

# -serveSpeed: int -serveTime: int -moveSpeed: int -readyToCook: boolean -leaving: boolean -foodReady: boolean -served: boolean -paid: boolean -wage: int -currentClient: Client -clients: ArravList<Client> -cookBar: HealthBar -haveBar: boolean -mylmage: Greenfootlmage +cook() +determineClient() +feedClient() +enter() +leave() +setReadyToCook() rteetheaving(Express Edition

Visual Para@RAK Online Diag

-seat: Seat

visua Pot Garguse Inline Di
-image Width: int
-image Height: int
-dot Diameter: int
-border Width: int
-number Of Slides: int
-current Slide: int
-dot Color: int
-border Color: int
-image: Greenfoot Image
+build Display()
+build Border()

Display Get Gargus Edition

Visual Parage Online Disimage: Greenfootlmage -

Visua**GloseButton**nline D

-imageWidth; int

-imageHeight: int

-crossWidth: int

-borderWidth: int

+buildDisplay()

-crossColor: Color

-borderColor: Color

-image: GreenfootImage

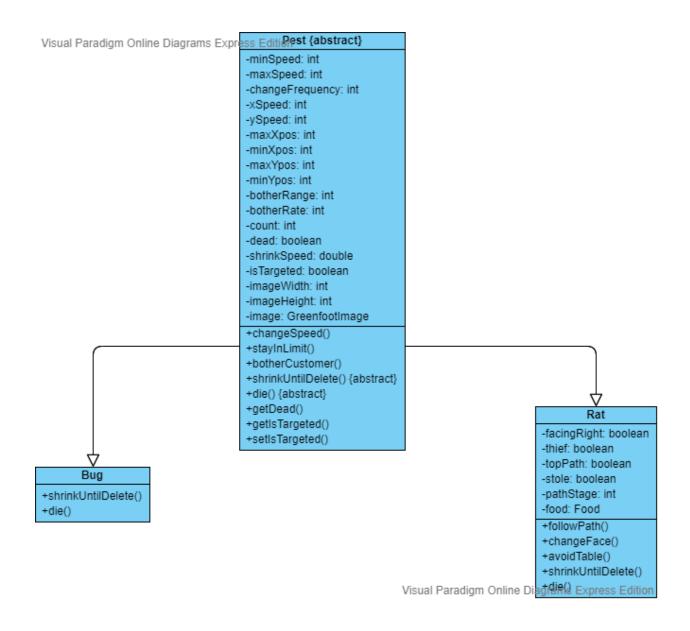
rthuildBorder() ess Edition

visual Health Paronline C
-maxHP: int
-currHP: int
-currPercentHP: double
-redBarSize: int
-greenBarSize: int
-bar: GreenfootImage
-blank: GreenfootImage
-target: Actor
-myGreen: Color
-myRed: Color

VisuaHealthBarTwoine Di -maxHP: int -curHP: int -percentHP: double -redBarSize: int -greenBarSize: int -showValue: String -bar: GreenfootImage -heart: GreenfootImage -blank: Greenfootlmage -imgone: GreenfootImage -myGreen: Color -myRed: Color -mvGrav: Color -myBlack: Color -target: Actor tundate()s Express Edition

-rating: int -ratingBar: HealthBar -minPests: int -maxPests: int -pestDetectRange: int -ratDetectRange: int -ratFindStar: double -foundRat: boolean -evaluated: boolean -timePassed: int +addedToWorld() +walkAround() +findPests() +setStar() +getSatisfaction() ateX∰0 Express Edition

VidHealthlespectoriling



# Visual Pare PRMPOnline Diac

- -imageWidth: int
- -imageHeight: int
- -imageWidthTemp: int
- -imageHeightTemp: int
- -cornerDiameter: int
- -borderWidth: int

Visi Roint Distributorne Di

-defaultPoints: int

-currentPoints: int

-minPoints: int -maxPoints: int

-changeRate: int

-cornerRadius: int

-borderWidth: int

-displayAdded: int

-borderColor: Color

-leftArrow: Arrow

-button: Button

+buildDisplay()

