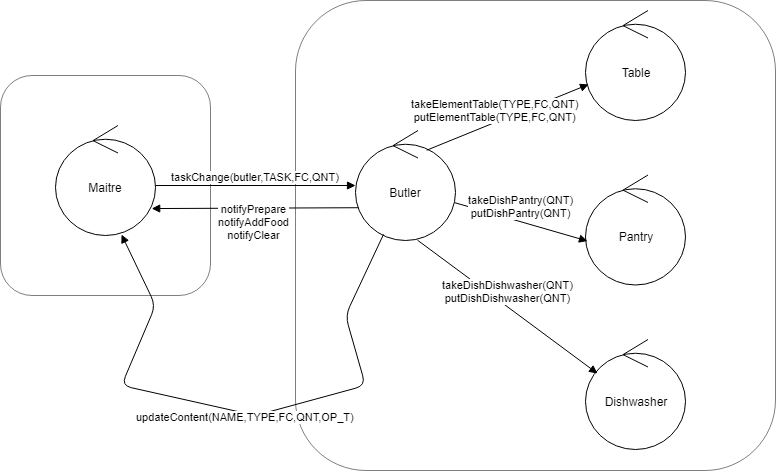
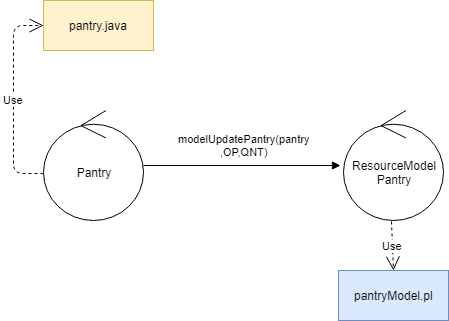
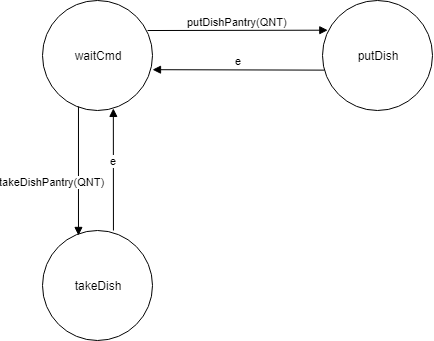
SPRINT 3

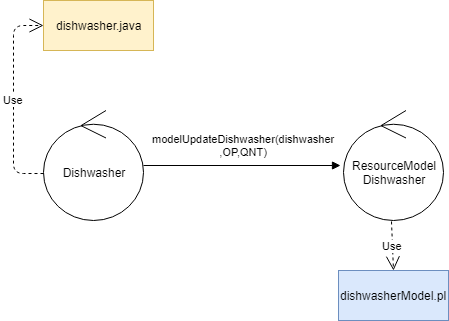
Obiettivi dello sprint:

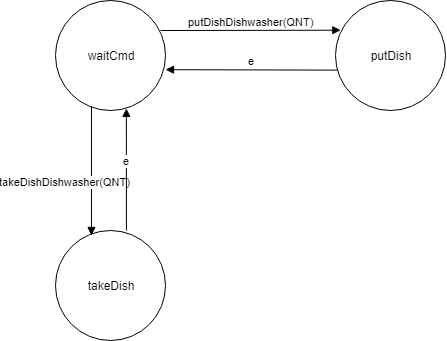
* P1
  + Creazione supporto per ***pantry***, ***dishwasher***, ***table***;
  + Possibilità di ***inserire*** e ***rimuovere*** i piatti nella pantry;
  + Possibilità di ***inserire*** e ***rimuovere*** i piatti nella dishwasher;
  + Possibilità di ***posare*** e ***rimuovere*** piatti e cibo sul table;
* P2
  + Possibilità di eseguire il task ***prepare***;
  + Possibilità di eseguire il task ***addFood****;*
  + Possibilità di eseguire il task***clear***

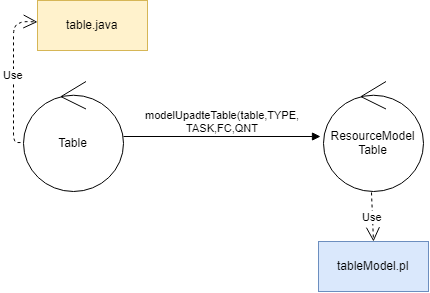
Architettura generale:

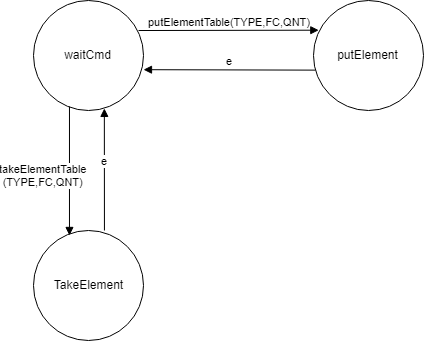
Architettura della Pantry:

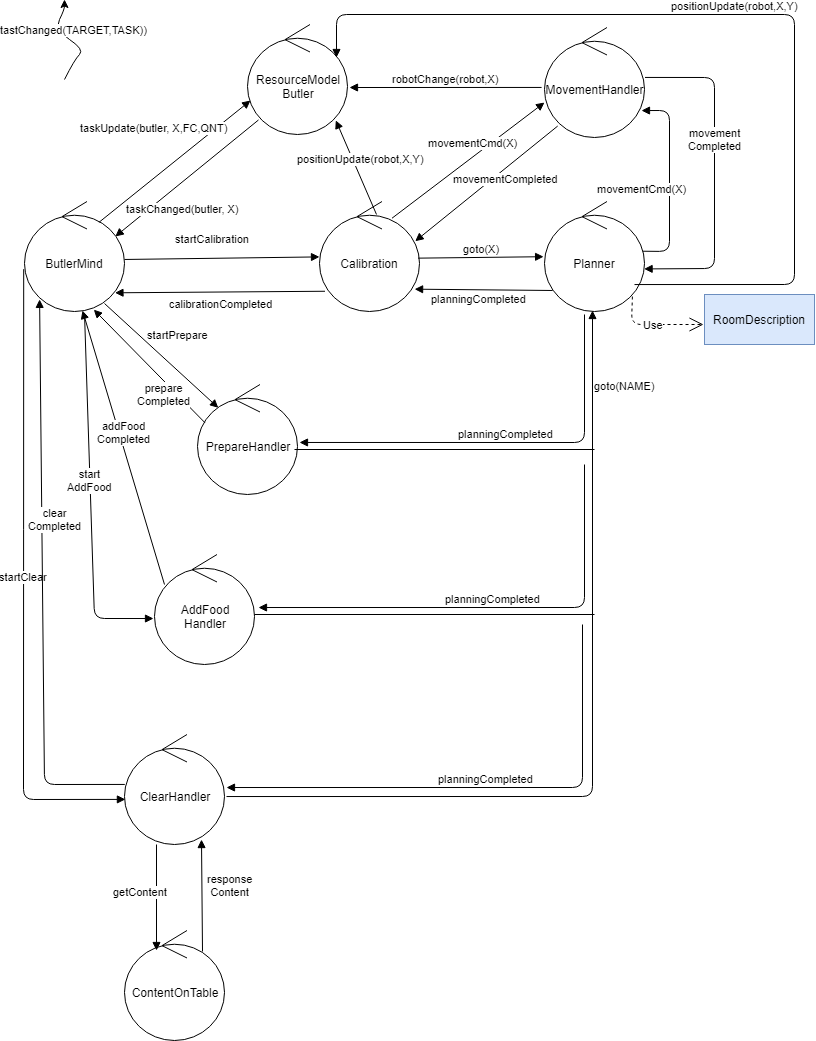
Comportamento della Pantry:

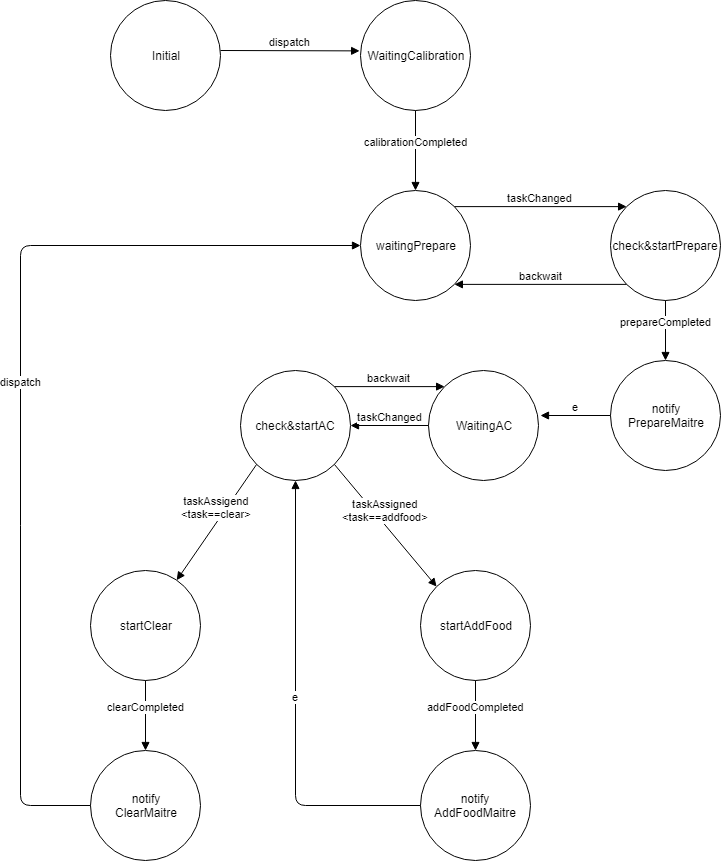
Architettura della Dishwasher:

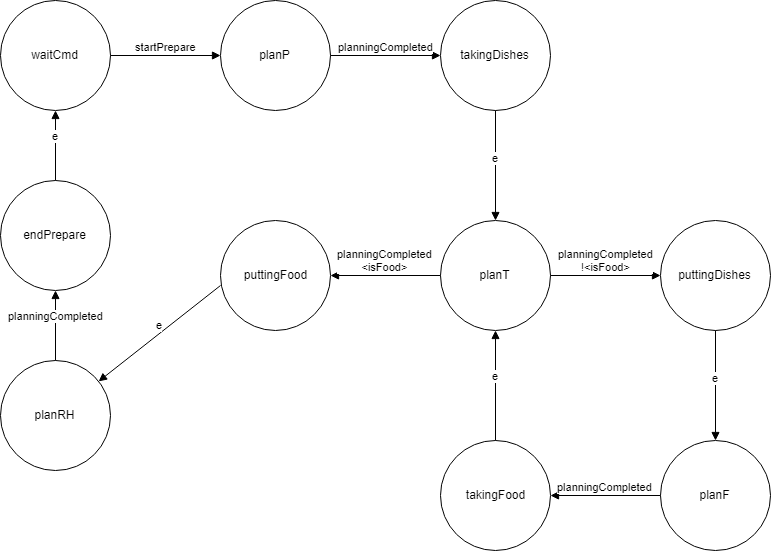
Comportamento della Dishwasher:

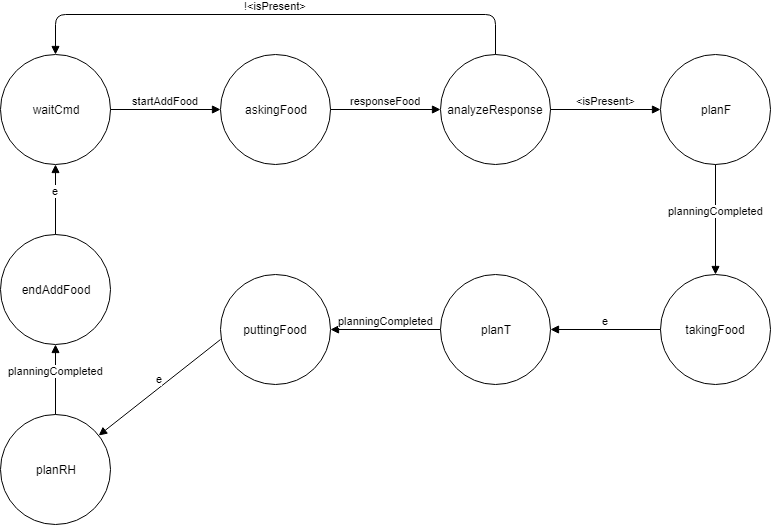
Architettura del Table:

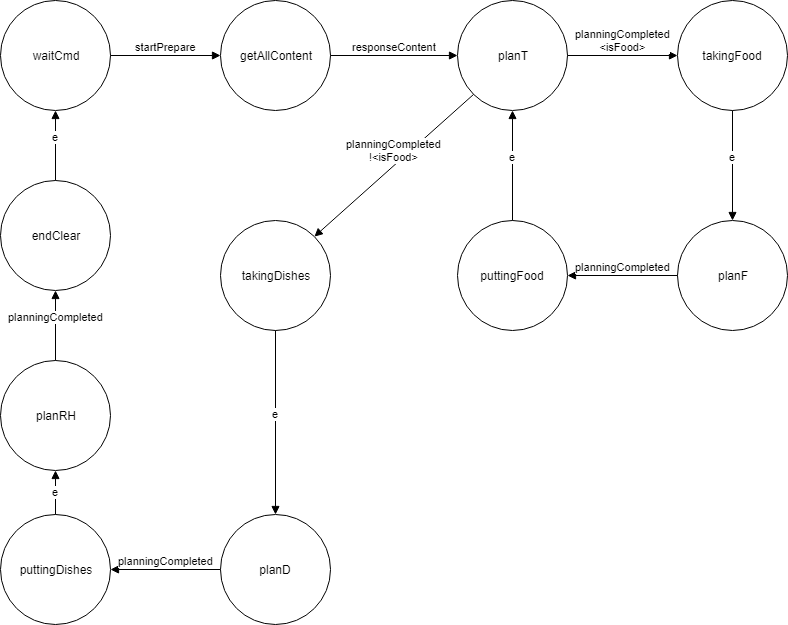
Comportamento del Table:

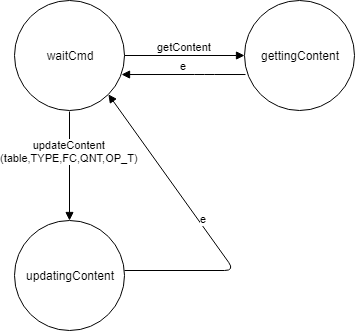
Architettura del Butler:

Comportamento della ButlerMind:

Comportamento del PrepareHandler:

Comportamento dell’AddFoodHandler:

Comportamento del ClearHandler:

Comportamento del ContentOnTable: