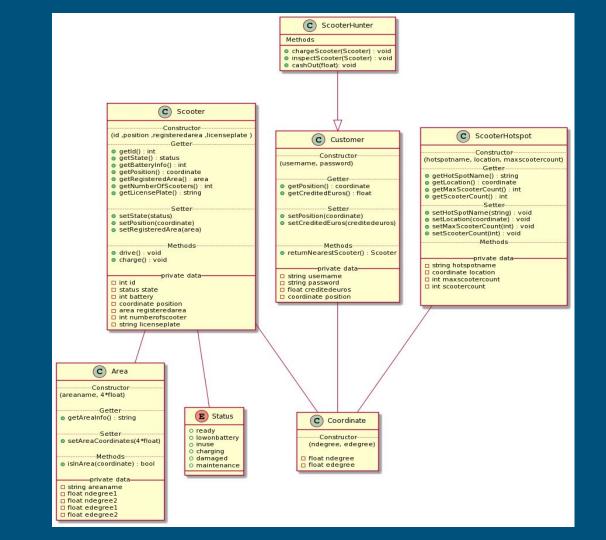
## E-Scooter Verwaltung

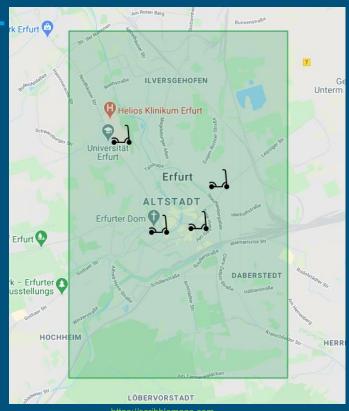
## Gliederung

- UML
- Hotspots / Area
- Scooter Hunter
- Customer
- Code
- erster Test
- weiteres Vorgehen

#### **UML**

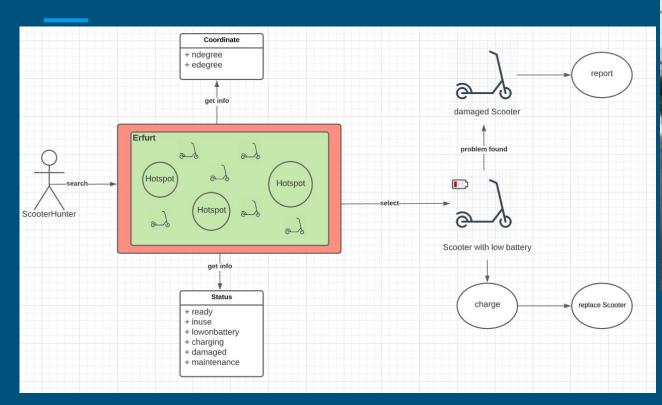


# Scooter Area mit Hotspots



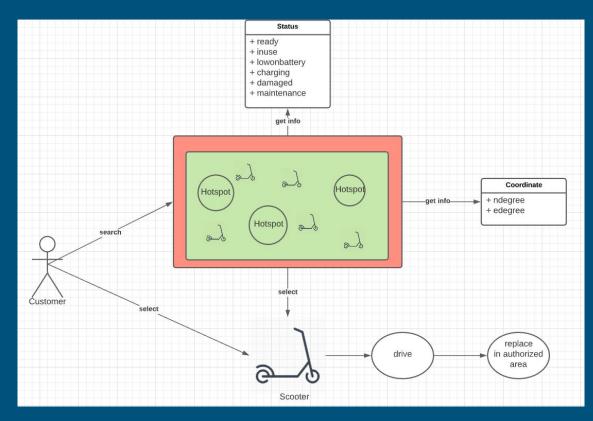


#### **Scooter Hunter**



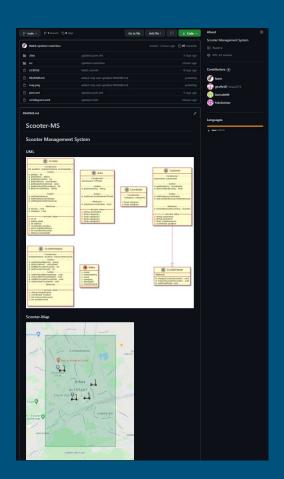


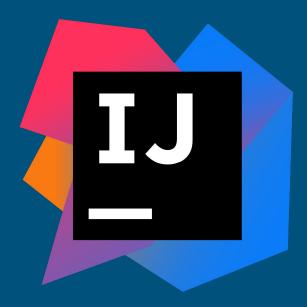
#### Customer





## Code

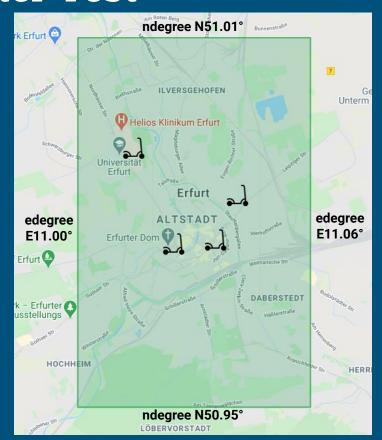




#### Code

```
package de.teamshrug.scooterms;
   public Area(String _areaname, float _ndegree1, float _ndegree2, float _edegree1, float _edegree2) {
       this.ndegree1 = _ndegree1;
       this.ndegree2 = _ndegree2;
       this.edegree1 = _edegree1;
       this.edegree2 = _edegree2;
   public boolean isInArea(Coordinate _position)
       if (((ndegree1 < _position.ndegree) && (_position.ndegree < ndegree2)) || ((ndegree1 > _position.ndegree) && (_position.ndegree > ndegree2)))
           🚮 (((edegree1 < _position.edegree) && (_position.edegree < edegree2)) || ((edegree1 > _position.edegree) && (_position.edegree > edegree2)))
   public String getAreaInfo()
   private final String areaname;
```

### erster Test



```
public class AreaTest {

OTEST

public class AreaTest (

Area TestArea = new Area(_Meanmem = TestArea*, _indegree() 50.94f, _indegree() 51.11f, _indegree() 10.98f, _indegree() 11.04f);

Coordinate TestArea = new Area(_Meanmem = TestArea*, _indegree() 50.98f, _indegree() 11.098f());

assertTrue(TestArea.isInArea(TestPositionInArea), _invesse() 1f indegree() 1s between indegree() and indegree() (same for edegree), the scooter is in the area*)
}
```

## weiteres Vorgehen

- Methoden verfeinern
- Klassen erweitern
- Tests schreiben

# Danke für eure Aufmerksamkeit