+getButton()

+lockArrow()

+getArrow()

-rightArrow: Arrow

-leftLocked: boolean

-rightLocked: boolean

-image: GreenfootImage

+changeTransparency()

+getClicksFromDefault()

+getCurrentPoints()

-backgroundColor: Color

-width: int

-height: int

-text: String -fontSize: int

-clicksFromDefault: int

- -accessories: boolean
- -popUp: boolean
- -popUpSpeed: int
- -popUpTime: int
- -shrink: boolean
- -numberOfSlides: int
- -currentSlide: int
- -titleText: String
- -bodyText: String
- -origBodyText: String
- -backgroundColor: Color
- -borderColor: Color
- -image: GreenfootImage
- -closeButton: CloseButton
- -dotCarousel: DotCarousel
- -leftArrow: Arrow
- -rightArrow: Arrow
- +buildDisplay()
- +buildBorder()
- +growAnimation()
- +shrinkAnimation()
- +addTitle()
- +addBody()
- +setLines()
- +changeTransparency()
- +setTitle()
- +setBodv()
- tegetCustentElide(es Edition DARTAMISON PROPERTY AND INC.

- -speed: int
- -transparency: int
- -image: GreenfootImage
- DAGOms Express Edition

# Visual **Stat**diam O

- -x: int
- -y: int
- -isTaken: boolean
- -seatNumber: int
- +addToWorld()
- +getSeatNumber()
- +setIsTaken()
- mgetls Taken (dition

# Visua**PriceGhange**hline D

# Visual Para Maff Online Diagi

- -mvWidth: int
- -targetPest: Pest
- -pests: ArrayList<Pests>
- -attackRange: int
- -maxXpos: int
- -minXpos: int
- -maxYpos: int
- -minYpos: int
- -xSpeed: int
- -ySpeed: int
- -timePassed: int
- -wage: int
- -paid: boolean
- -leaving: boolean
- -leaveStage: int
- -mylmage: Greenfootlmage
- +addedToWorld()
- +targetClosestPest()
- +attackPest()
- +moveRandomlv()
- +changeSpeed()
- +stayInBoundary()
- +leave()
- +followPath() ne Diagrams Express Edition

# Visual Paradigi**Stat Par**e Diagrams Exp

- -currentFunds: int
- -foodSupply: int
- -numberOfCustomers: int
- -rating: double
- -day: int
- -time: int
- -davCvcle: int
- -backgroundColor: Color
- -borderColor: Color
- -outsideBorderColor: Color
- -backgroundColorBot: Color
- -borderColorBot: Color
- -outsideBorderColorBot: Color
- -width: int
- -height: int
- -fullHeight: int
- -timeDisplay: VCENDayCycleDisplay
- -added: boolean
- -image: GreenfootImage
- -meat: GreenfootImage
- -person: GreenfootImage
- -star: GreenfootImage
- +buildDisplay()
- +buildTextArea()
- +addText()
- +addlcons()
- dilinded the Diagrams Express Edition

### Visual**Table**digm O

- -seats: Seat[]
- -xCoord: int
- -vCoord: int -width: int
- -height: int
- +addedToWorld()
- +createSeats()
- +createSeats1()
- +getSeat()
- +getSeatStatus()
- +setSeatStatus()
- ntgetNumSeats(),n

#### VGENDayCycleDisplay

- -oneCycleTime: int
- -dawnTime: int
- -davTime: int
- -duskTime: int
- -nightTime: int
- -givenTime: int
- -currTime: int
- -barWidth: int
- -barHeight: int
- -borderWidth: int
- -dawnColor: Color
- -dayColor: Color
- -duskColor: Color
- -nightColor: Color
- -currColor: Color
- -fadeColor: Color
- -borderColor: Color
- -sunColor: Color
- -sunshineColor: Color
- -moonColor: Color
- -moonShineColor: Color
- -numberStarts: int
- -starPosX: int[]
- -starPosY: int[]
- -bar: GreenfootImage
- +update()
- +getCurrTime()
- +updateVisuals()
- +adjustTime()
- +timeNow()
- +sunY()
- +moonY()
- +makeStarPosition()
- +alphaAdjust()
- rtiaddBnsdes@ress Edition

## -redoButton: Button

- -finalScore: int
- -scoreButton: Button
- -scoreTextButton: Button
- -howScoreTextButton: Button
- -overButton: Button
- -background: Greenfootlmage

Visual ParaudModdine Diagrar

- -backColor: Color
- +addButtons()
- +addBackground()
- hatertStartWed (xpress Edition

# Visual คือลมรู้เปิดกากline D

- -image: GreenfootImage
- -transparency: int
- -fadeln: boolean
- -count: int
- Deperation () press Edition

# Visu**Weapadi**gm (

- -moveSpeed: int
- -target: Pest -width: int
- -height: int
- ns operation Odition

## Visual Par**simWoold**ine Diagrar

- -startingFunds: int -currentFunds: int -foodSupply: int -starRating: double -customerSpawnRate: int -inspectorSpawnRate: int -ratSpawnRate: int -bugSpawnRate: int -numberOfCustomers: int -numberOfPests: int -eatSpeed: int -moveSpeed: int -cookSpeed: int -foodRefillTime: int -foodRefillCost: int
- -time: int
- -timePassSpeed: int

-foodRefillAmount: int

- -dayLimit: int
- -day: int
- -open: boolean -prepTime: int -openingTime: int
- -cleanTime: int -closingTime: int
- -transitionTime: int
- -background: Greenfootlmage
- -backColor: Color -statBar: StatBar -openStatus: Button -transition: Transition
- -patience: int -t1: Table
- -count: int
- +addBackground()
- +changeBackground()
- +killAllPests()
- +getDistance()
- +updateOpenStatus()
- +startEndWorld()
- +refillFood()
- +returnStaff()
- +leaveStaff()
- +spawnCustomer()
- +spawnCritic()
- +spawnHealthInspector()
- +spawnPests()
- +spawnRat()
- +endSim()
- +loseFood()
- +getStarRating()
- +setStarRating()
- +getEatSpeed()
- +getFoodSupply() +getTime()
- +getCurrentFunds()
- +setCurrentFunds()

### Visual PartartWOMne Diagra

- -startButton: Button -helpButton: Button
- -titleButton: Button
- -background: Greenfootlmage
- -backColor: Color
- -helpPopUp: PopUp
- -numberOfSlides: int
- -helpTitle: String[]
- -helpBody: String[]
- -slideNow: int
- +addBackground()
- +addButtons()
- +addPopUp()
- +changeText() +setTexts()
- +startPointsWorld()

# -backColor: Color +addBackground()

- +addPointDistributors()
- +distributorHover() +setVariables()
- +startSimWorld()
- +lockDistributors()
- স্কারণাজ্যারণাজ্যার ভিন্ন স্থানির ভারতির ভারতির

Visual Paradig RPUNAWQUI grams Express

-currentPoints: int

-startingFunds: int

-criticSpawnRate: int

-ratSpawnRate: int

-bugSpawnRate: int

-eatSpeed: int -cookSpeed: int

-customerSpawnRate: int

-inspectorSpawnRate: int

-startingFundsDMMC: int[]

-criticSpawnRateDMMC: int[]

-ratSpawnRateDMMC: int[]

-bugSpawnRateDMMC: int[]

-variableDescription: PopUp

-totalPointsDisplay: Button

-startingFundsDis: PointDistributor

-criticSpawnRateDis: PointDistributor

-ratSpawnRateDis: PointDistributor

-bugSpawnRateDis: PointDistributor

-eatSpeedDis: PointDistributor

-background: Greenfootlmage

-cookSpeedDis: PointsDistributor

-customerSpawnRateDis: PointDistributor

-inspectorSpawnRateDis: PointDistributor

-eatSpeedDMMC: int[]

-backC: Color

-borderC: Color

-backButton: Button

-startButton: Button

-cookSpeedDMMC: int[]

-customerSpawnRateDMMC: int[]

-inspectorSpawnRateDMMC: int[]

- hsetSimWorldSeatStatus(dition