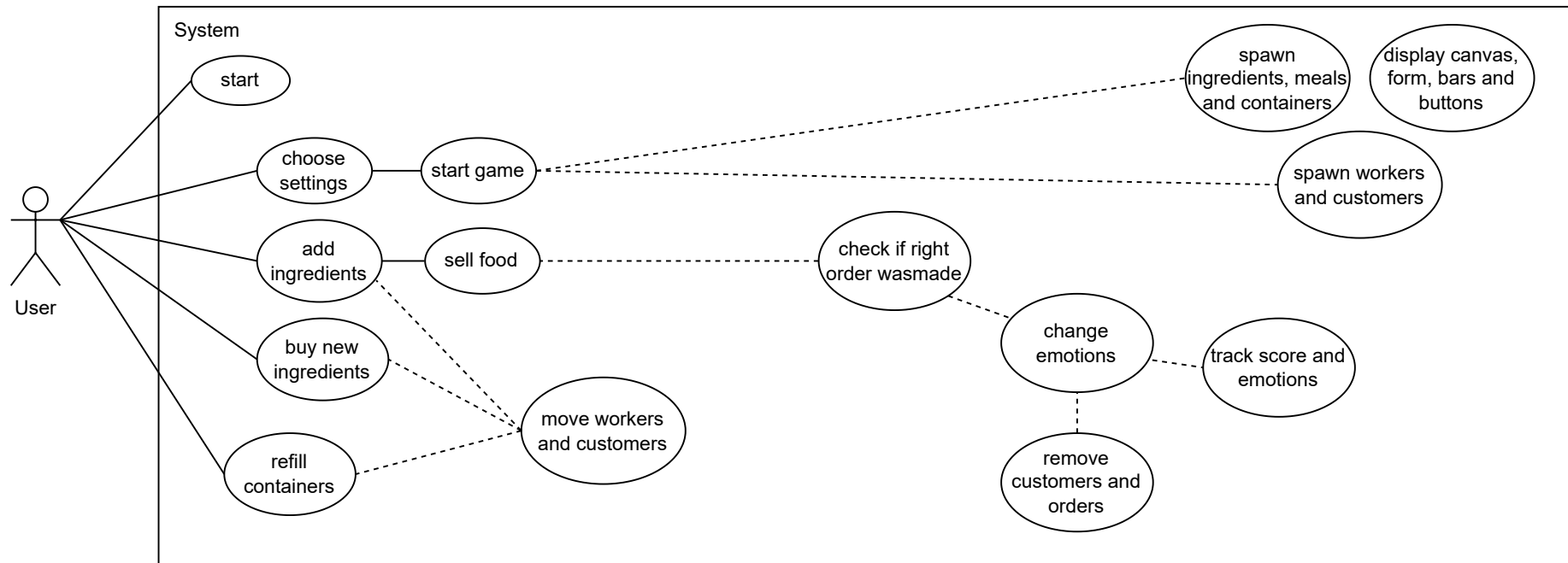
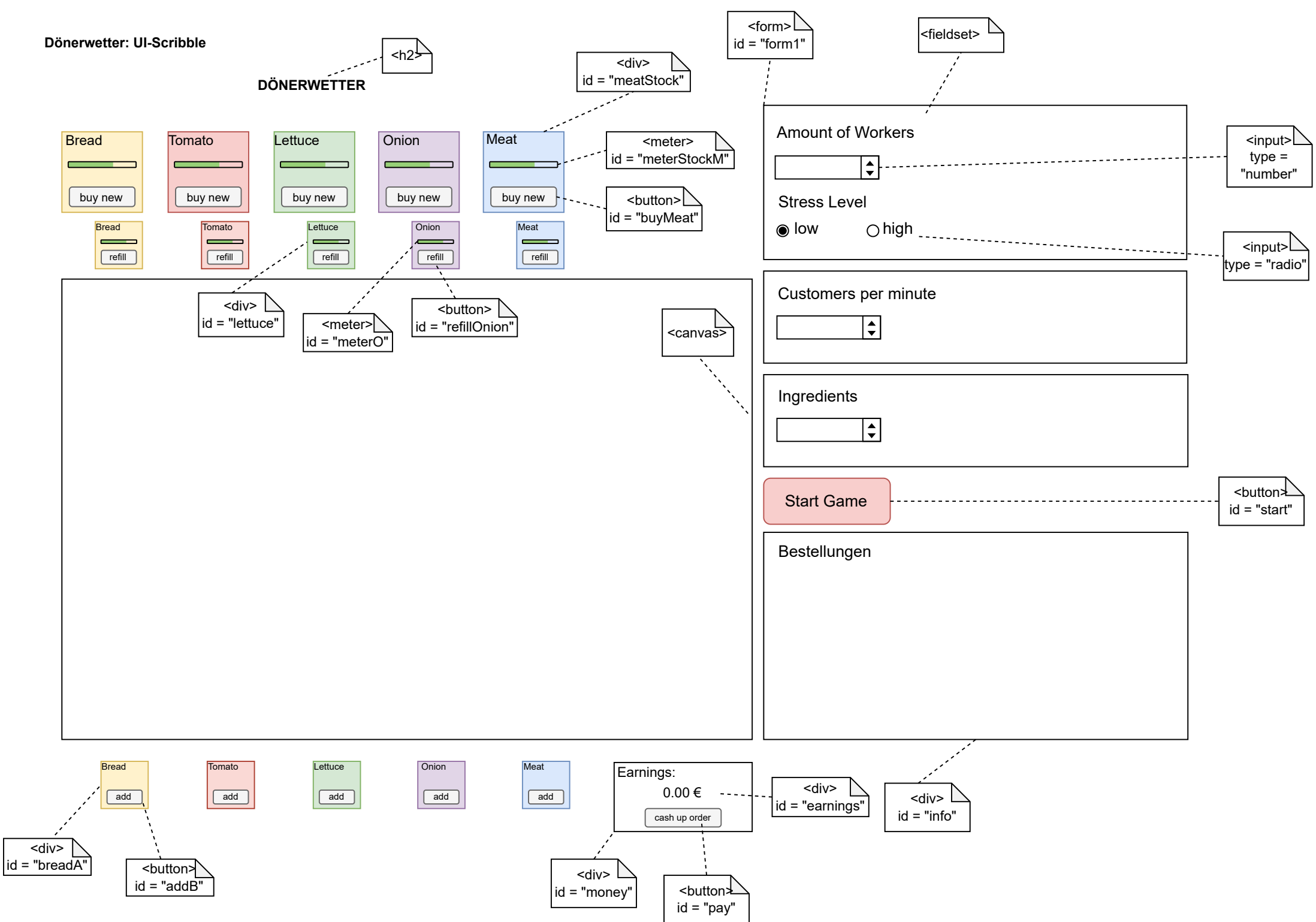


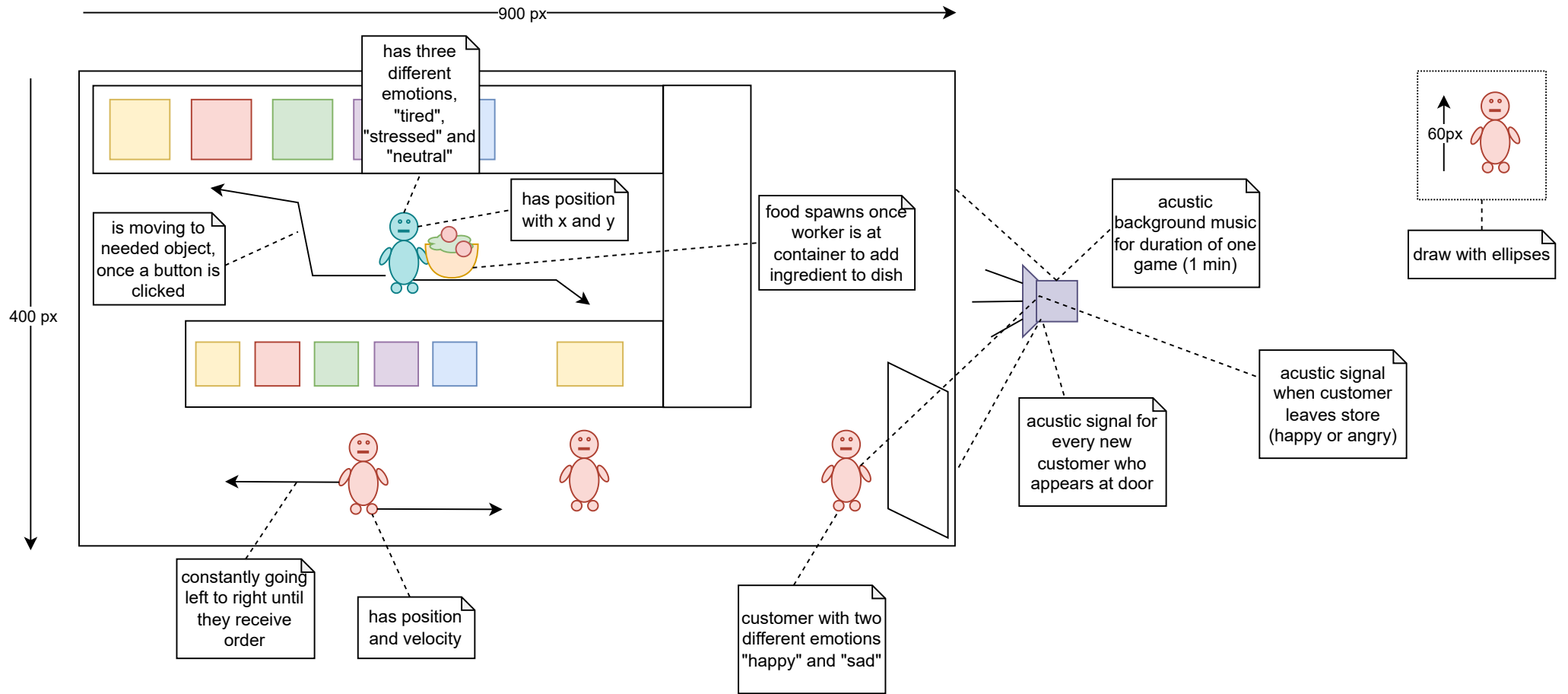
Dönerwetter: Use-Case-Diagram



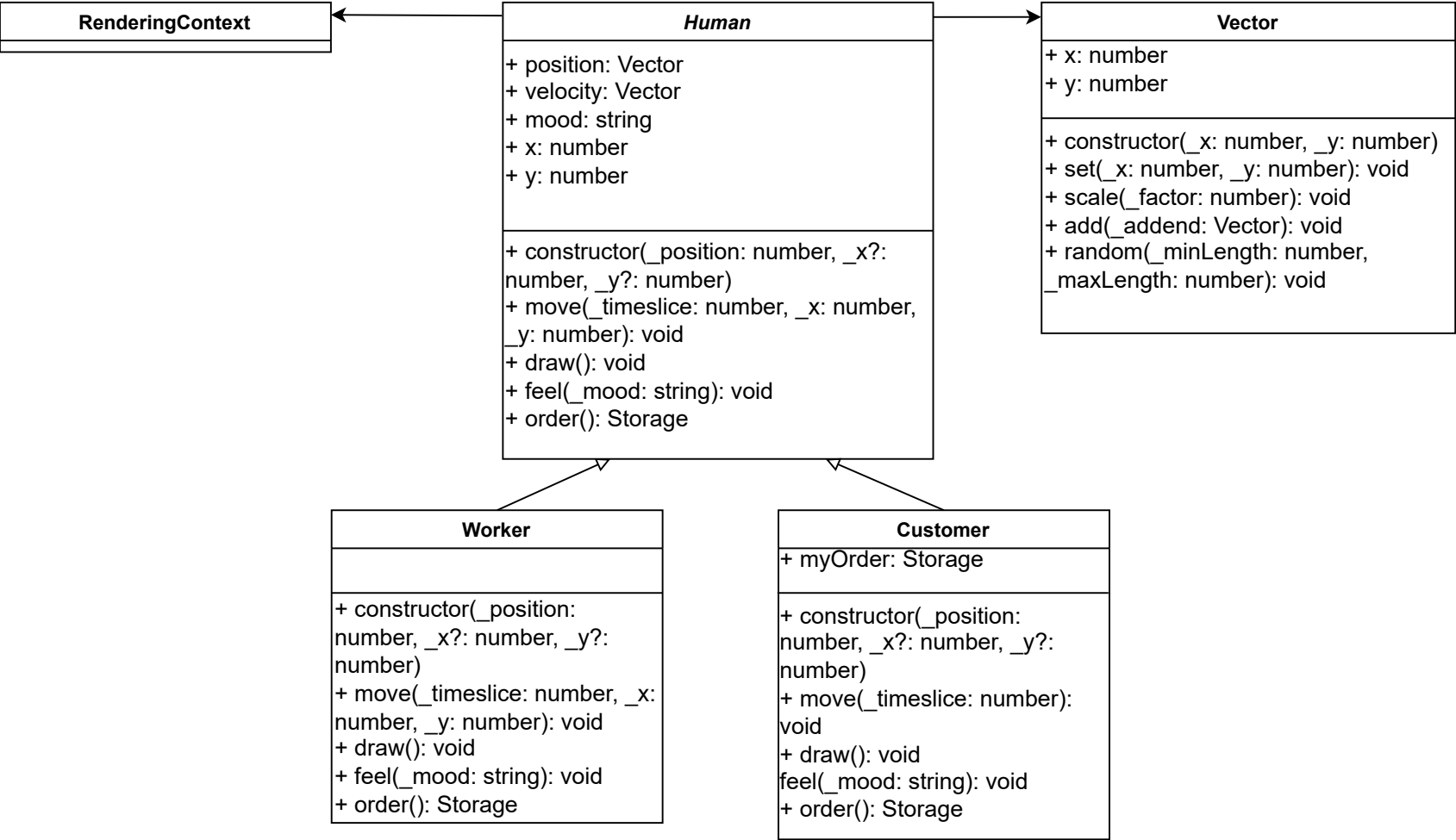
Dönerwetter: UI-Scribble

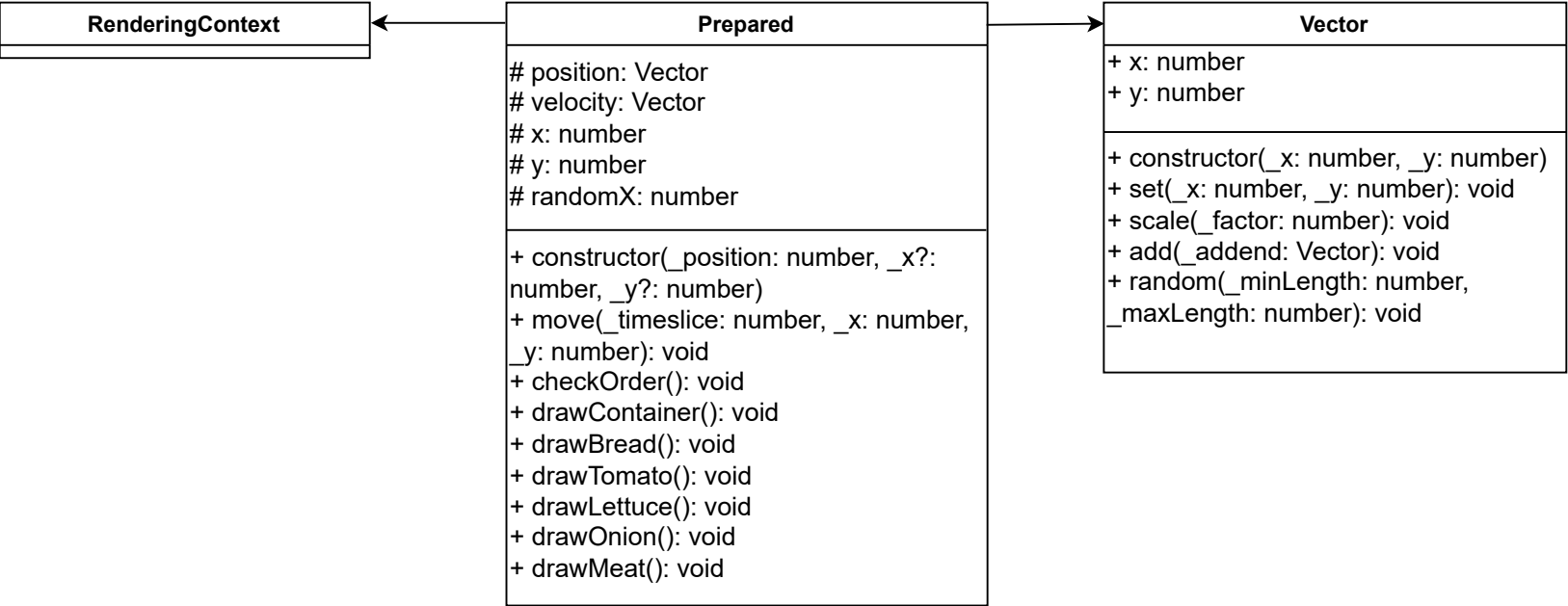


Dönerwetter: UI-Scribble Canvas

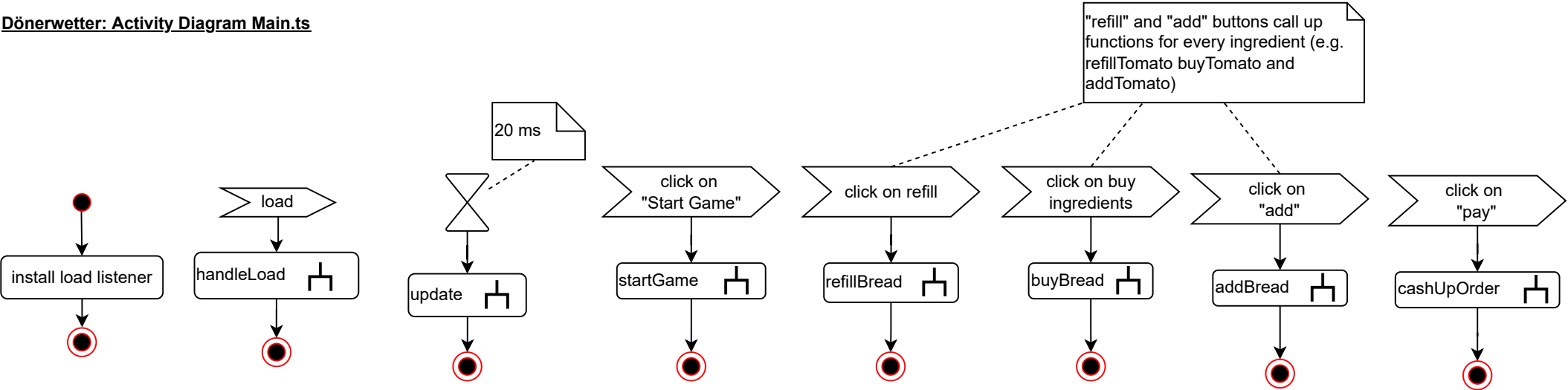


Dönerwetter: Class Diagram





Dönerwetter: 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

xOfWork: number
yOfWork: number
xOfWork2: number
yOfWork2: number
xOfCustomer: number
yOfCustomer: number

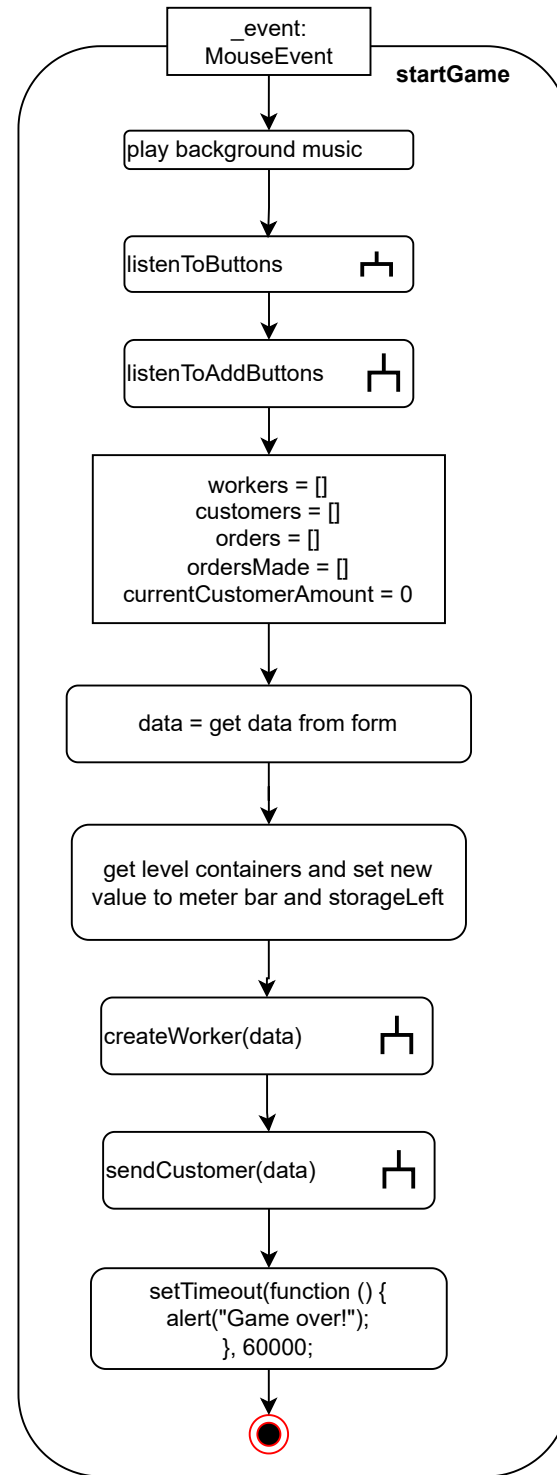
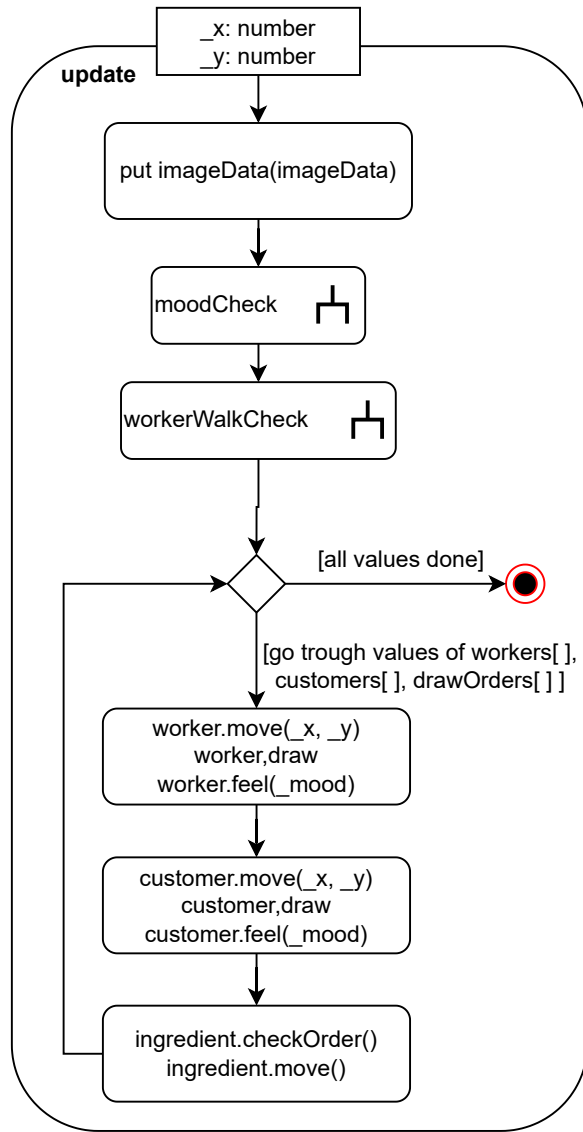
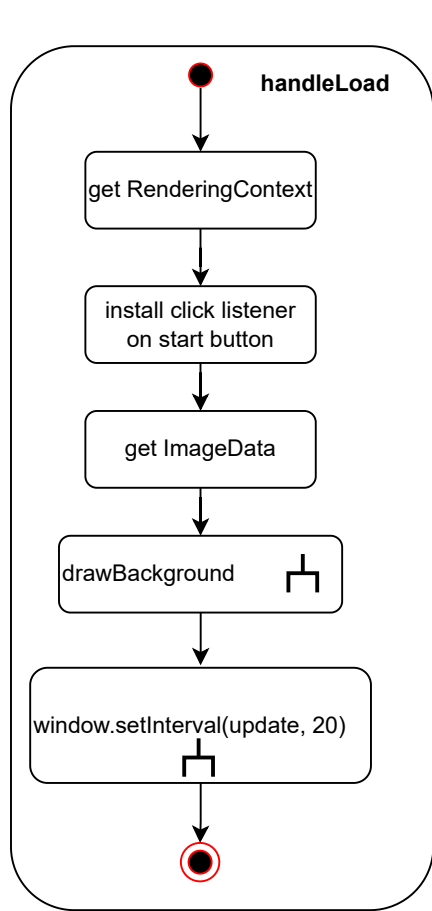
Storage
bread: number tomato: number lettuce: number onion: number meat: number

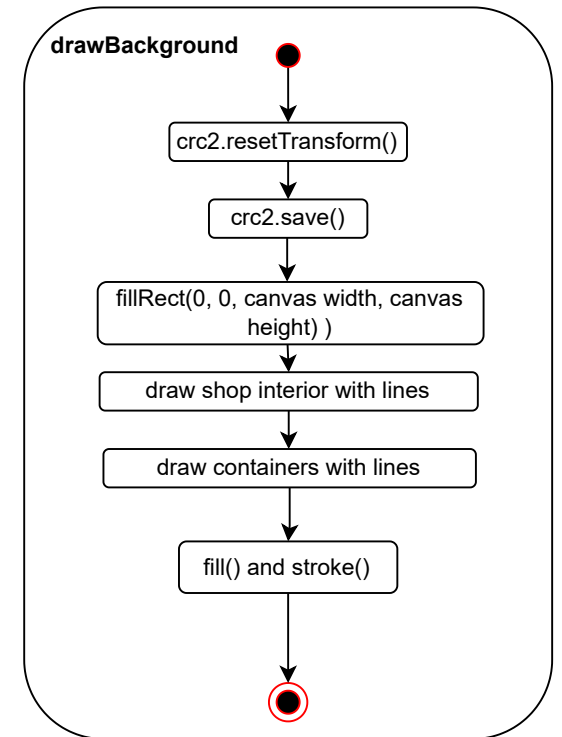
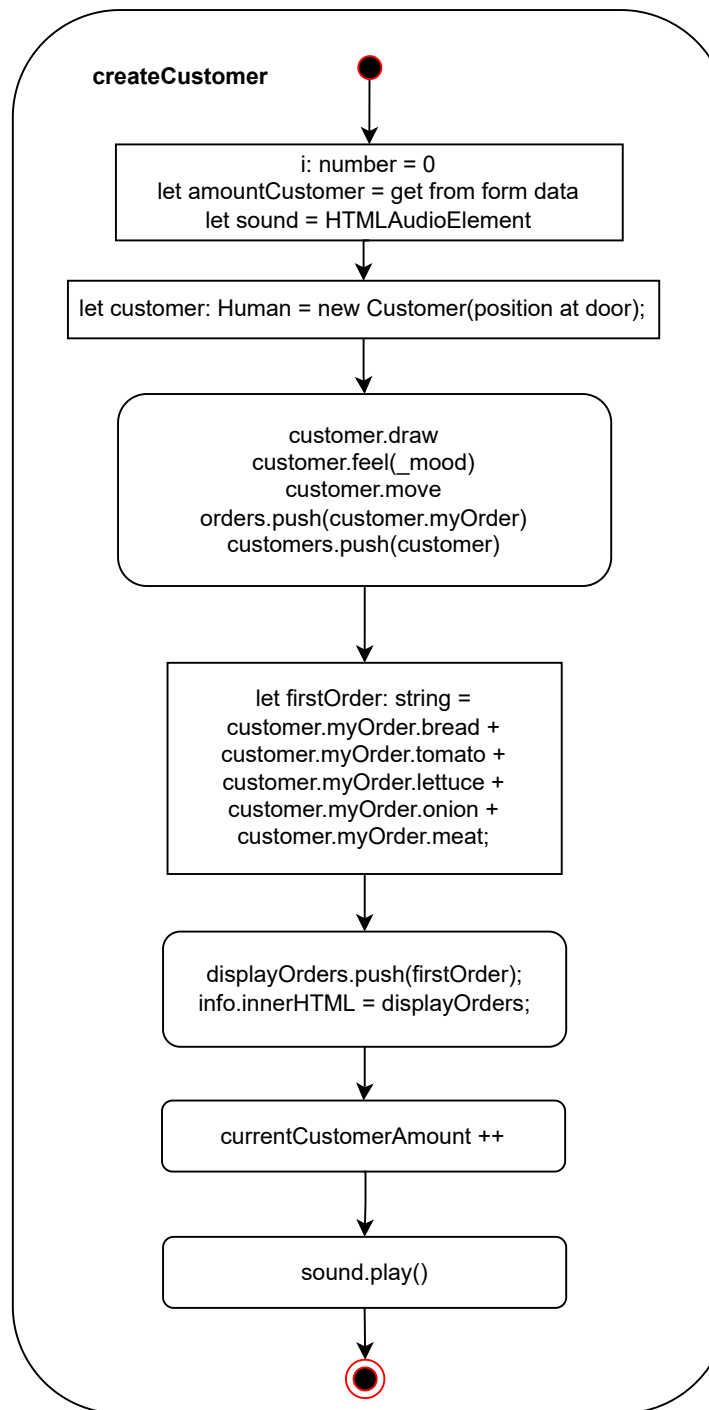
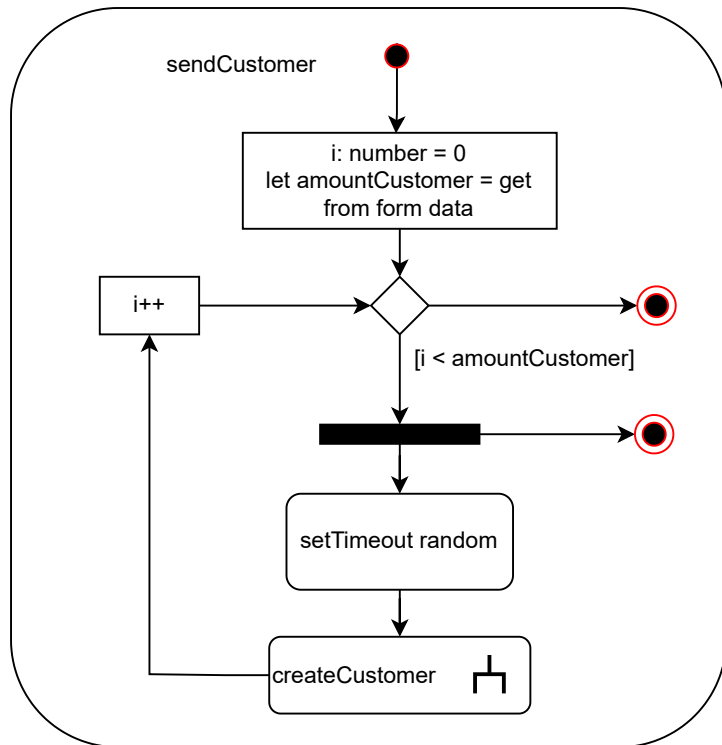
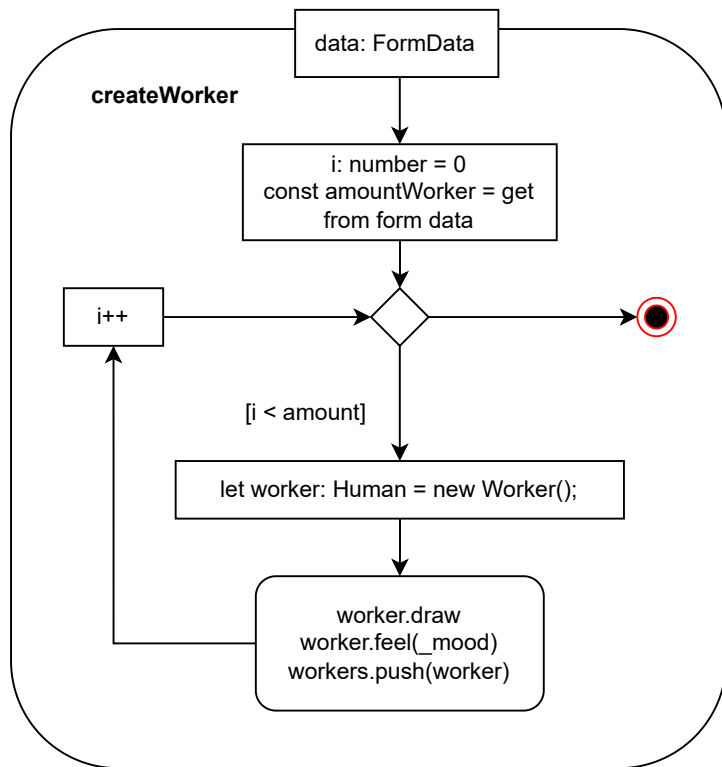
storageLeft
bread: 1000 tomato: 1000 lettuce: 1000 onion: 1000 meat: 1000

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

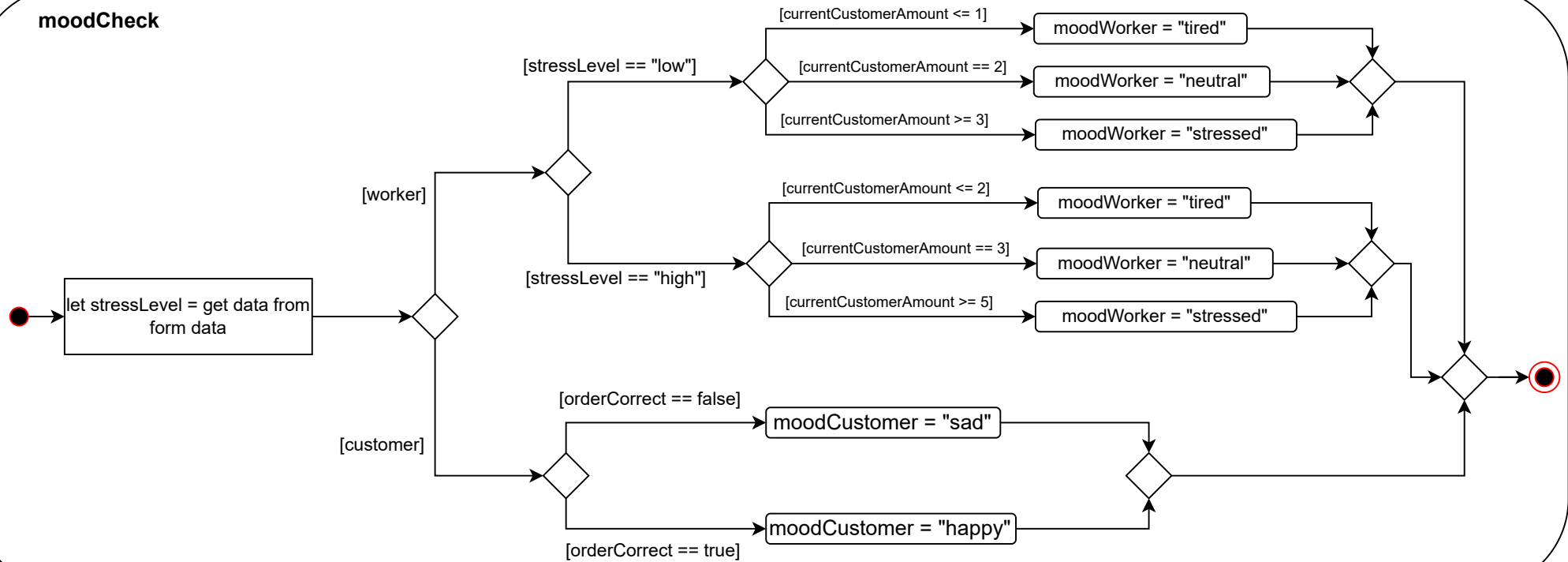
currentOrder
bread: 0 tomato: 0 lettuce: 0 onion: 0 meat: 0

for more variety of dishes create new functions for new ingredient, create a new method in class Prepared and add ingredient as key in Storage --> use example of bread

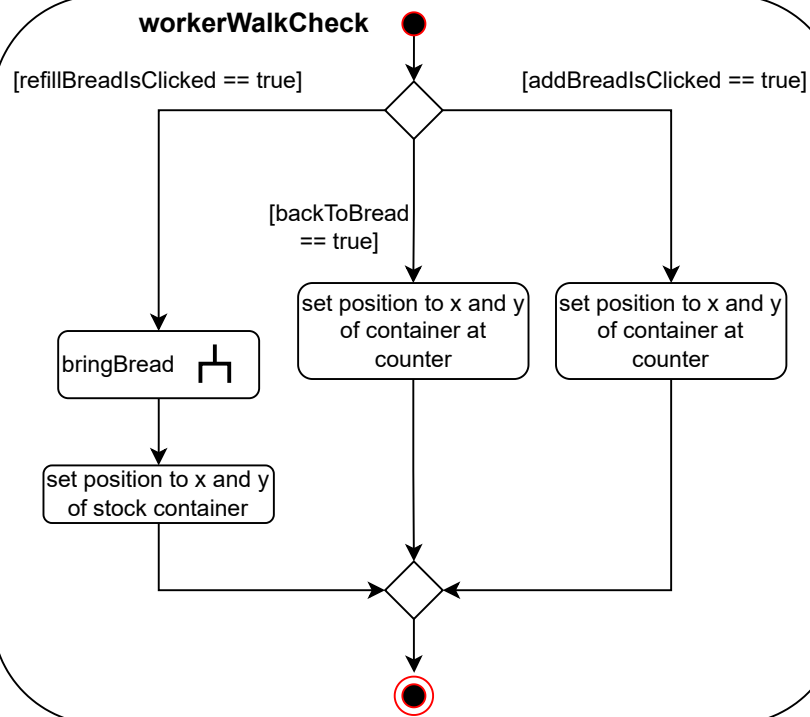




moodCheck



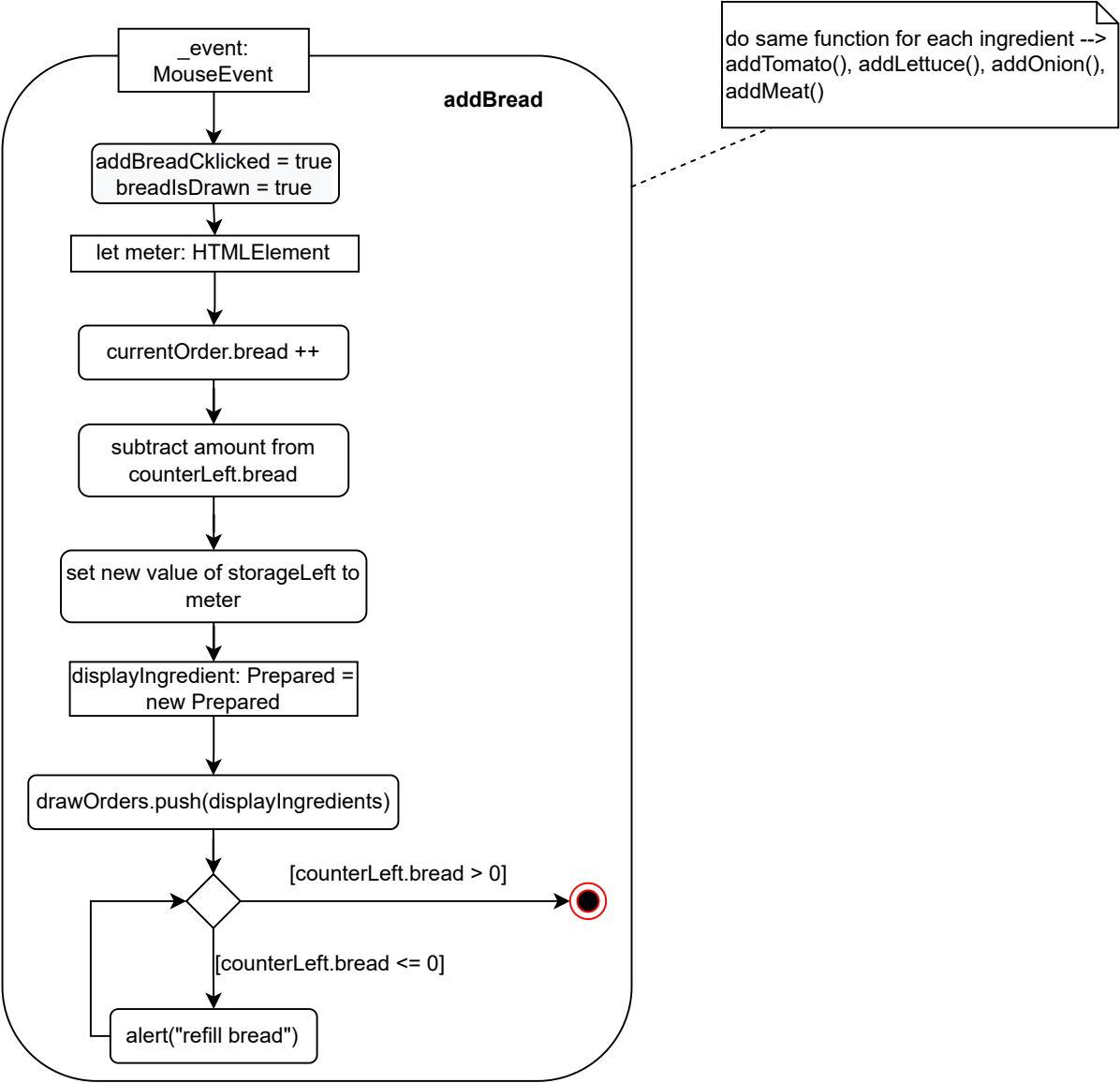
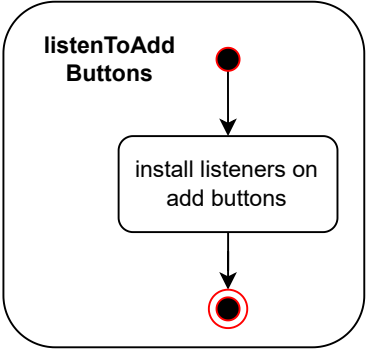
workerWalkCheck



Dönerwetter: Activity Diagram addIngredients.ts

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

let BreadIsDrawn: boolean = false
let TomatolsDrawn: boolean = false
let LettucelsDrawn: boolean = false
let OnionIsDrawn: boolean = false
let MeatIsDrawn: boolean = false
```



Dönerwetter: Activity Diagram container.ts

```
let refillBreadIsClicked: boolean = false
let refillTomatolsClicked: boolean = false
let refillLettucelsClicked: 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

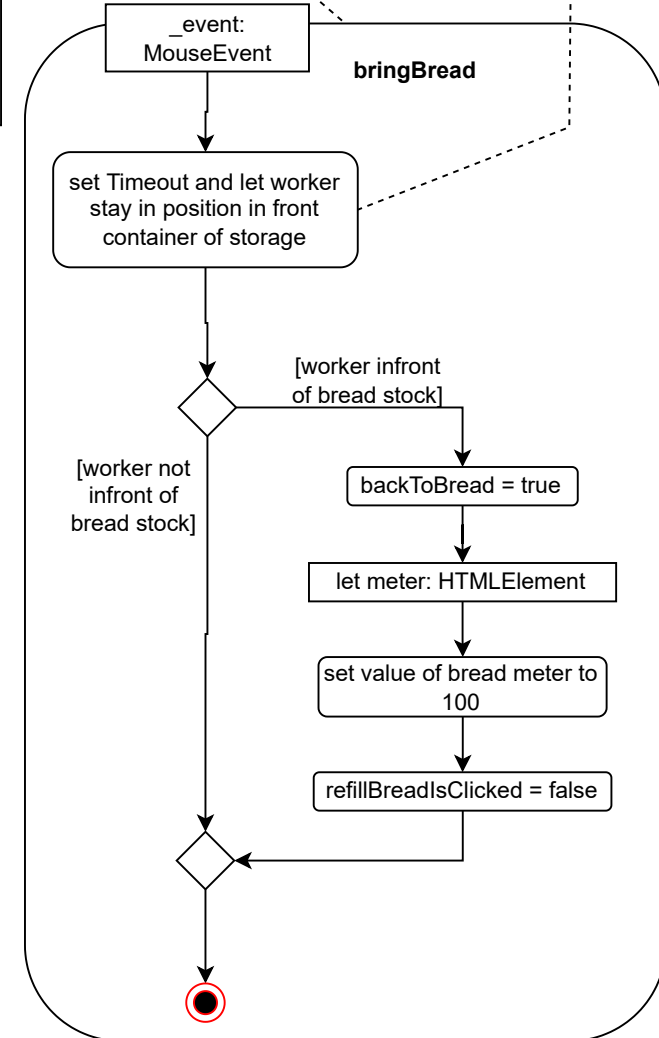
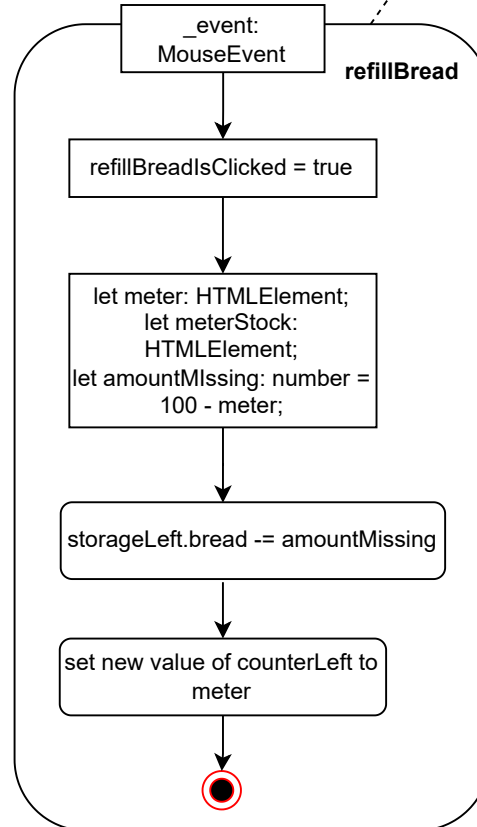
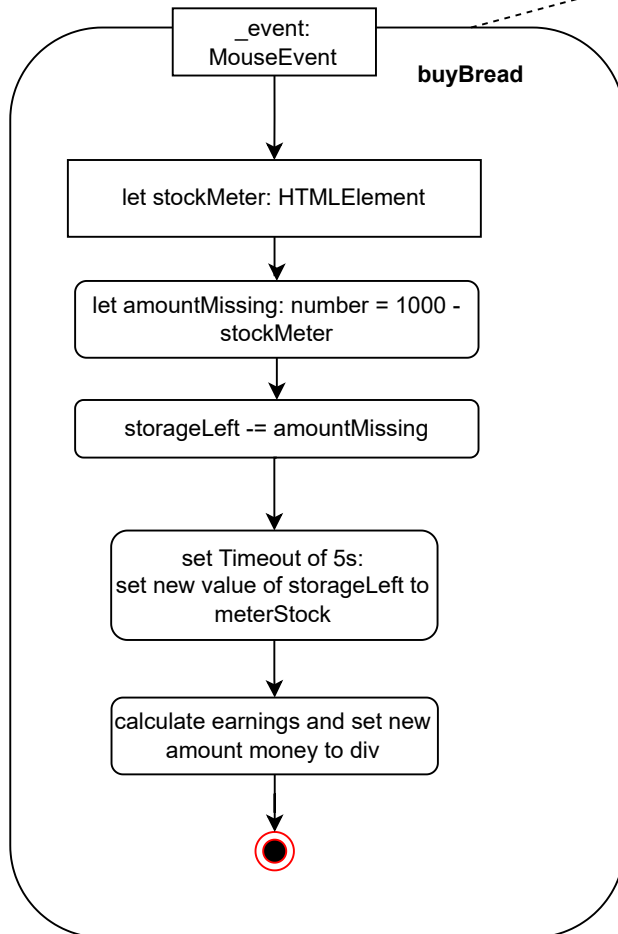
install listeners on
refill and buy buttons

do same function for each ingredient -->
buyTomato(), buyLettuce(), buyOnion(),
buyMeat()

do same function for
each ingredient -->
refillTomato(),
refillLettuce(),
refillOnion(),
refillMeat()

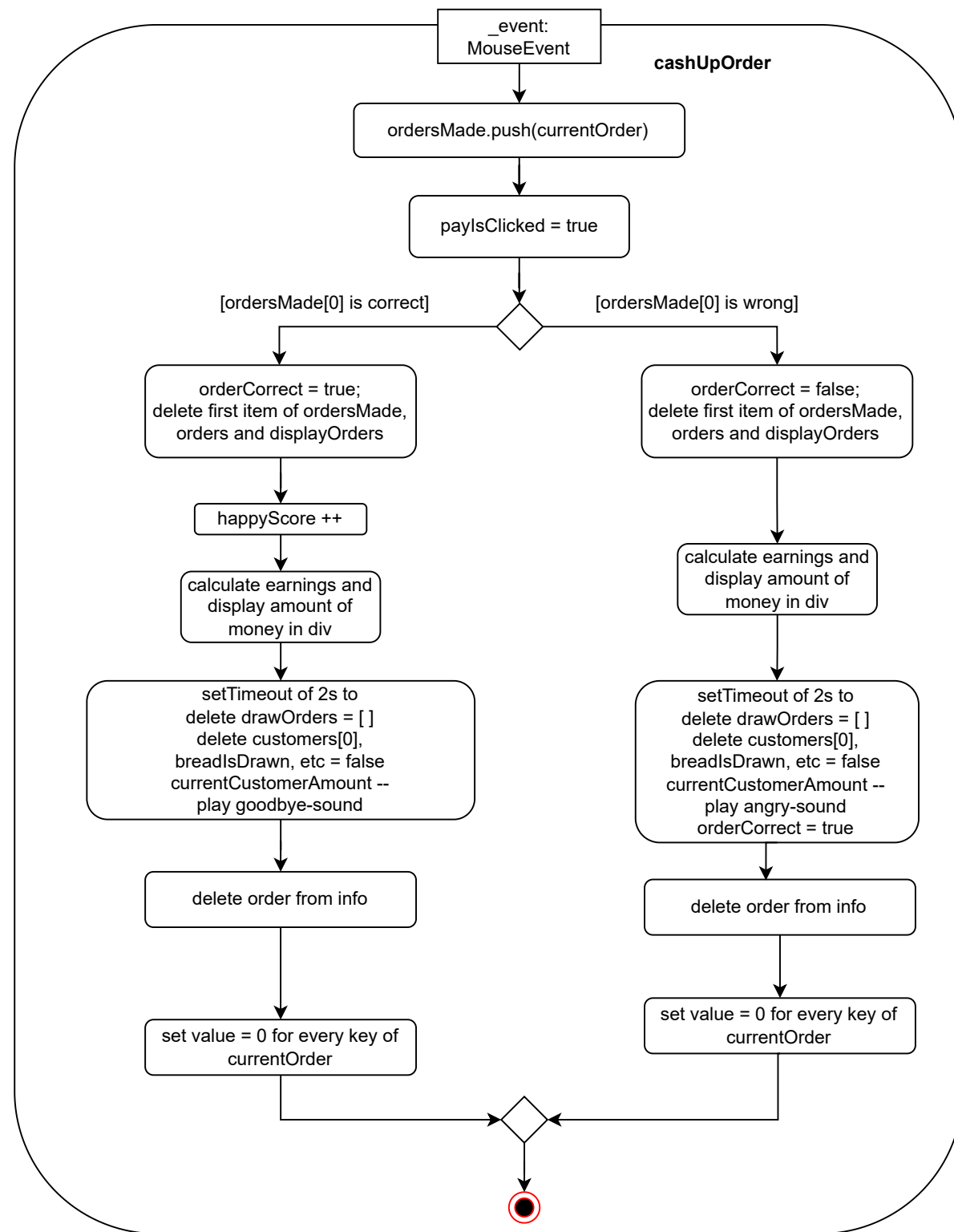
do same function for
each ingredient -->
bringTomato(),
bringLettuce(),
bringOnion(),
bringMeat()

set different value of
Timeout for each
ingredient
--> e.g. worker waits
longer in front of onion
container than in front
of lettuce container

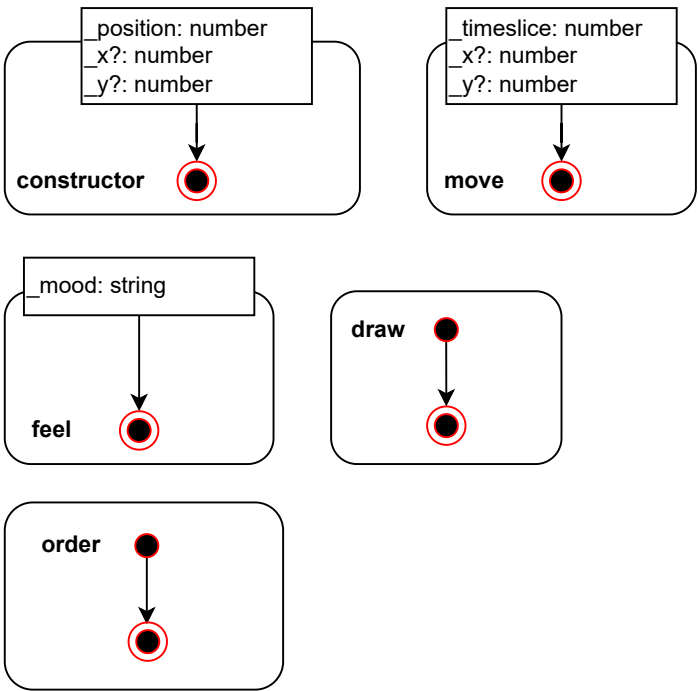


Dönerwetter: Activity Diagram pay.ts

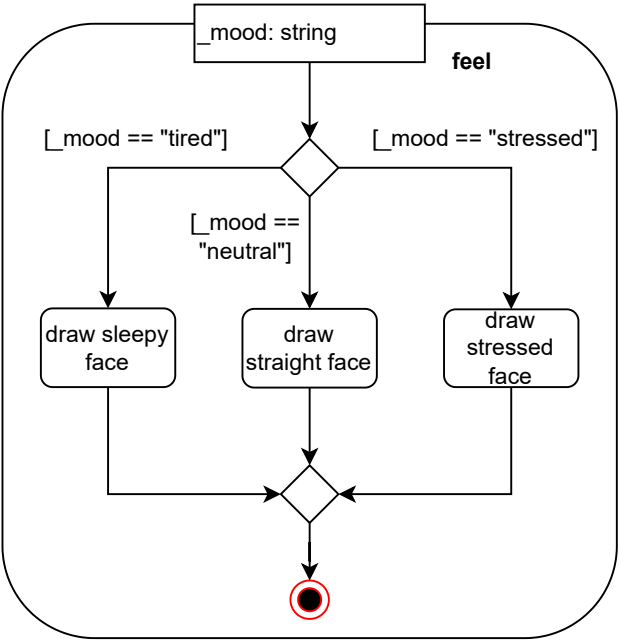
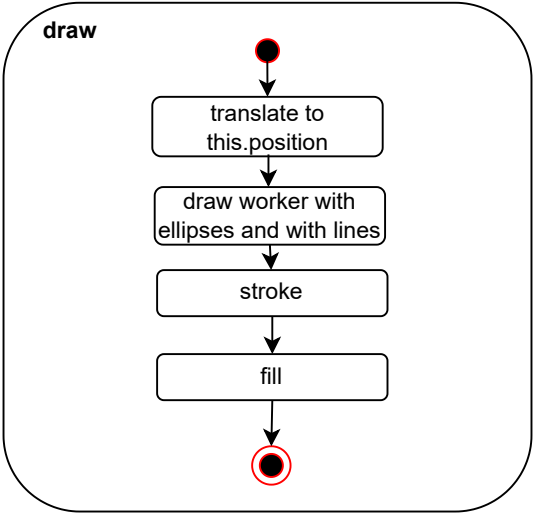
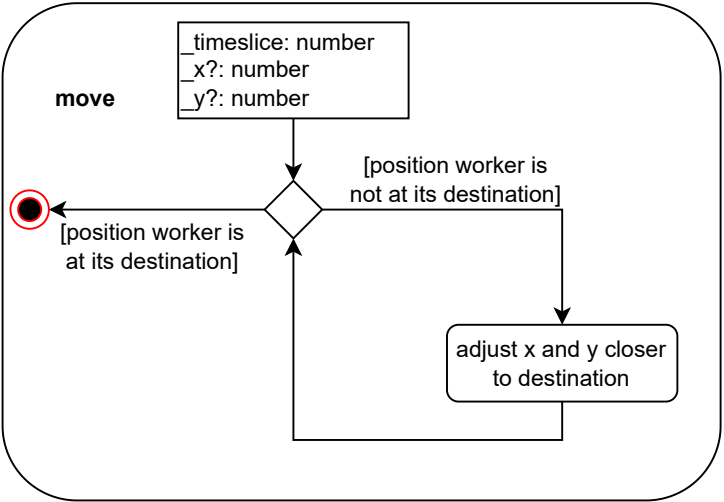
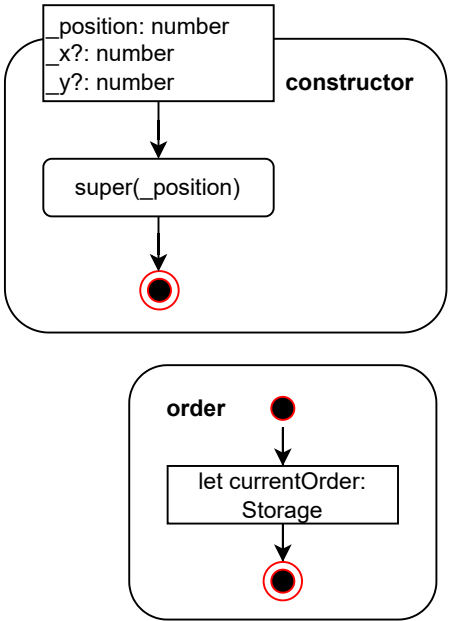
let payIsClicked : boolean = false



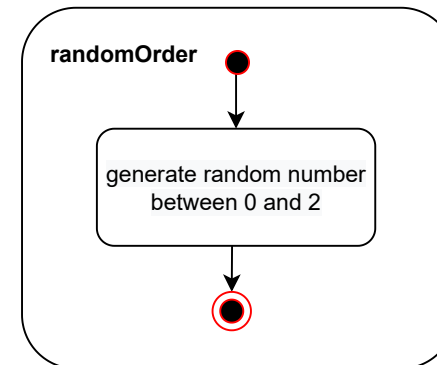
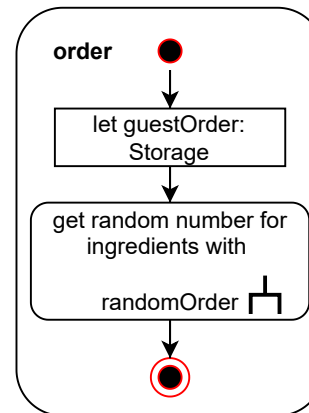
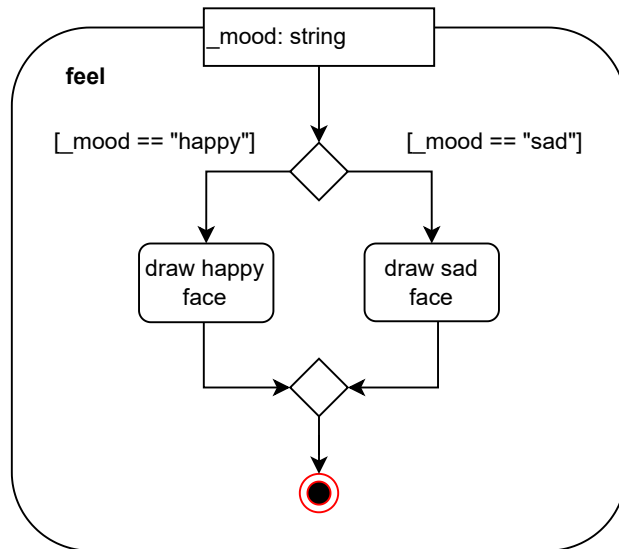
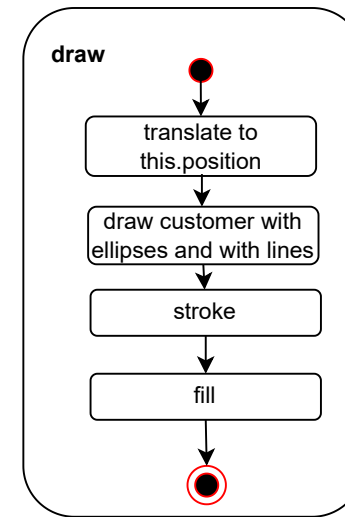
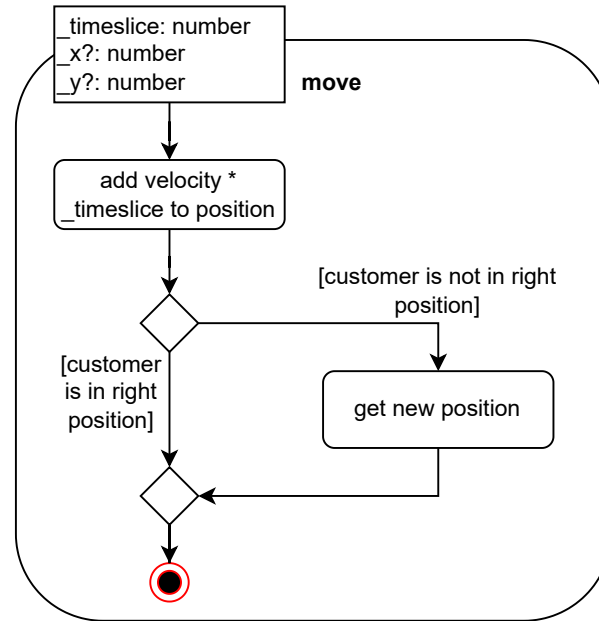
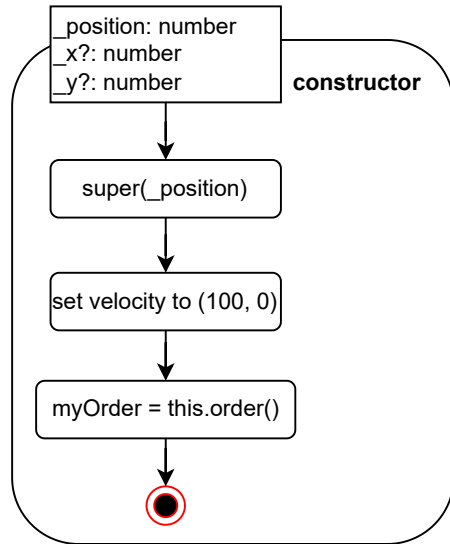
Dönerwetter: Activity Diagram - Human



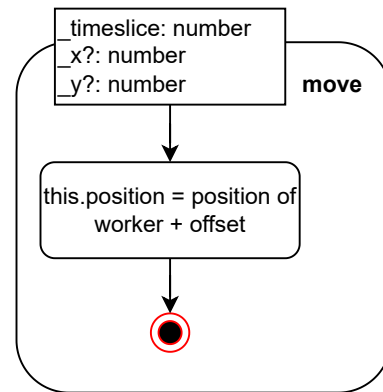
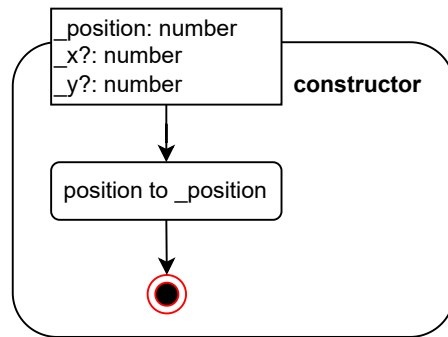
Dönerwetter: Activity Diagram - Worker



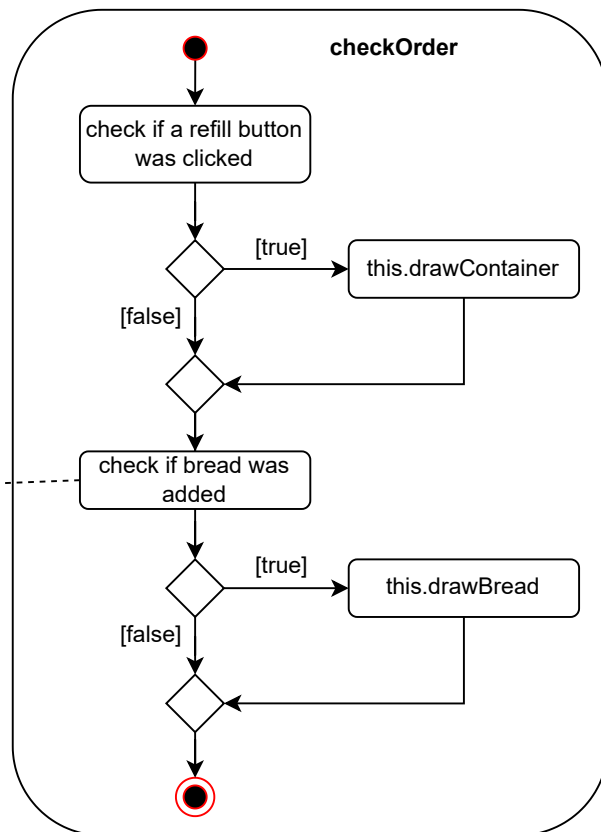
Dönerwetter: Activity Diagram - Customer



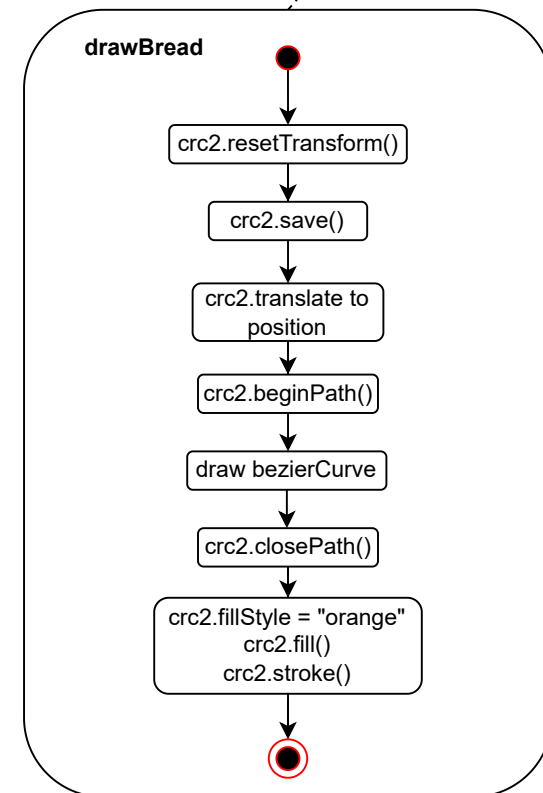
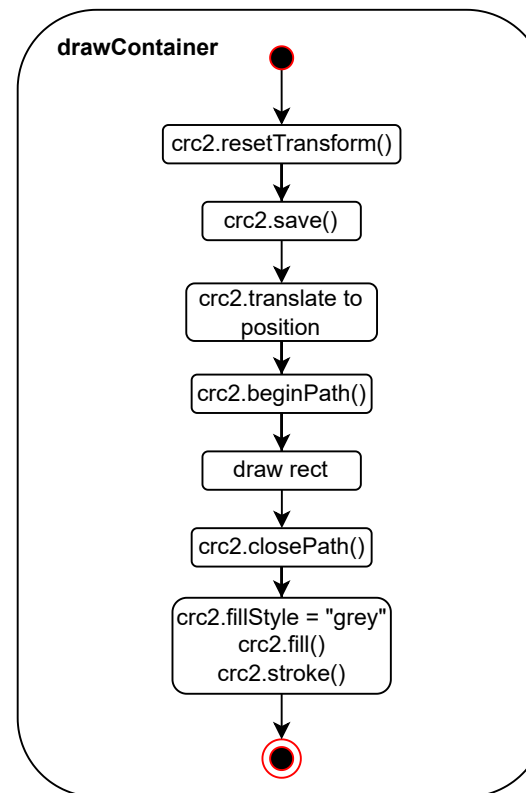
Dönerwetter: Activity Diagram - Prepared



create same method for each ingredient --> drawTomato, drawLettuce, drawOnion and drawMeat work the same



check for each ingredient



Dönerwetter: Activity Diagram - Vector

