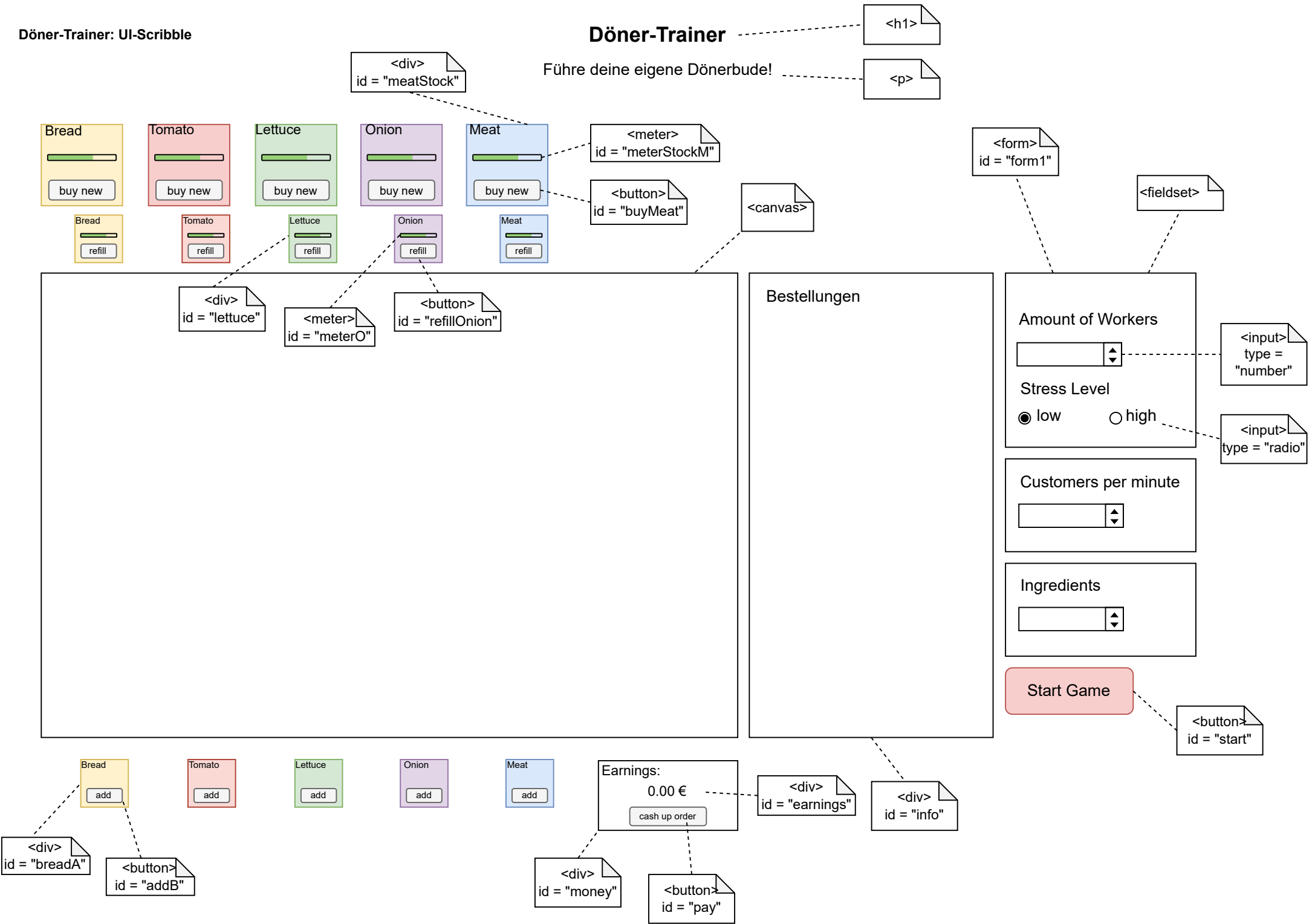
Stand: 15.02.2022

Döner-Trainer: Use-Case-Diagram

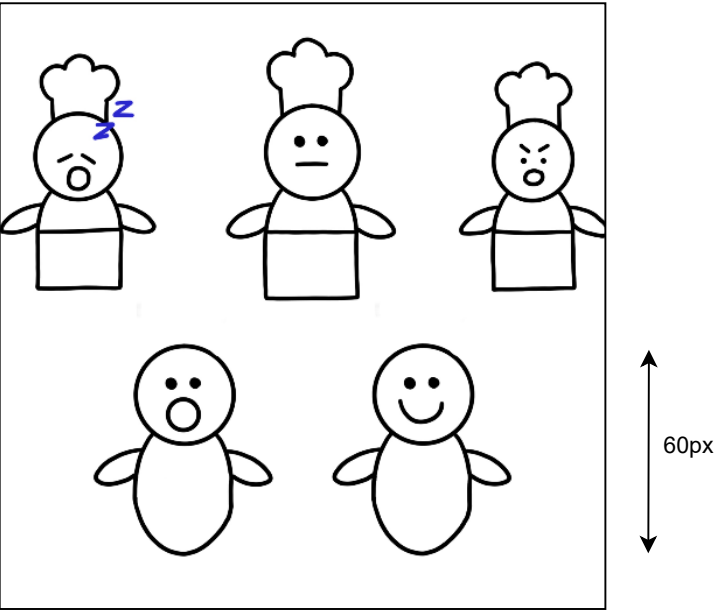
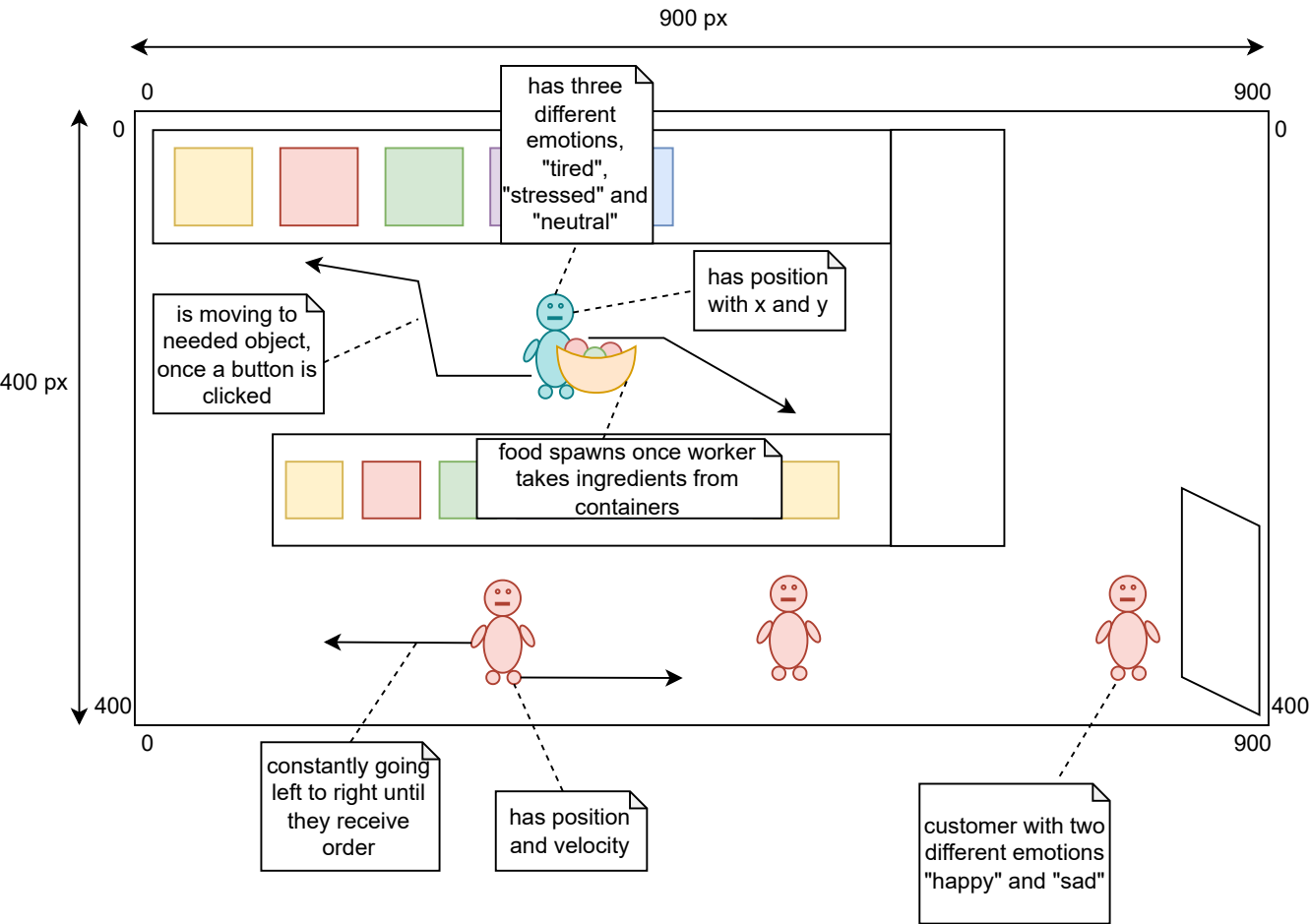


Döner-Trainer

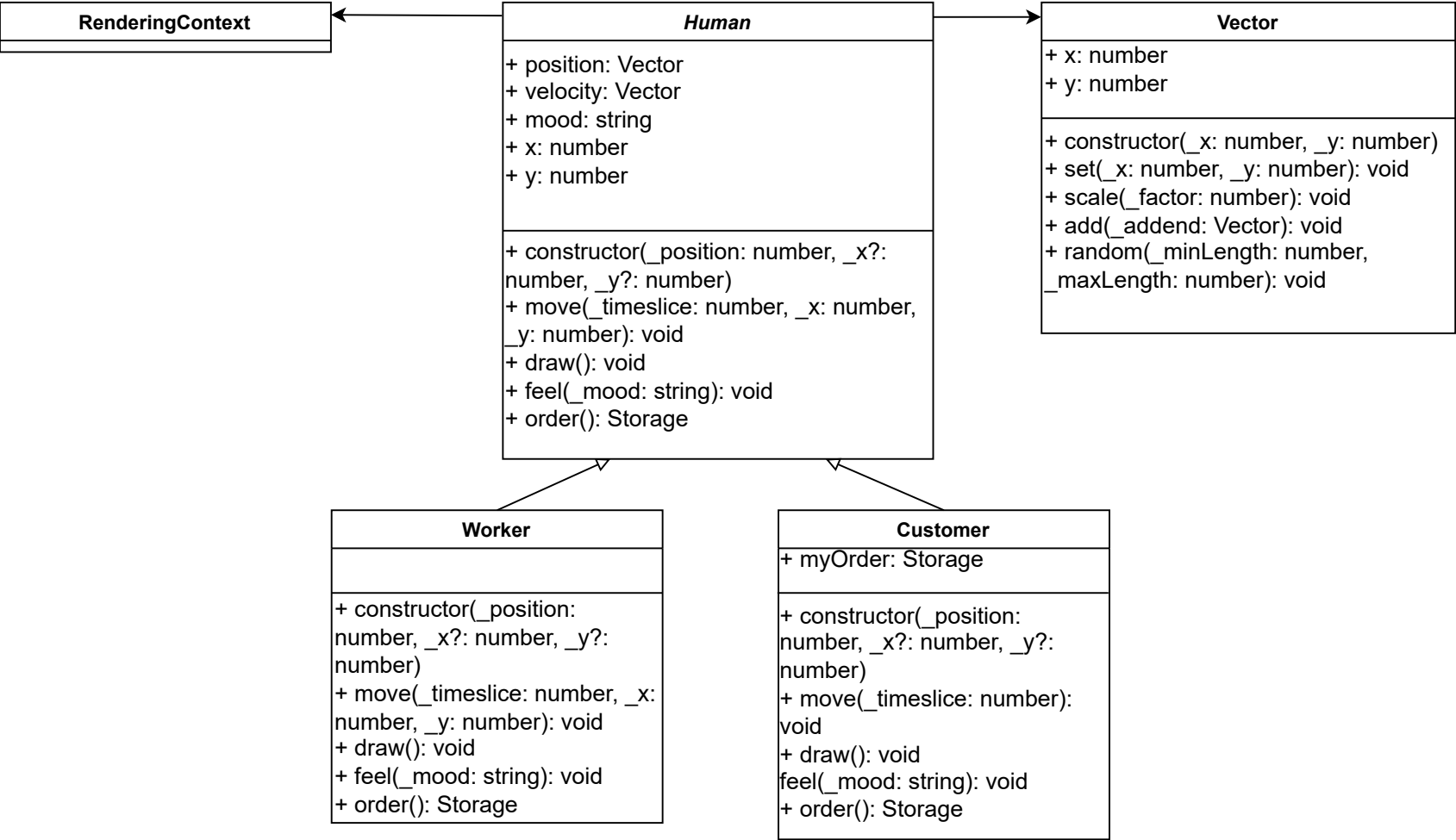
Führe deine eigene Dönerbude!

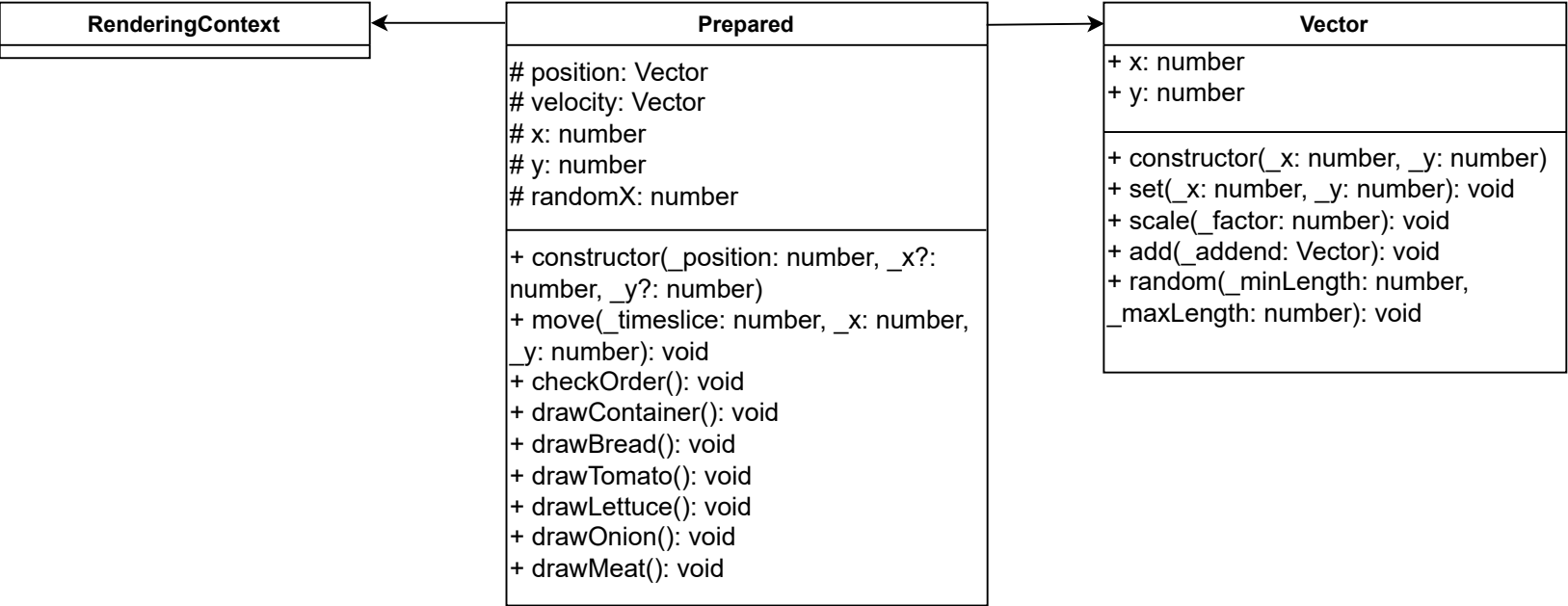


Döner-Trainer: UI-Scribble Canvas

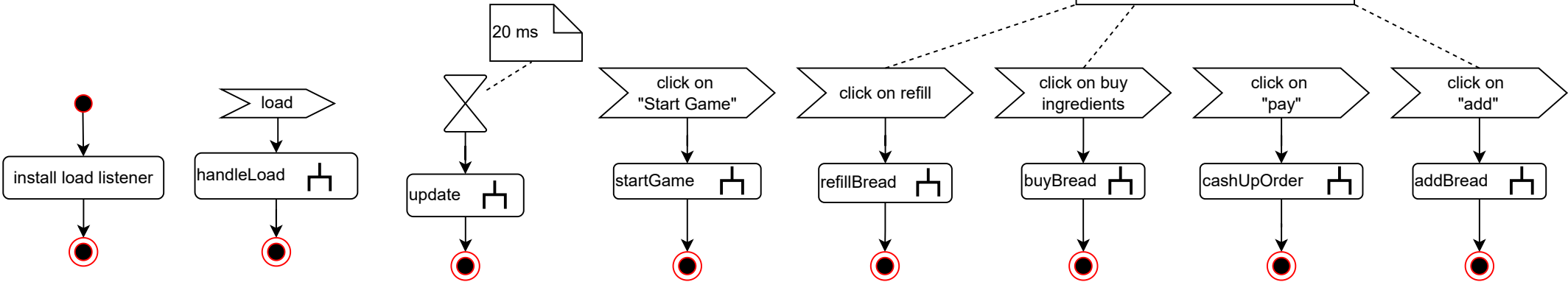


Döner-Trainer: Class Diagram





Döner-Trainer: Activity Diagram
Main.ts



Globals:

crc2: CanvasRenderingContext2D
let info: HTMLElement
imageData: ImageData

workers: Worker[]
customers: Customer[]
orders: Storage[]
ordersMade: Storage[]
displayOrders : string[]
drawOrders: Prepared[]
currentCustomerAmount: number = 0
earnings: number 0
happyScore: number = 0
orderCorrect: boolean
moodWorker: string
moodCustomer: string

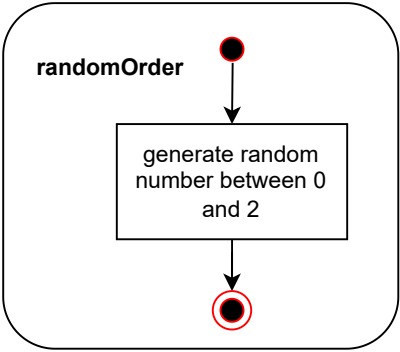
xOfWorker: number
yOfWorker: number
xOfWorker2: number
yOfWorker2: number
xOfCustomer: number
yOfCustomer: number

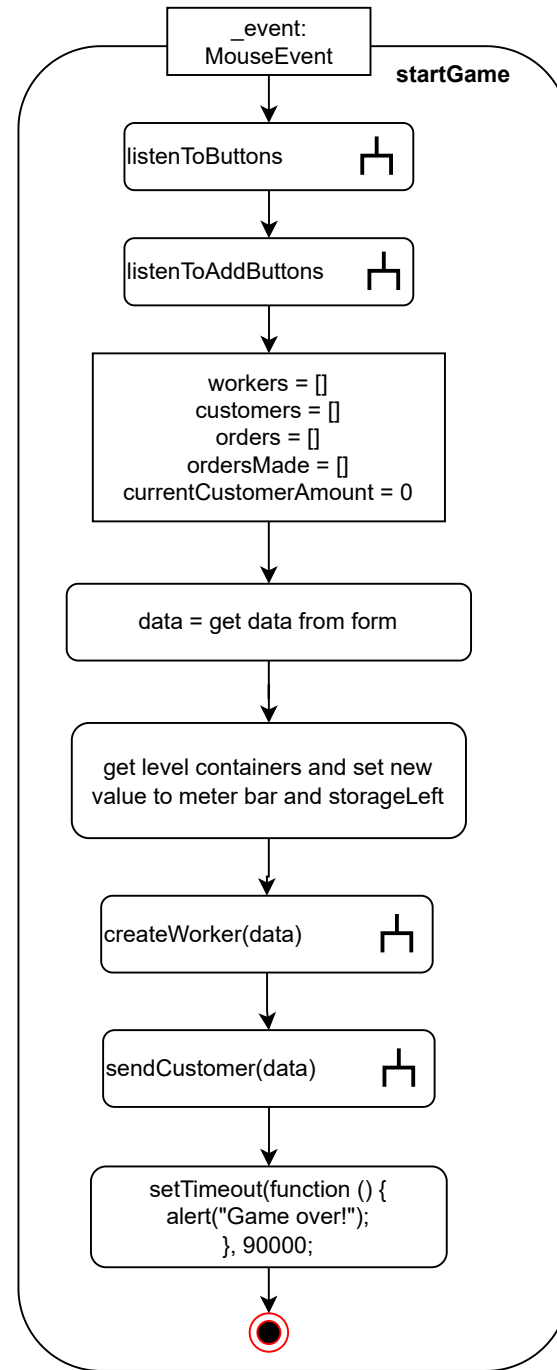
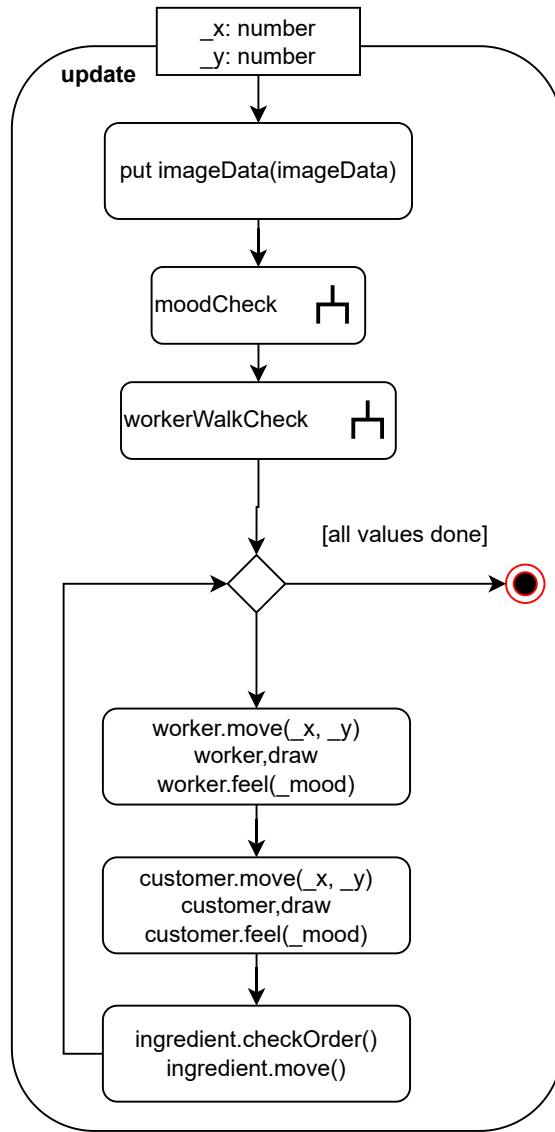
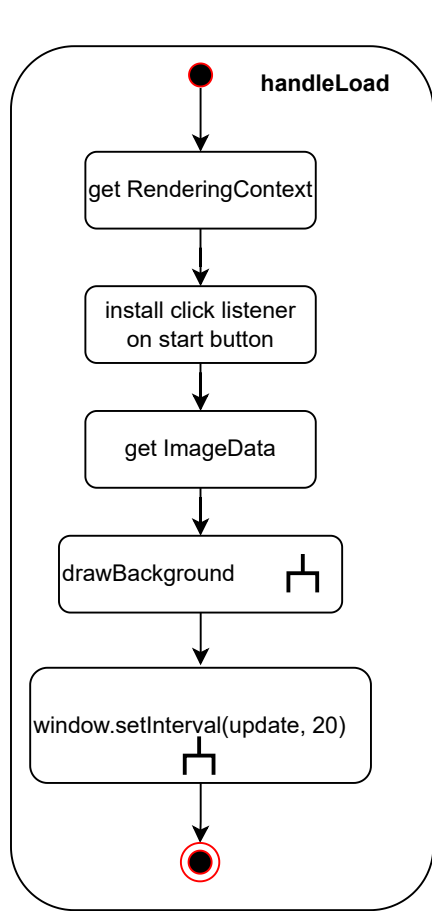
Storage
bread: number tomato: number lettuce: number onion: number meat: number

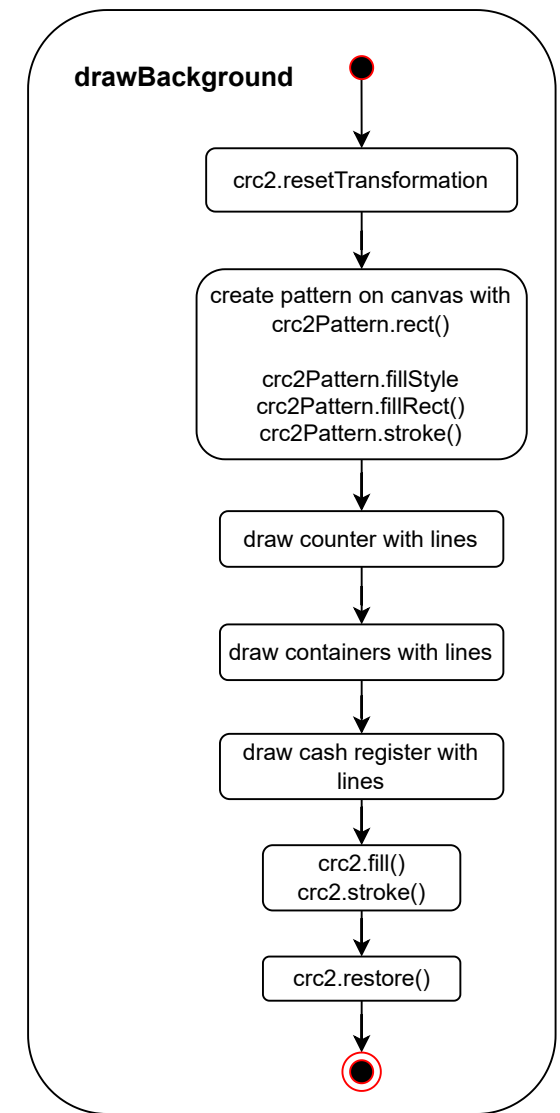
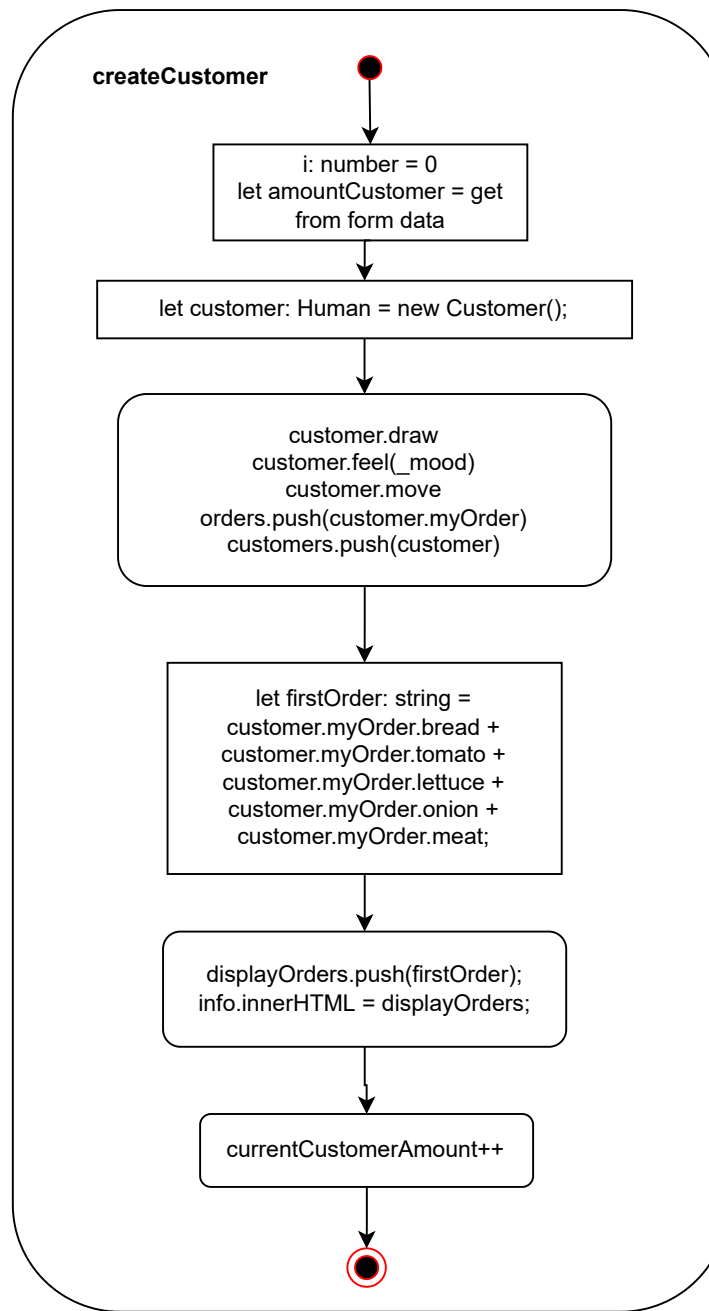
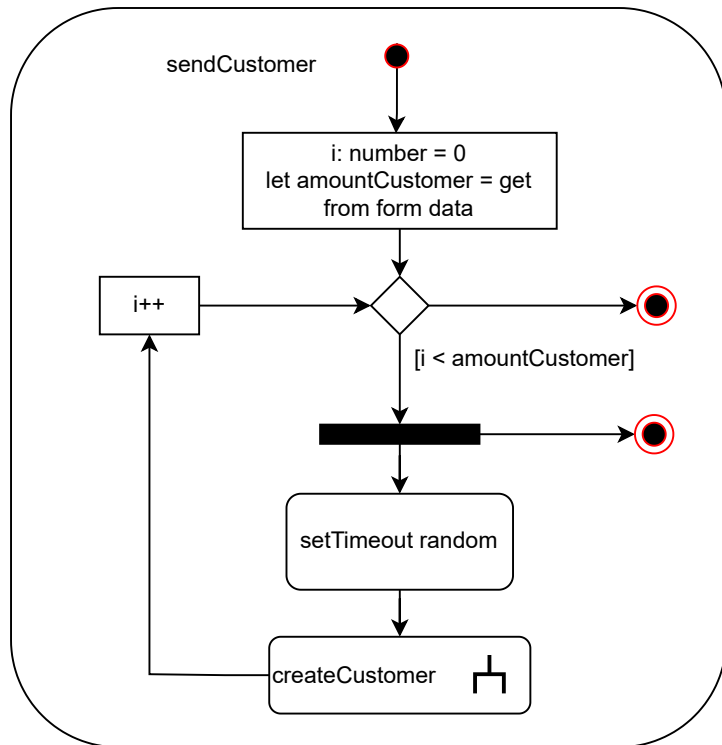
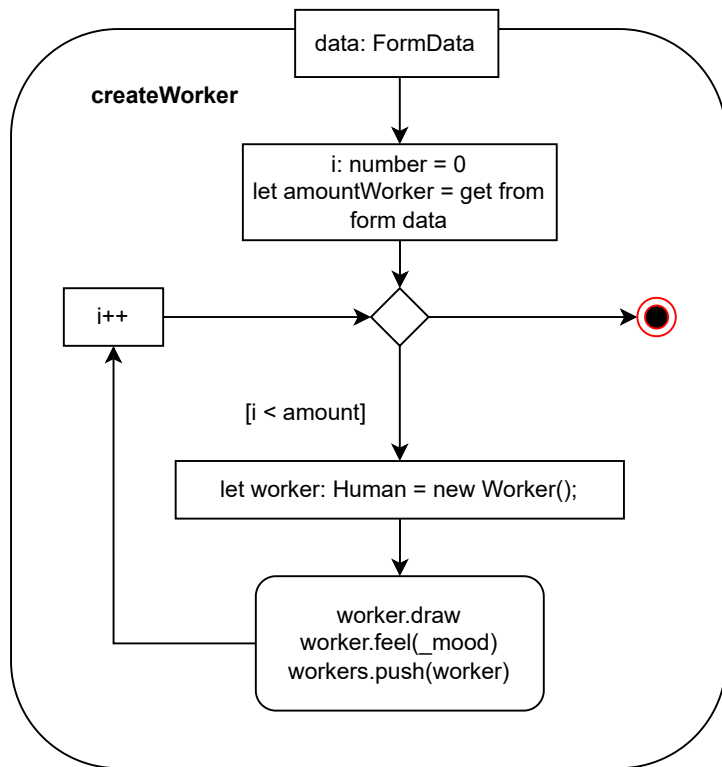
counterLeft
bread: 80 tomato: 80 lettuce: 80 onion: 80 meat: 80

storageLeft
bread: 1000 tomato: 1000 lettuce: 1000 onion: 1000 meat: 1000

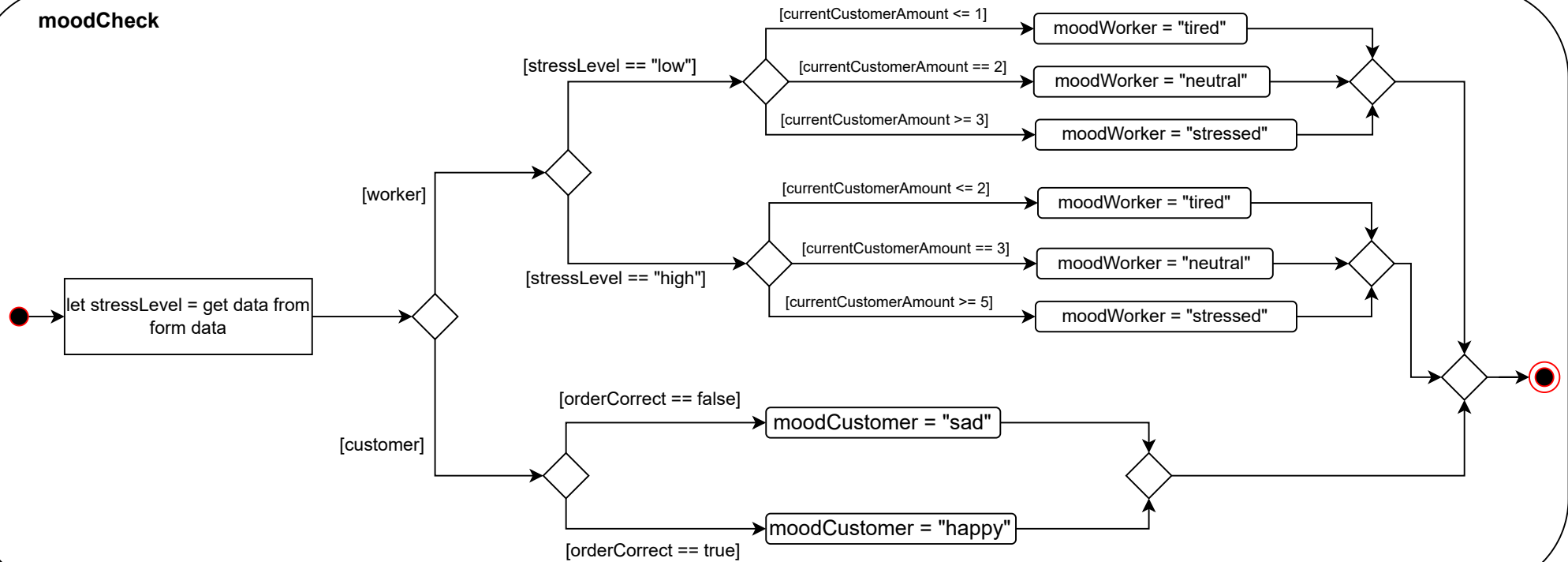
currentOrder
bread: 0 tomato: 0 lettuce: 0 onion: 0 meat: 0





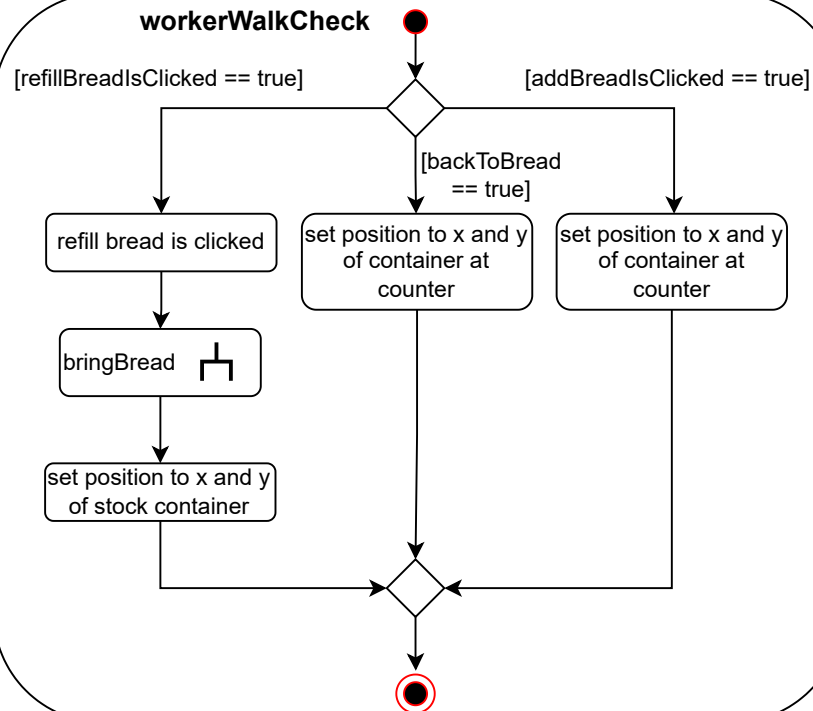


moodCheck



workerWalkCheck

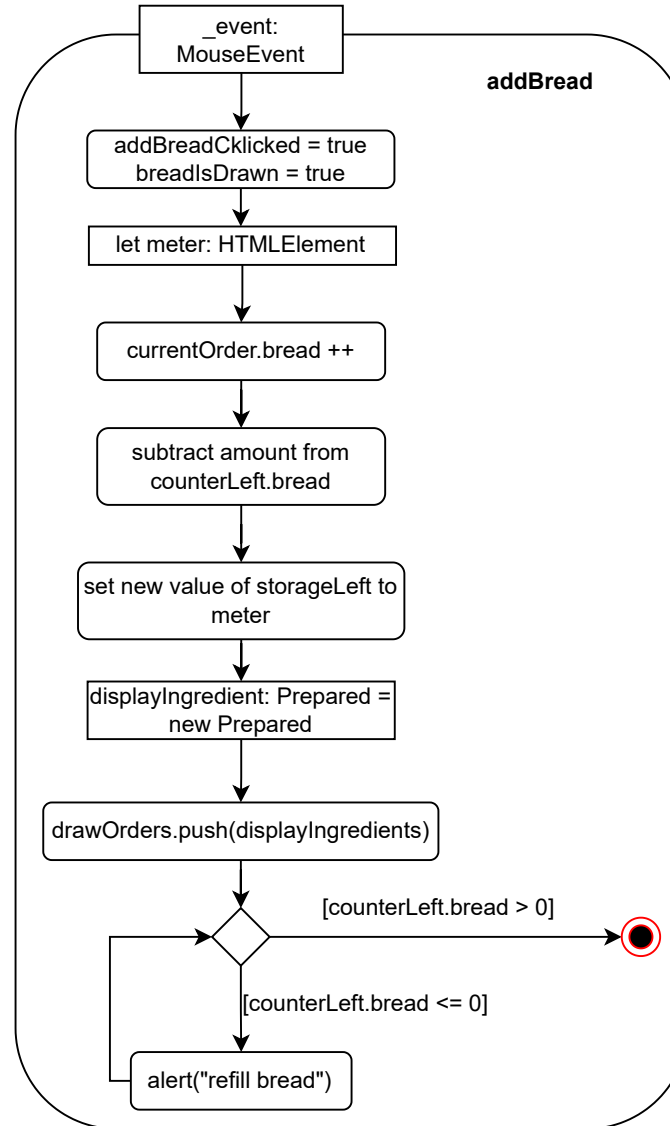
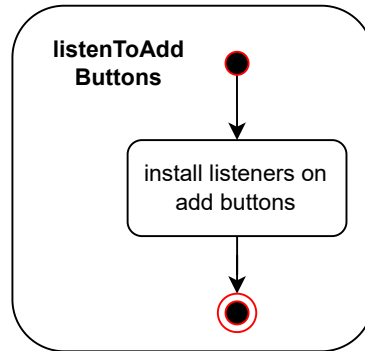
do same thing for each ingredient



Döner-Trainer: Activity Diagram addIngredients.ts

```
let addBreadIsClicked: boolean = false
let addTomatoIsClicked: boolean = false
let addLettucelsClicked: boolean = false
let addOnionIsClicked: boolean = false
let addMeatIsClicked: boolean = false

let addBreadIsDrawn: boolean = false
let addTomatoIsDrawn: boolean = false
let addLettucelsDrawn: boolean = false
let addOnionIsDrawn: boolean = false
let addMeatIsDrawn: boolean = false
```



run same function for
each ingredient

```
addTomato(),  
addLettuce(),  
addOnion(), addMeat()
```

Döner-Trainer: Activity Diagram container.ts

```
let refillBreadIsClicked: boolean = false  
let refillTomatoIsClicked: boolean = false  
let refillLettuceIsClicked: boolean = false  
let refillOnionIsClicked: boolean = false  
let refillMeatIsClicked: boolean = false
```

```
let backToBread: boolean = false  
let backToTomato: boolean = false  
let backToLettuce: boolean = false  
let backToOnion: boolean = false  
let backToMeat: boolean = false
```

listenToButtons

install listeners on
refill and buy buttons

run same function for
each ingredient

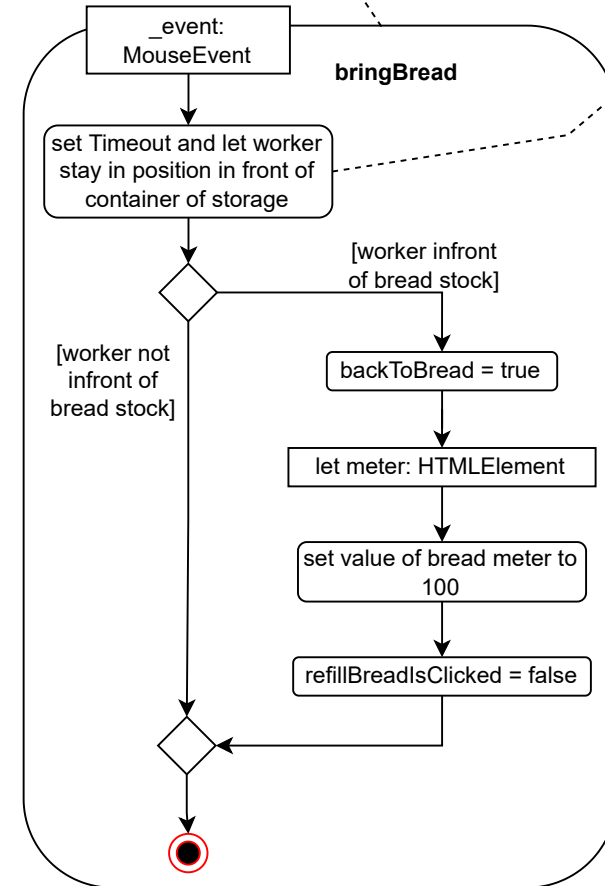
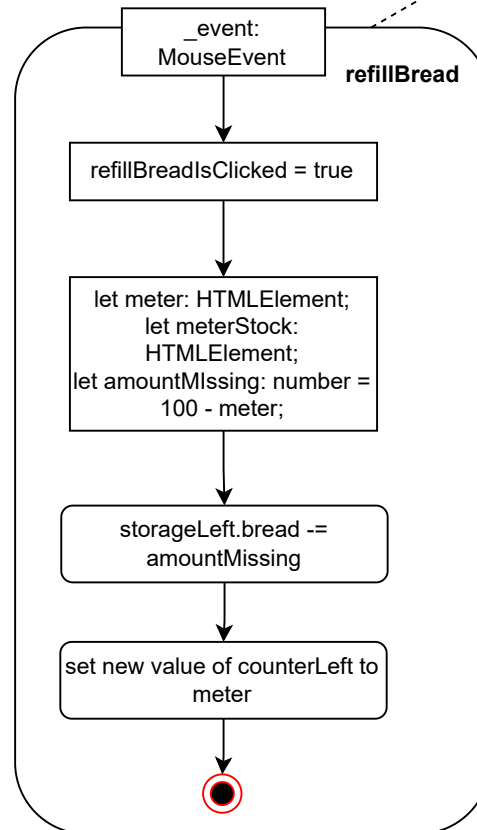
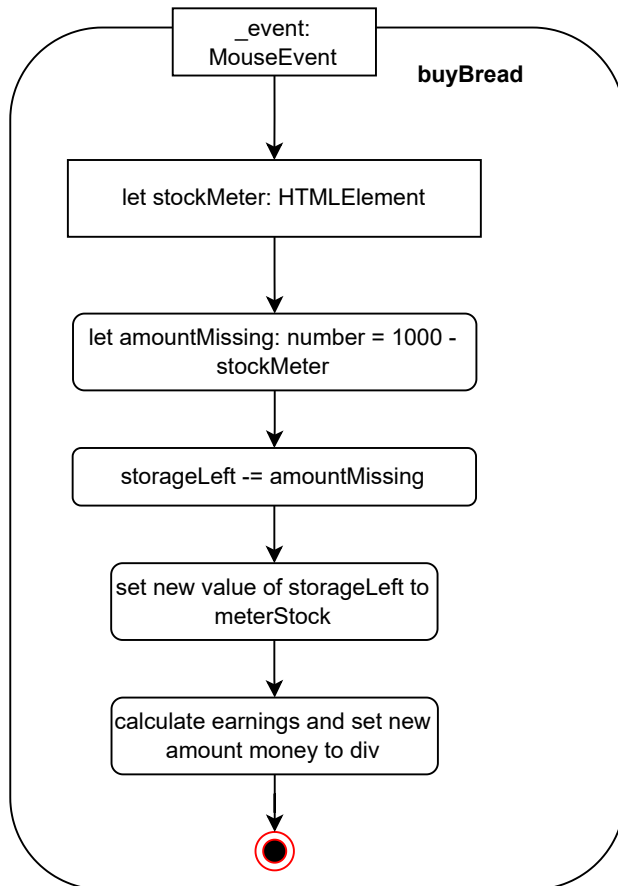
```
refillTomato(),  
refillLettuce(),  
refillOnion(), refillMeat()
```

run same function for
each ingredient

```
bringTomato(),  
bringLettuce(),  
bringOnion(),  
bringMeat()
```

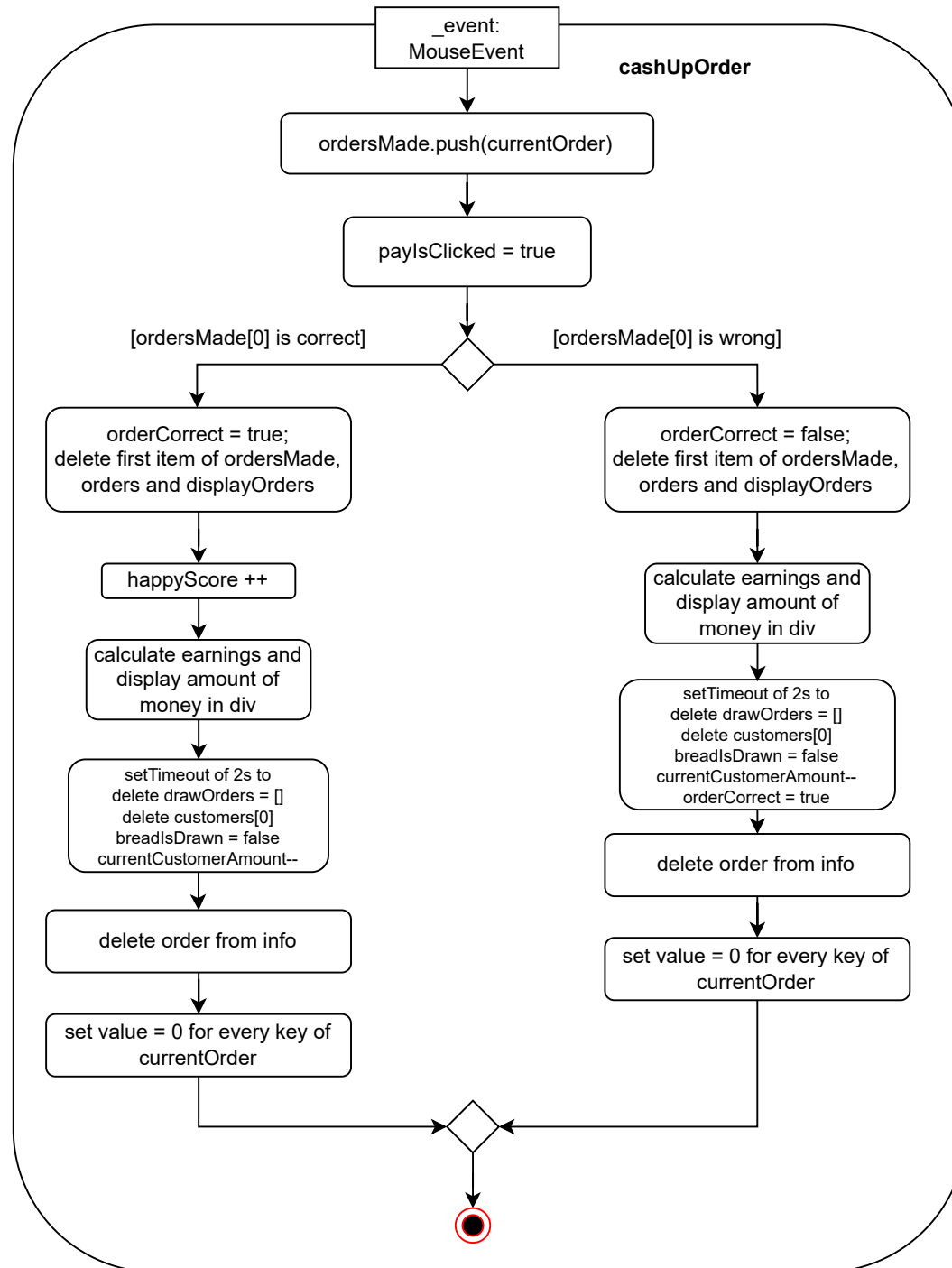
set different value if
Timeout for each
ingredient

--> e.g. worker waits
longer in front of onion
container

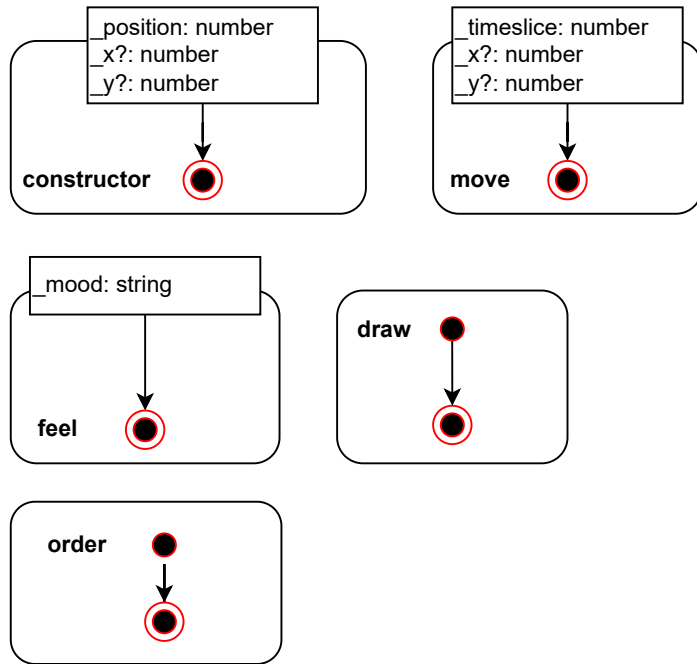


Döner-Trainer: Activity Diagram pay.ts

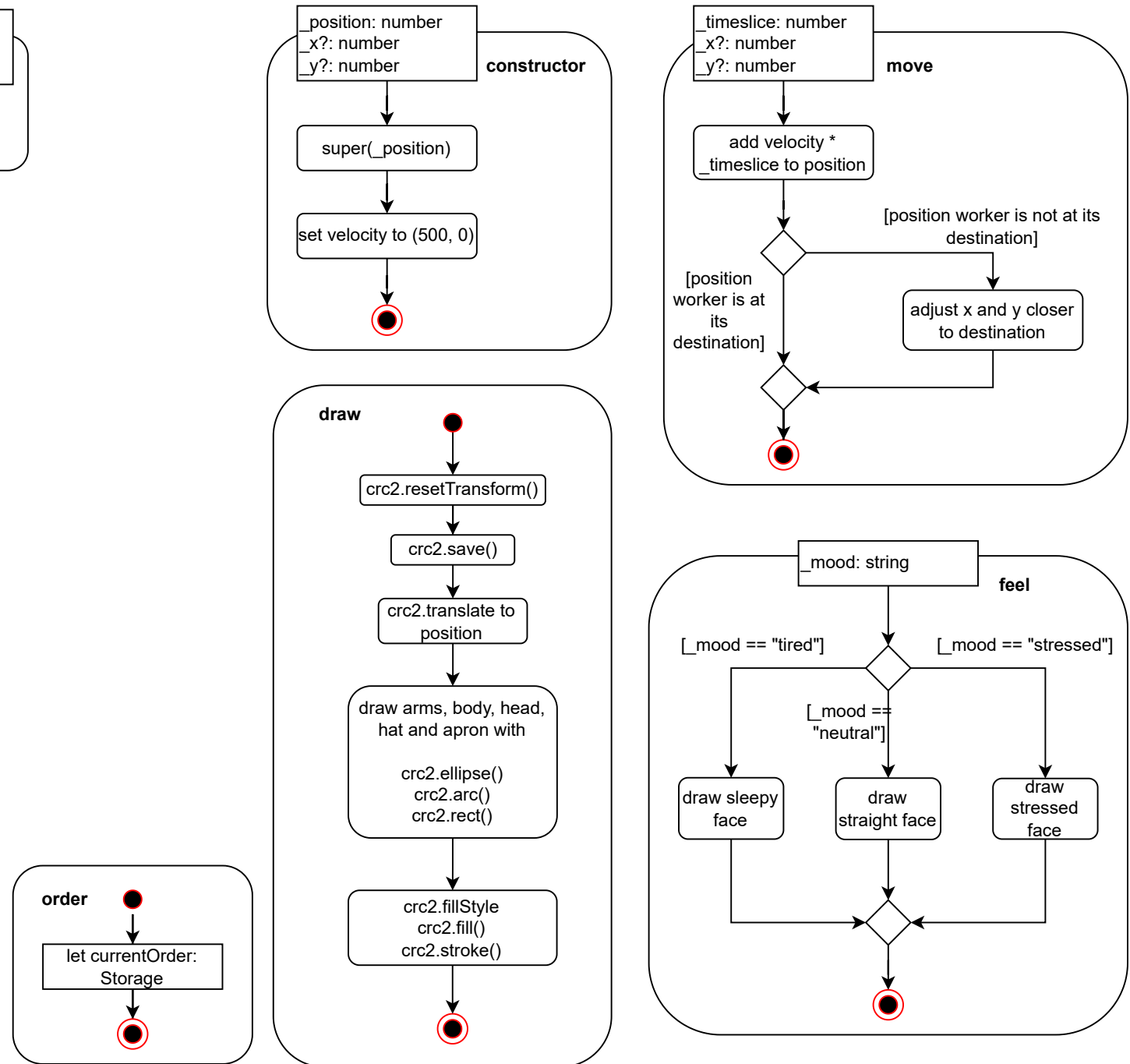
let payIsClicked : boolean = false



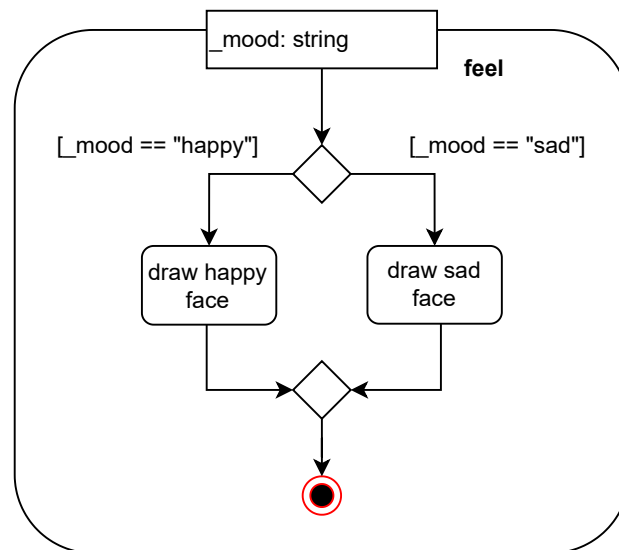
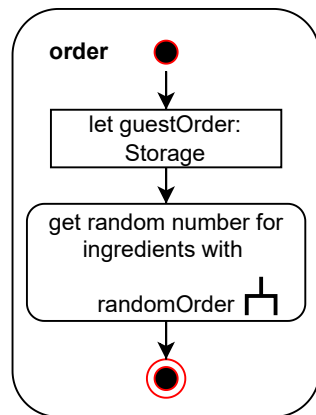
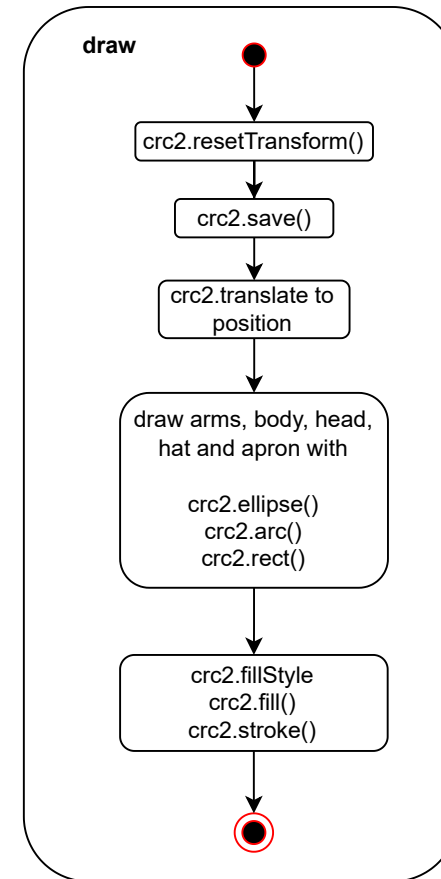
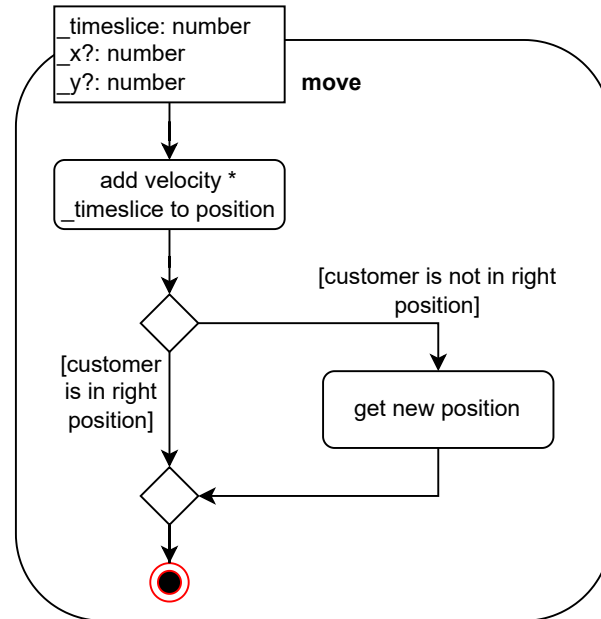
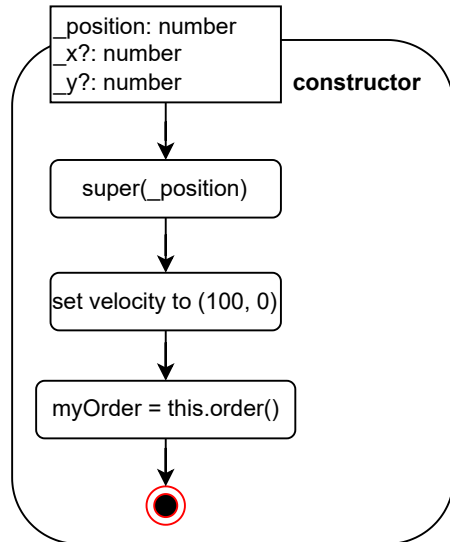
Döner-Trainer: Activity Diagram - Human



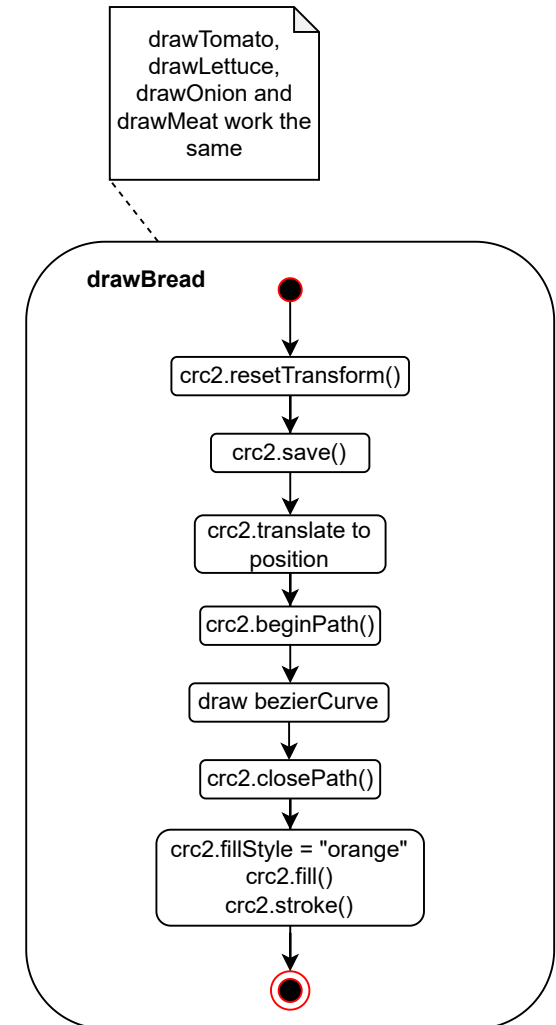
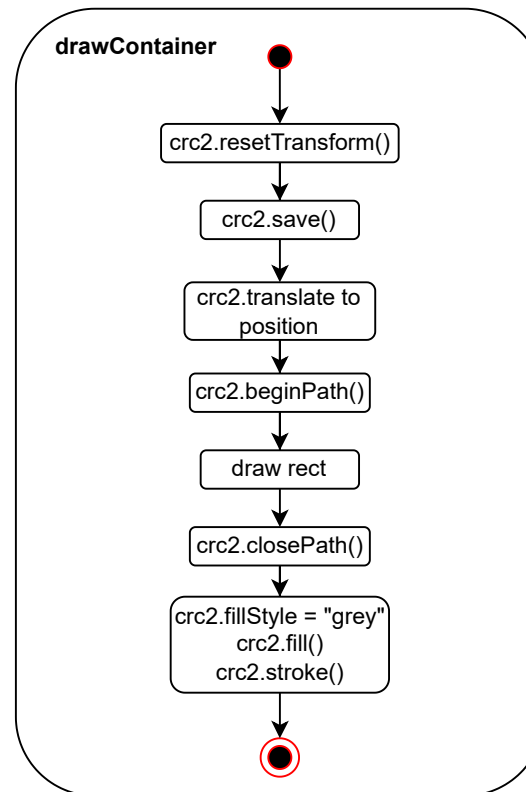
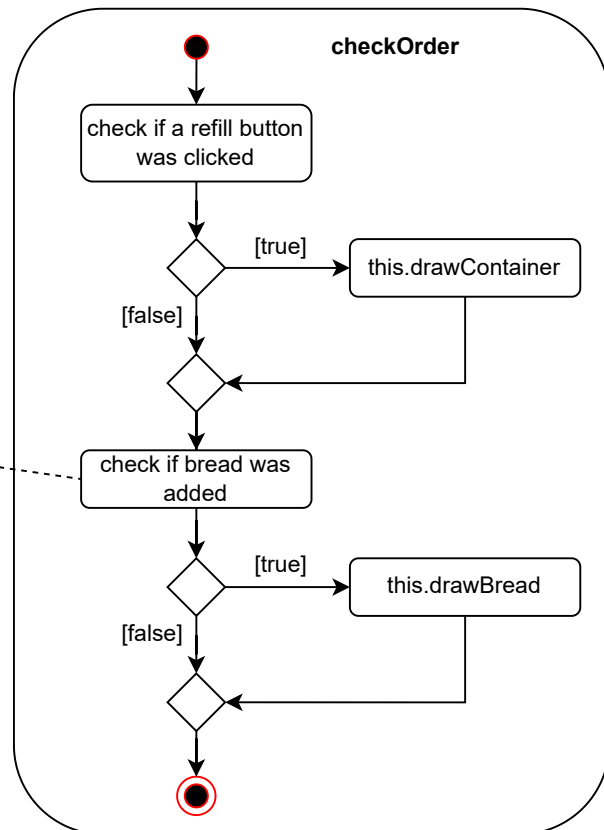
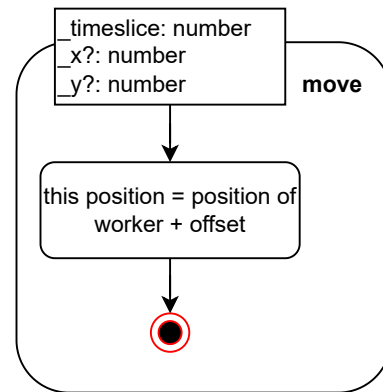
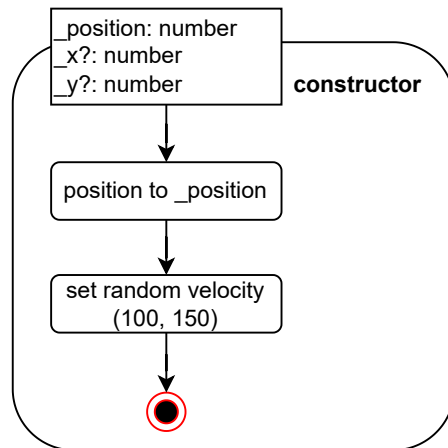
Döner-Trainer: Activity Diagram - Worker



Döner-Trainer: Activity Diagram - Customer



Döner-Trainer: Activity Diagram - Prepared



**Döner-Trainer: Activity Diagram -
Vector**

