

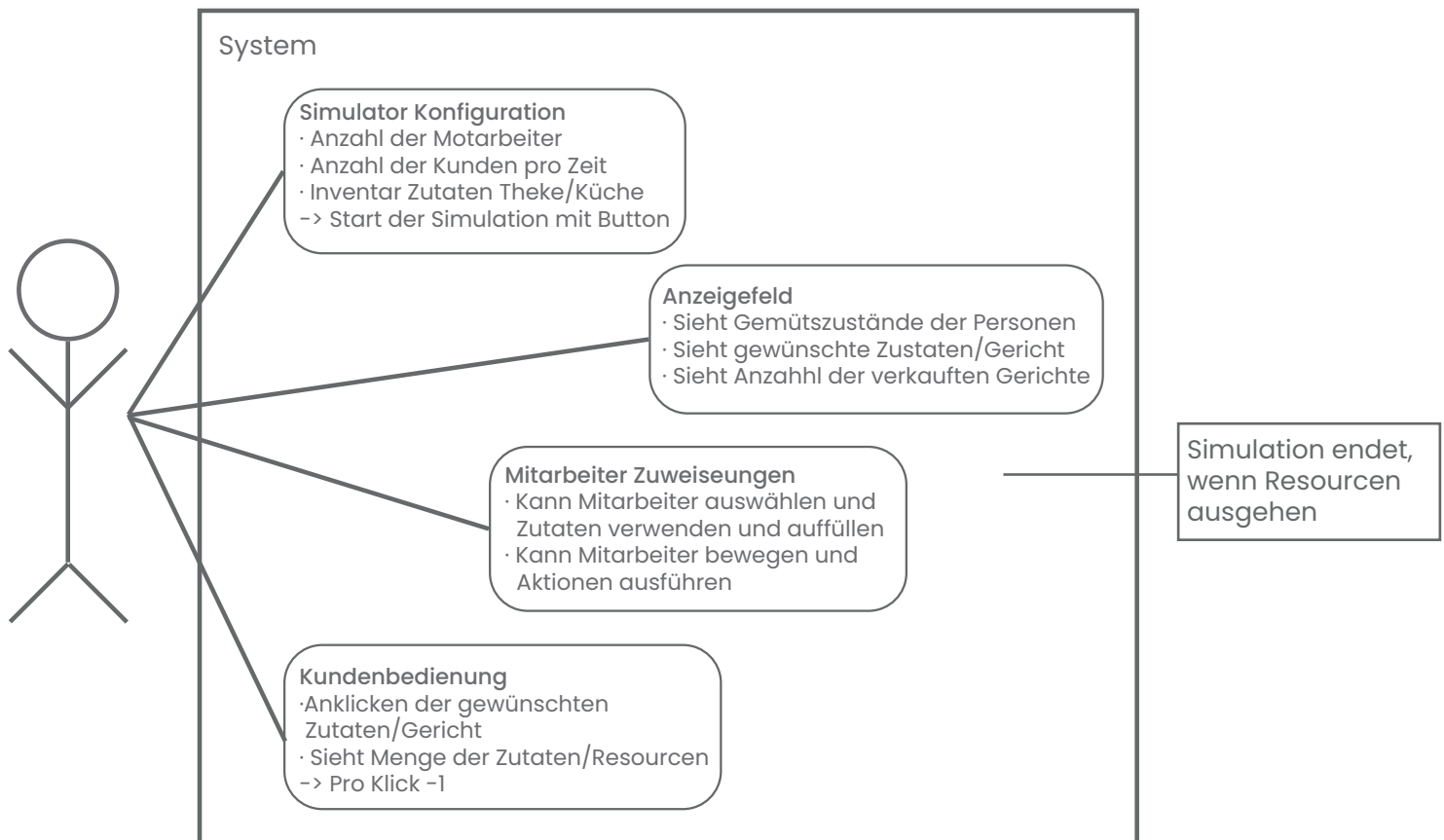
# Döner-Simulator – Konzept

Die Ausarbeitung des Konzeptes sowie die Implementierung dieses, entstand in Zusammenarbeit mit Alessia Carbone.

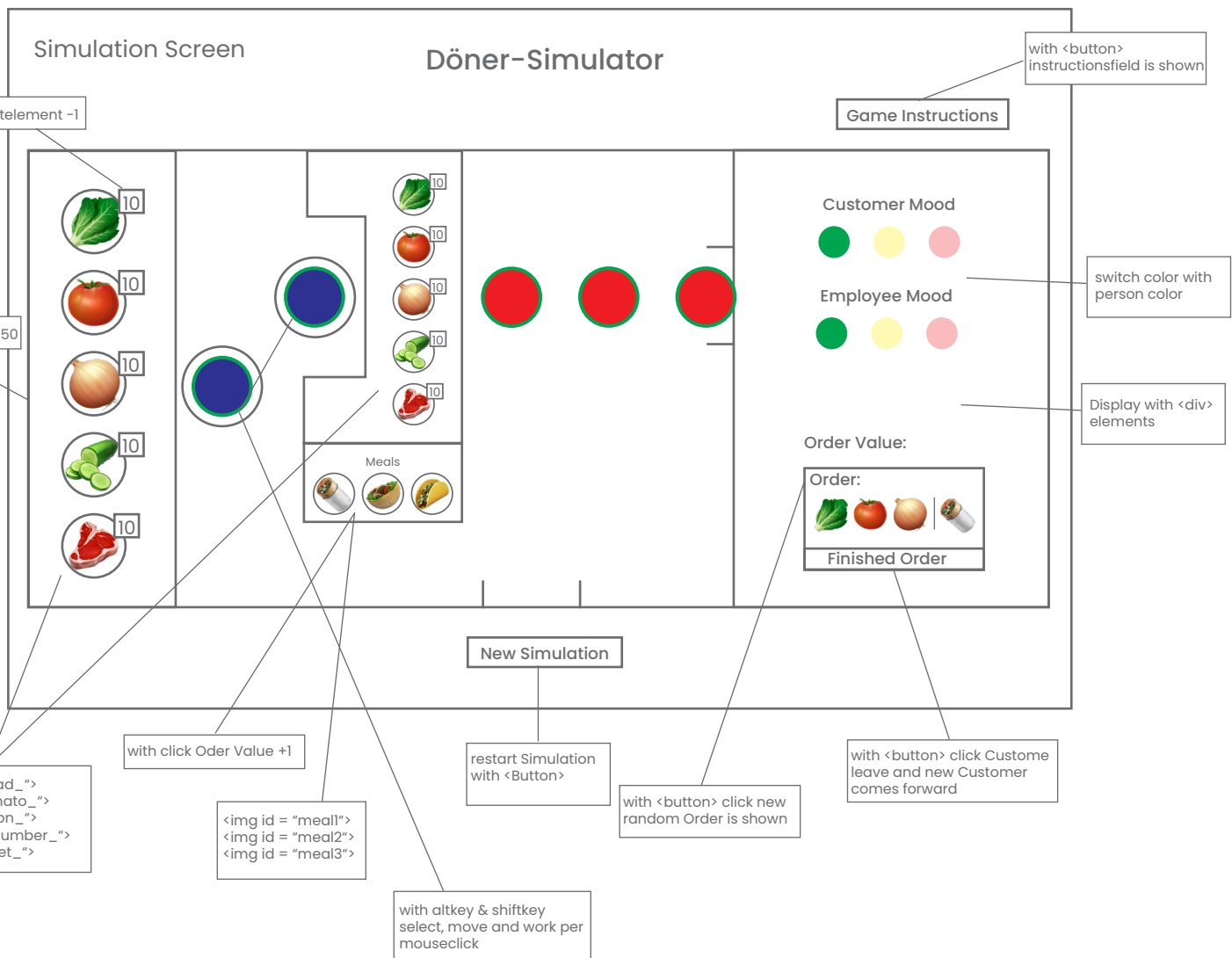
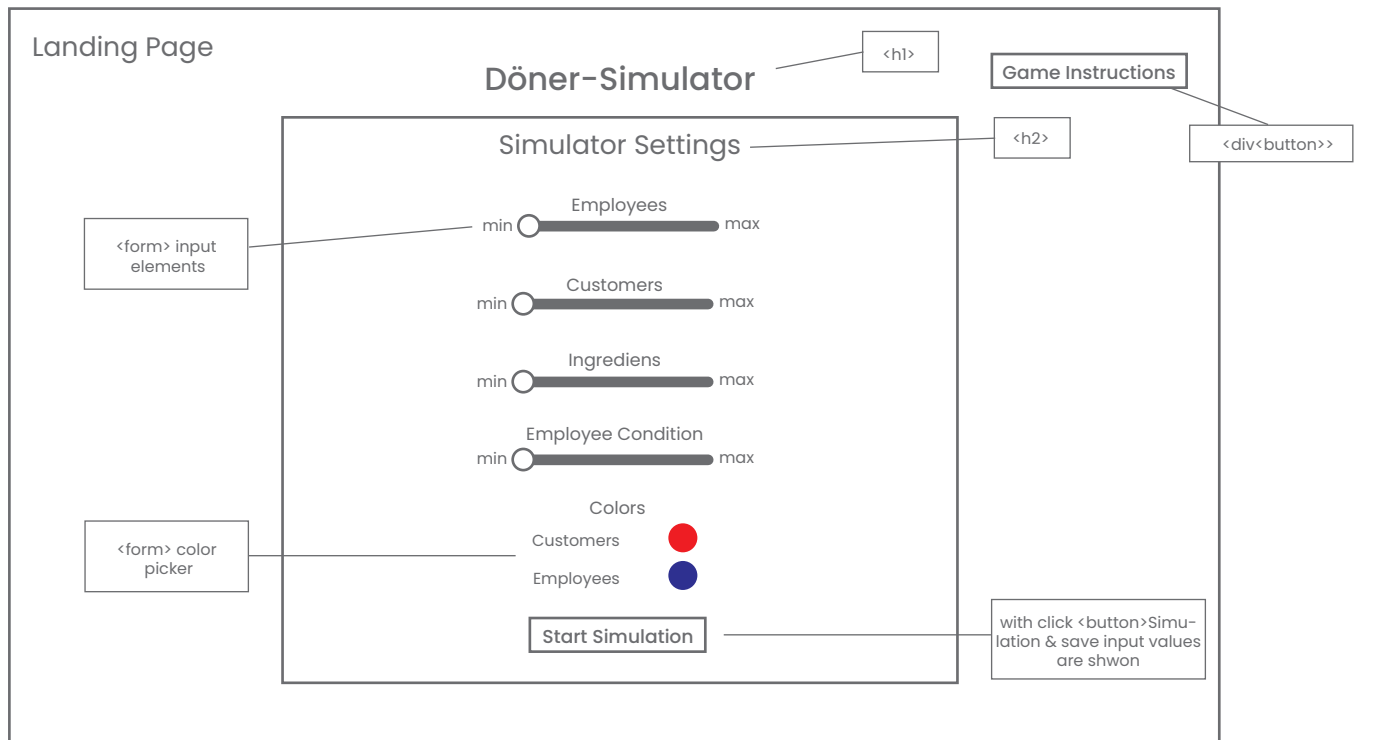
## Inhalt:

- User Case Diagramm
- User Interface
- Class Diagramm
- Activity Diagrams
- Class Methods

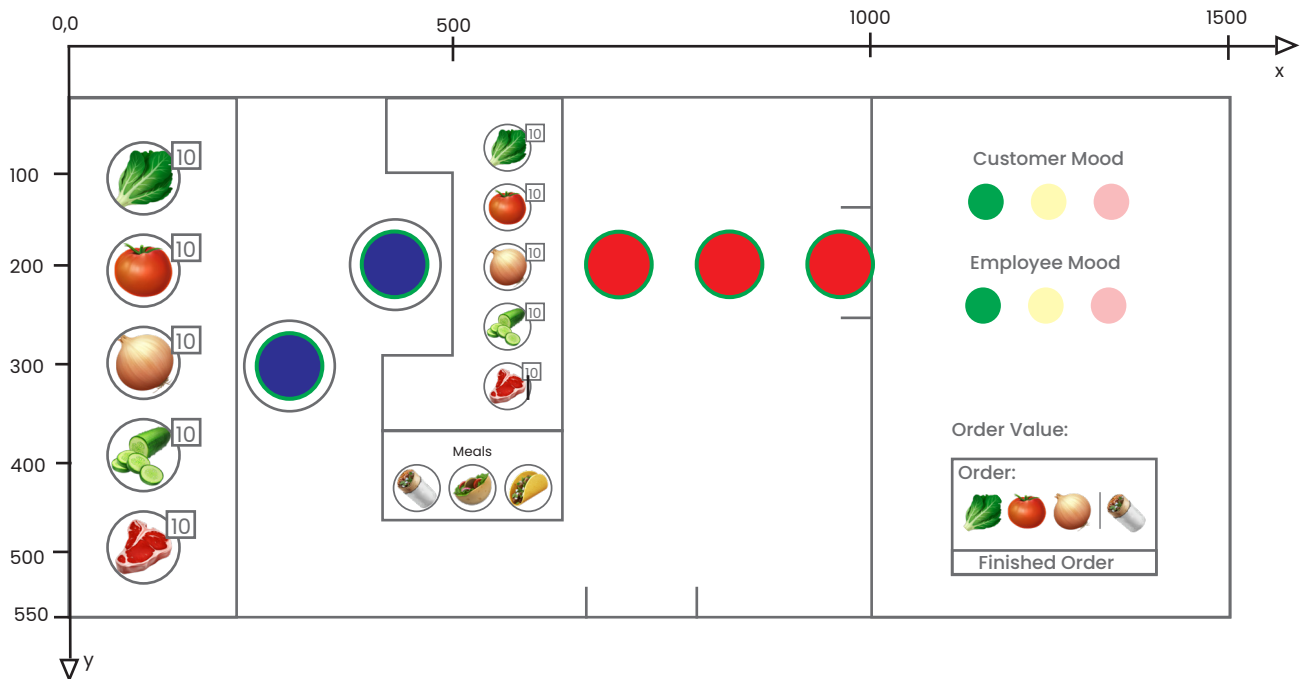
## 1) User Case Diagramm



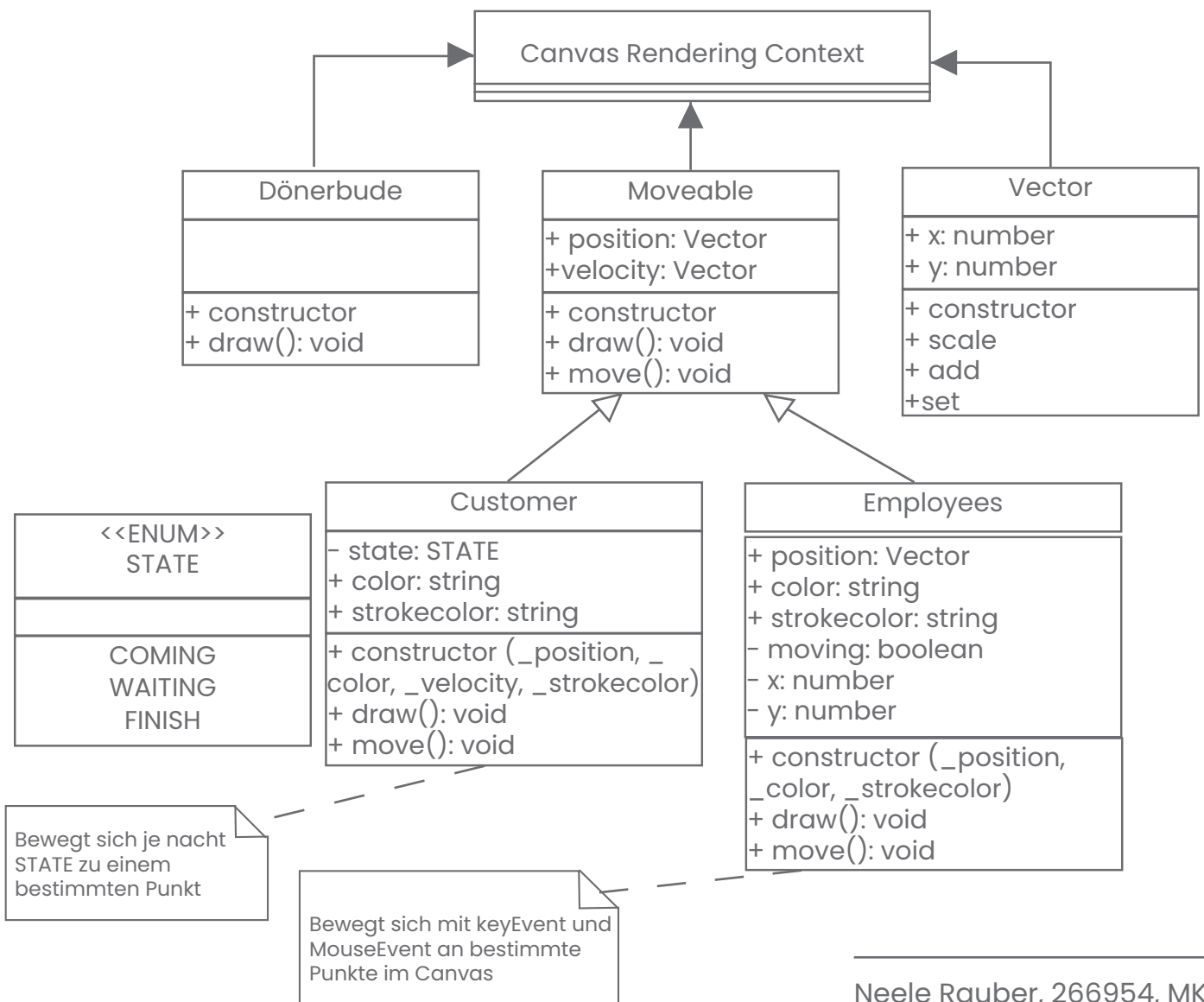
## 2) User Interface



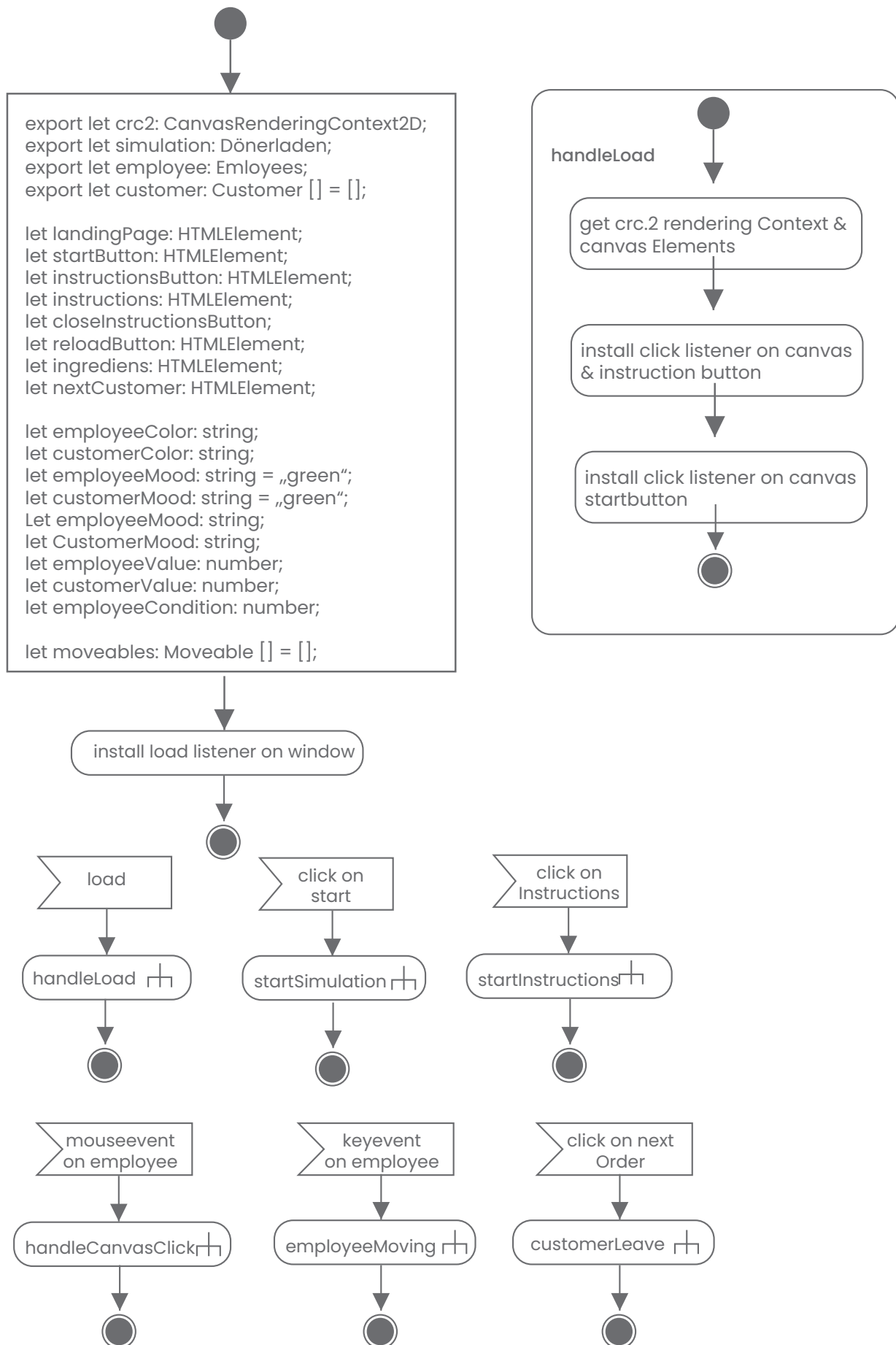
## 2) User Interface - Canvas Values

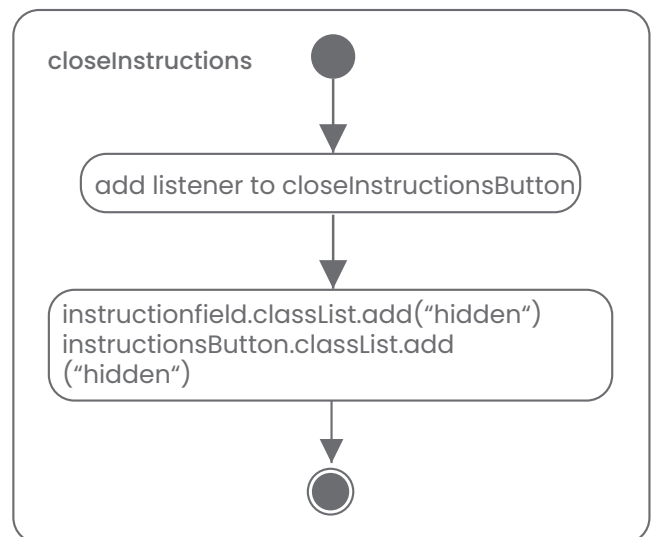
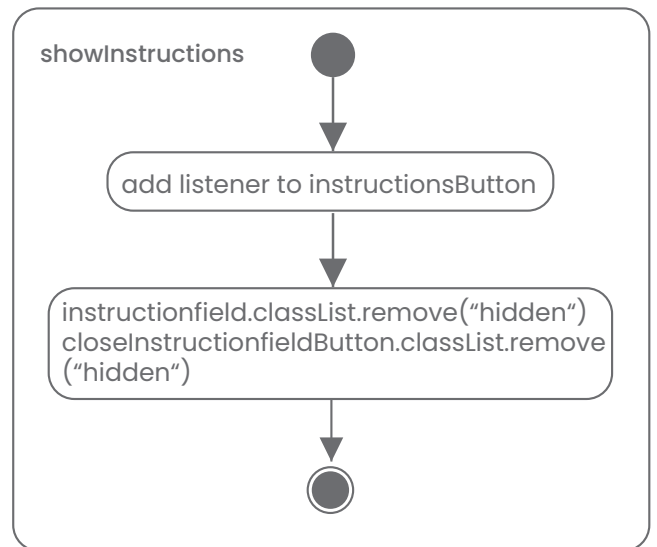
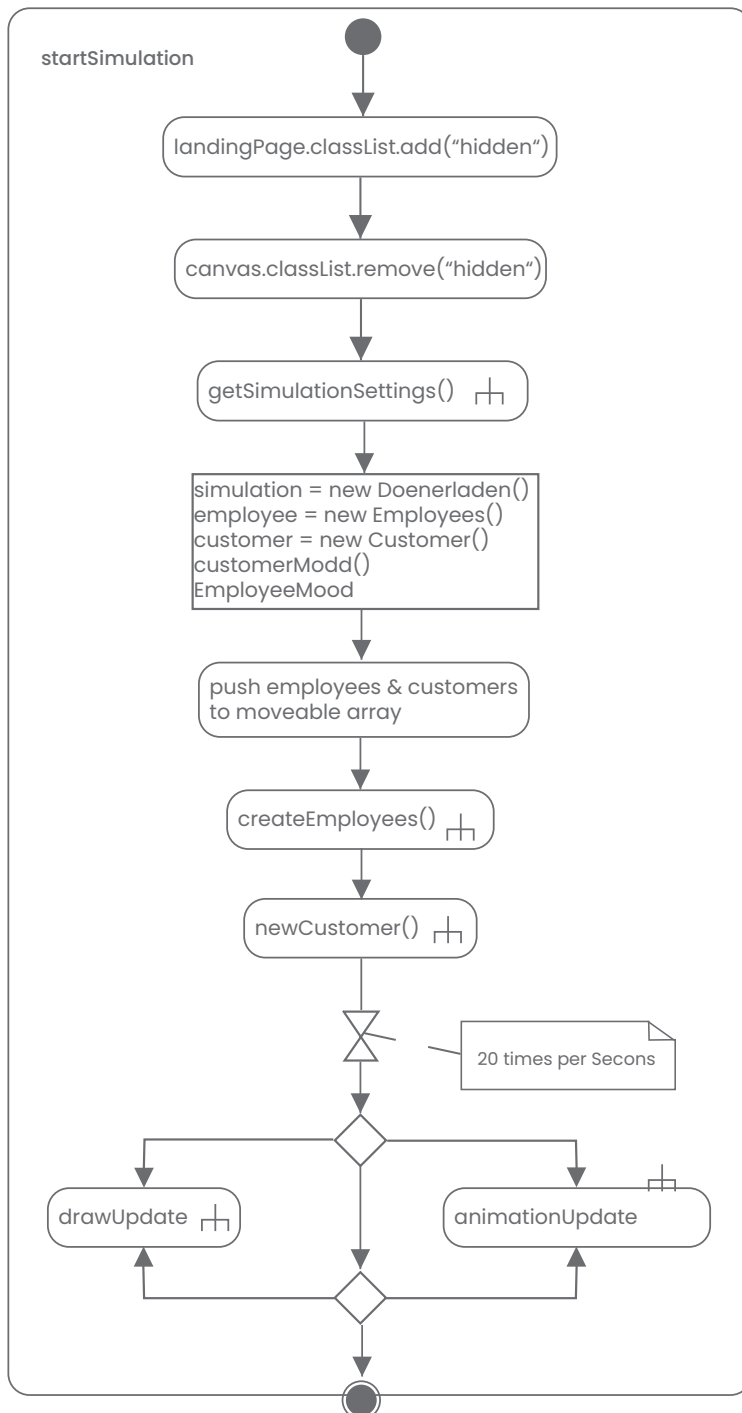


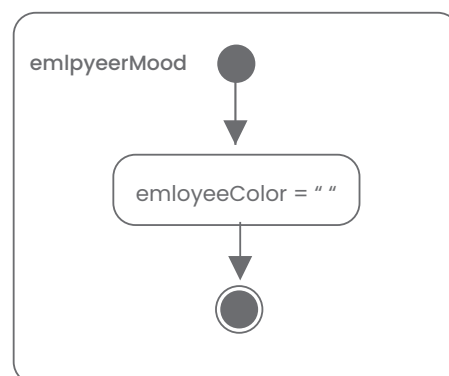
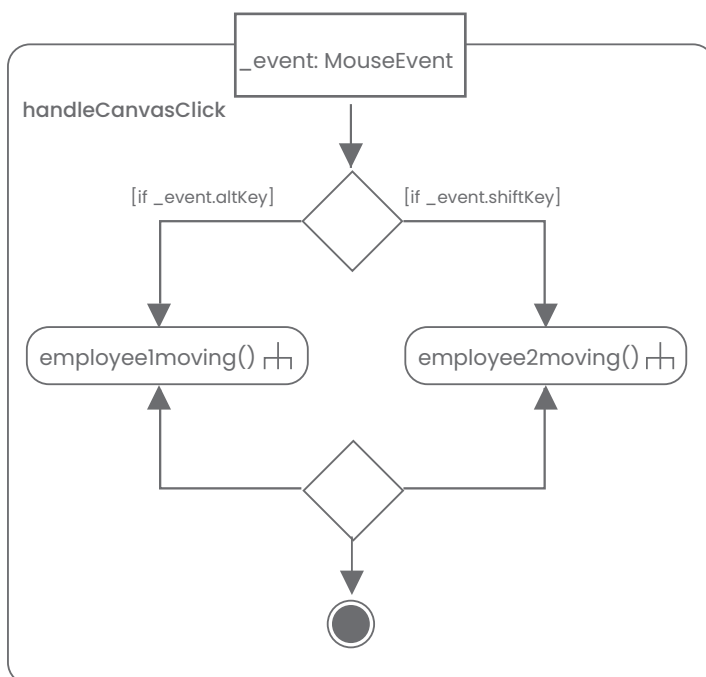
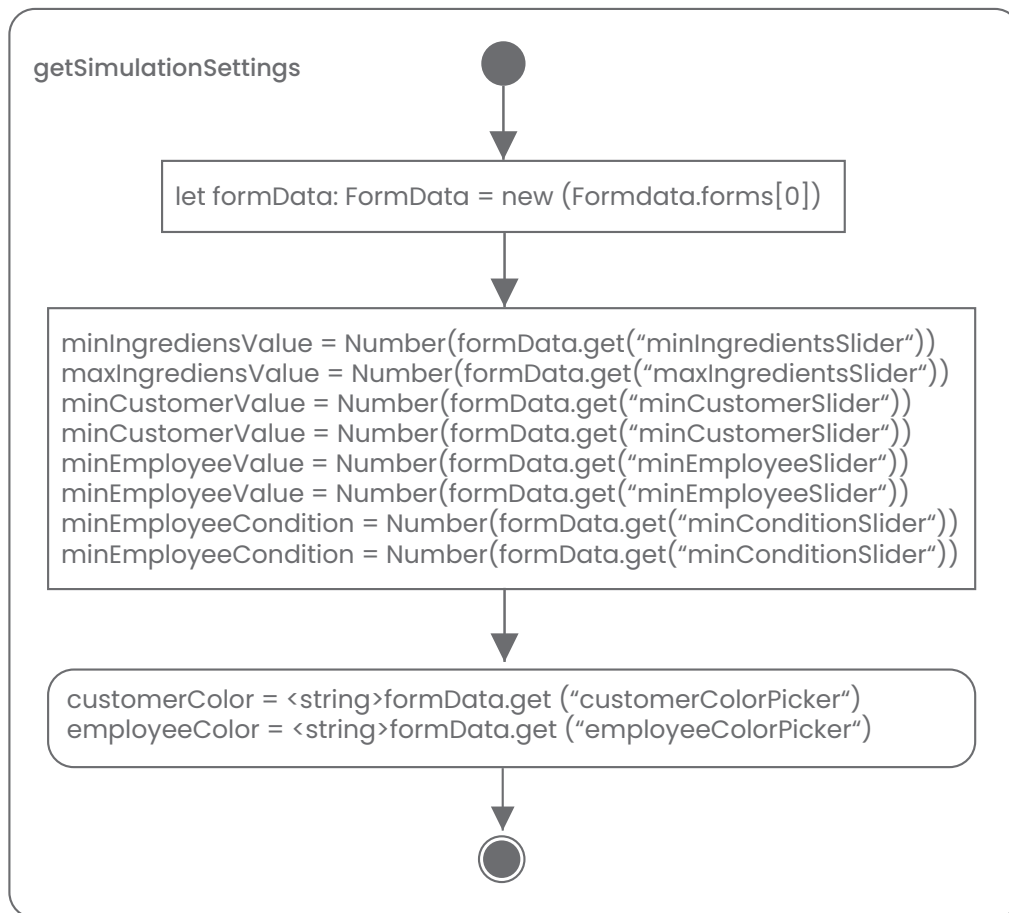
## 3) Class Diagrams

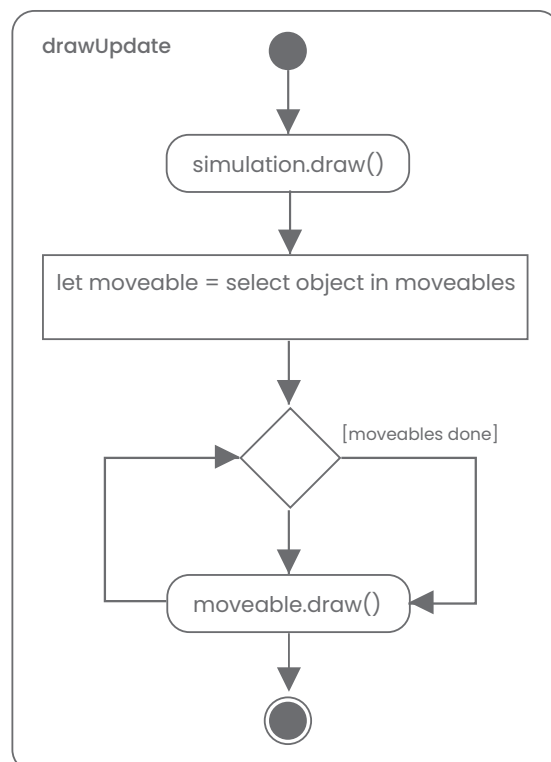
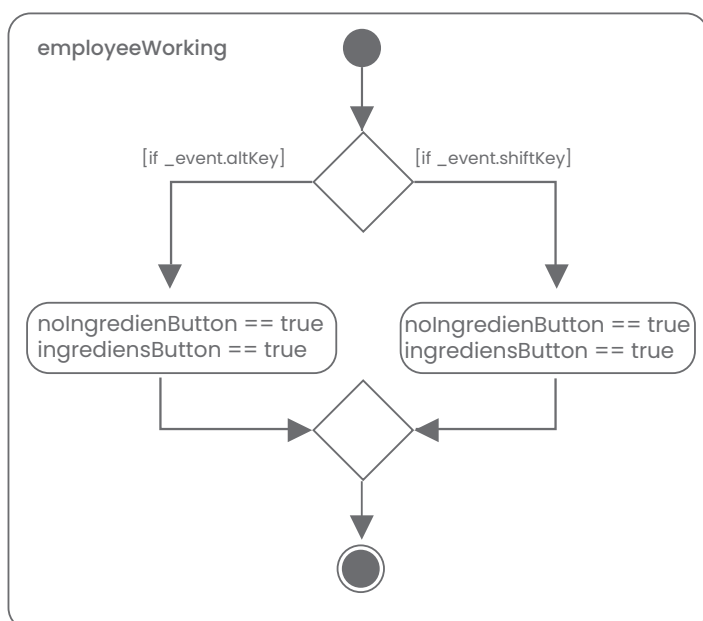
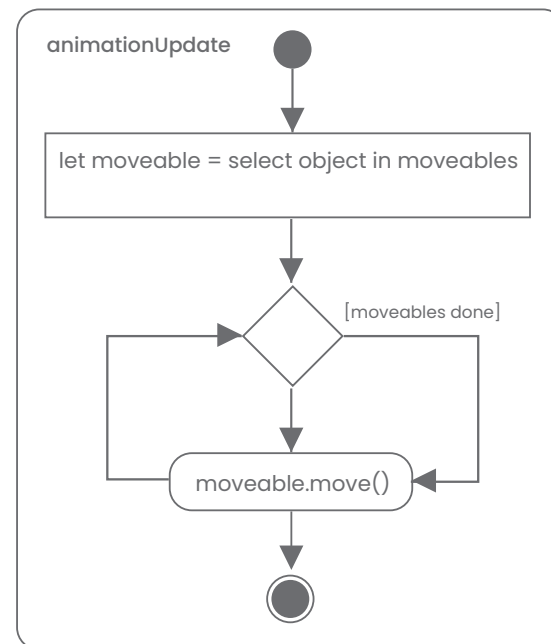
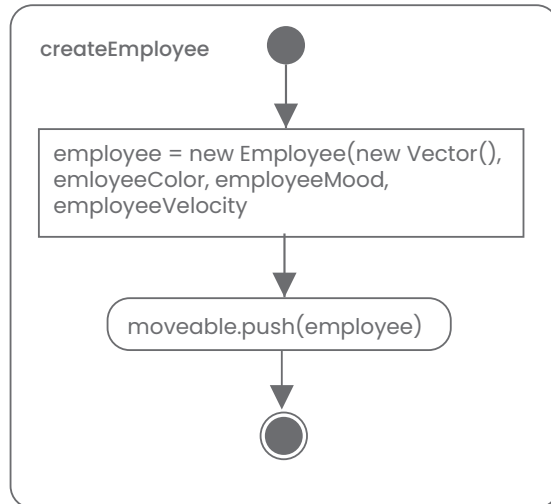
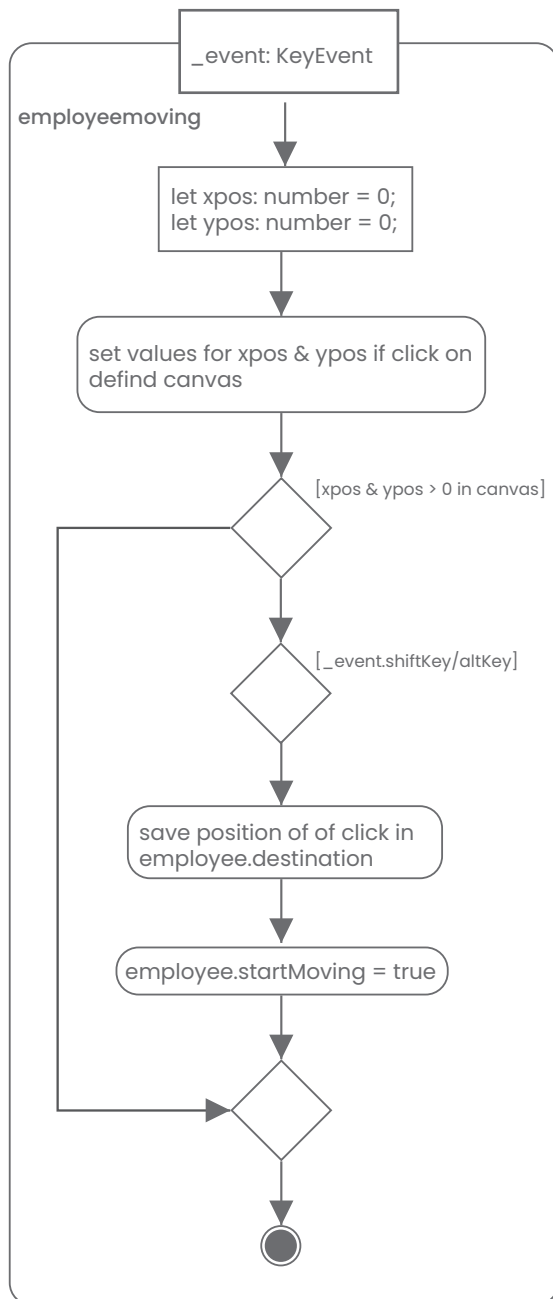


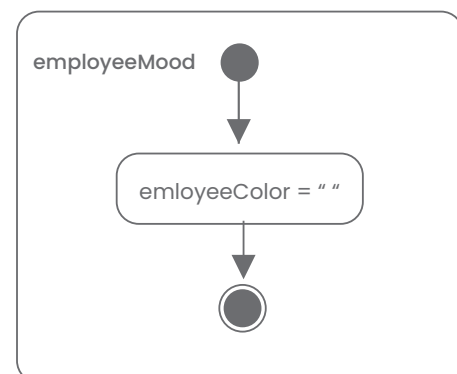
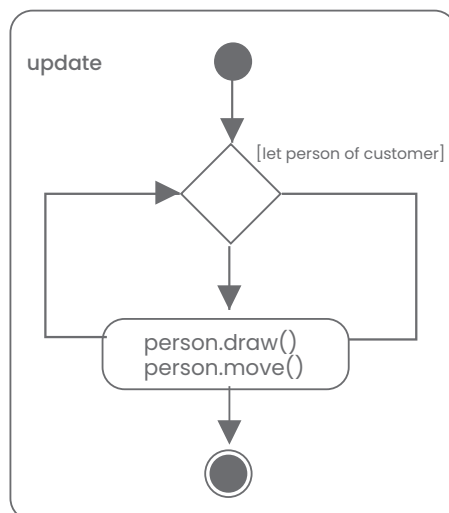
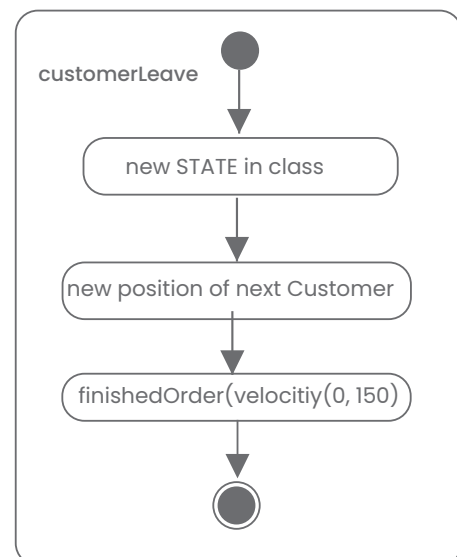
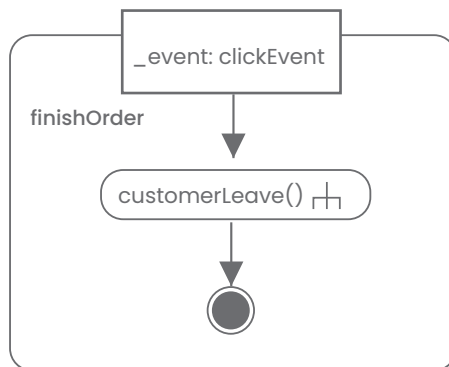
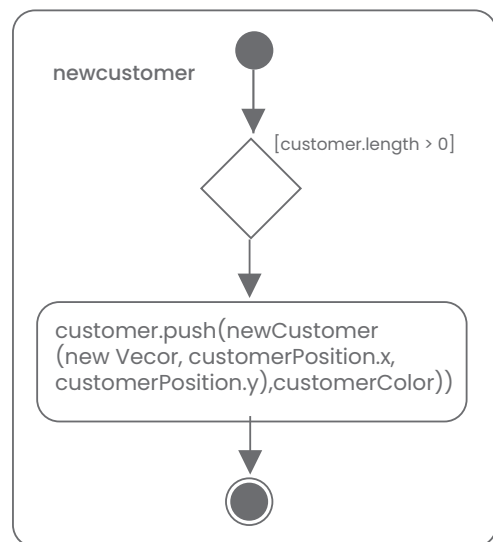
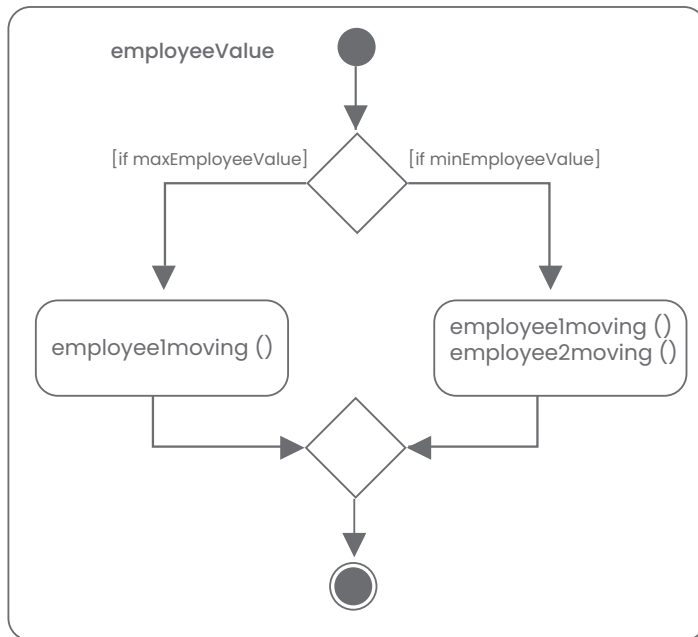
### 3) Activity Diagrams main





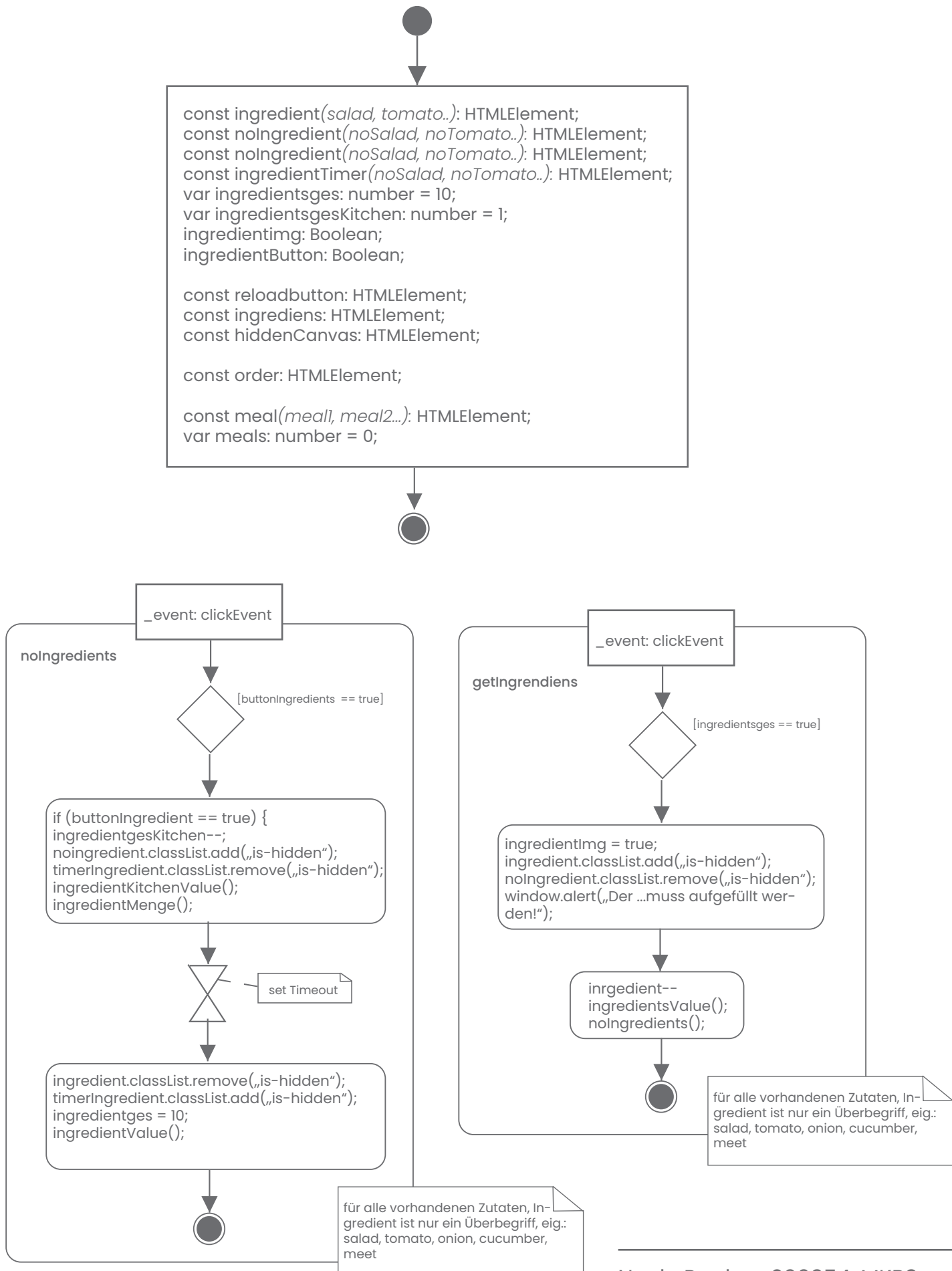


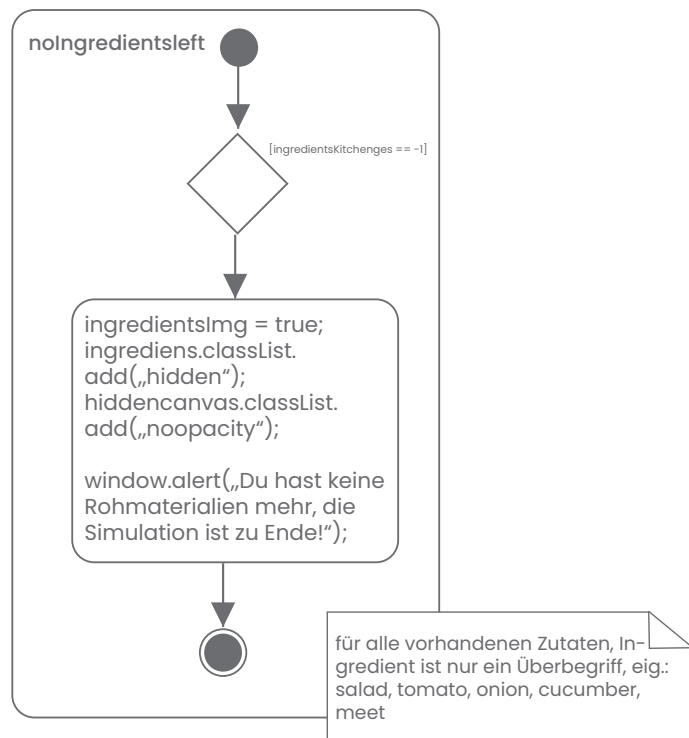
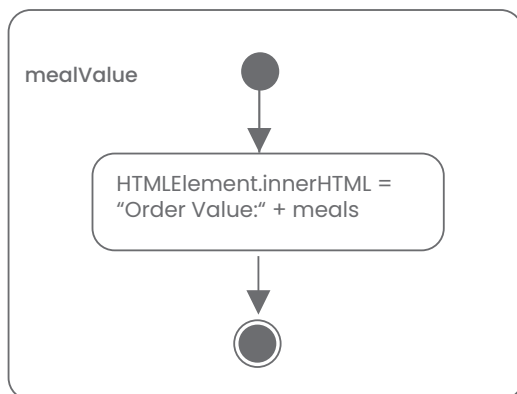
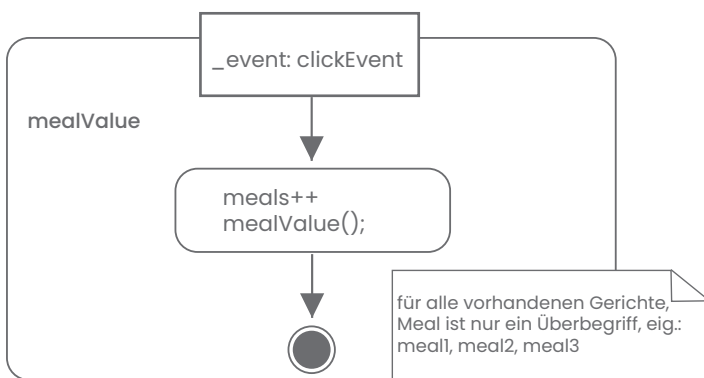
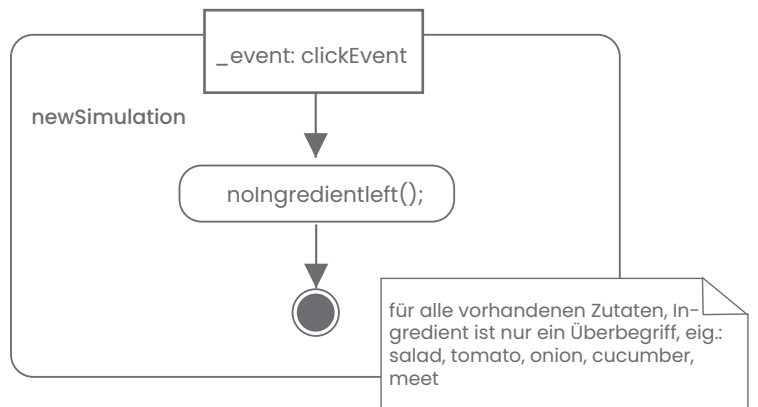
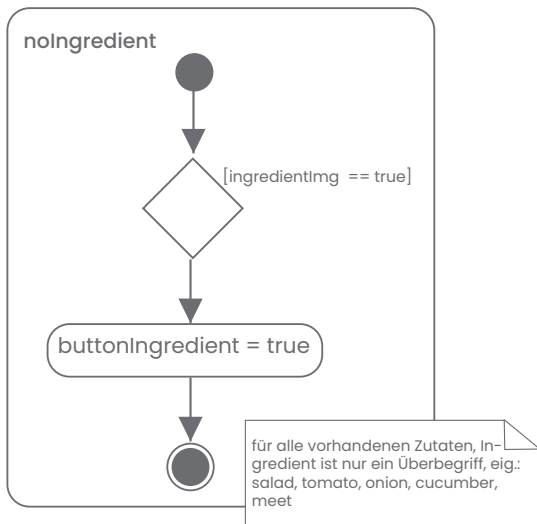
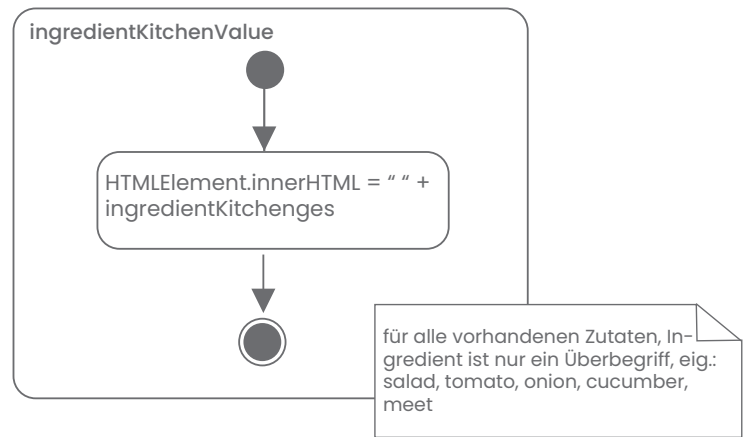
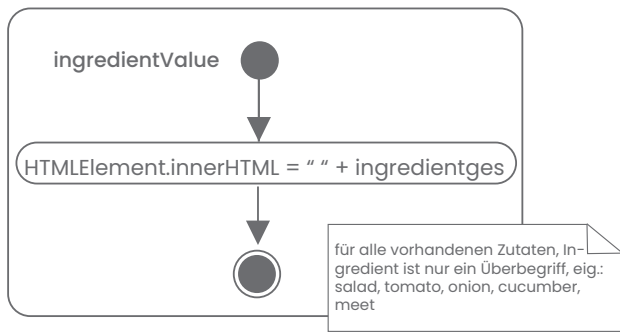


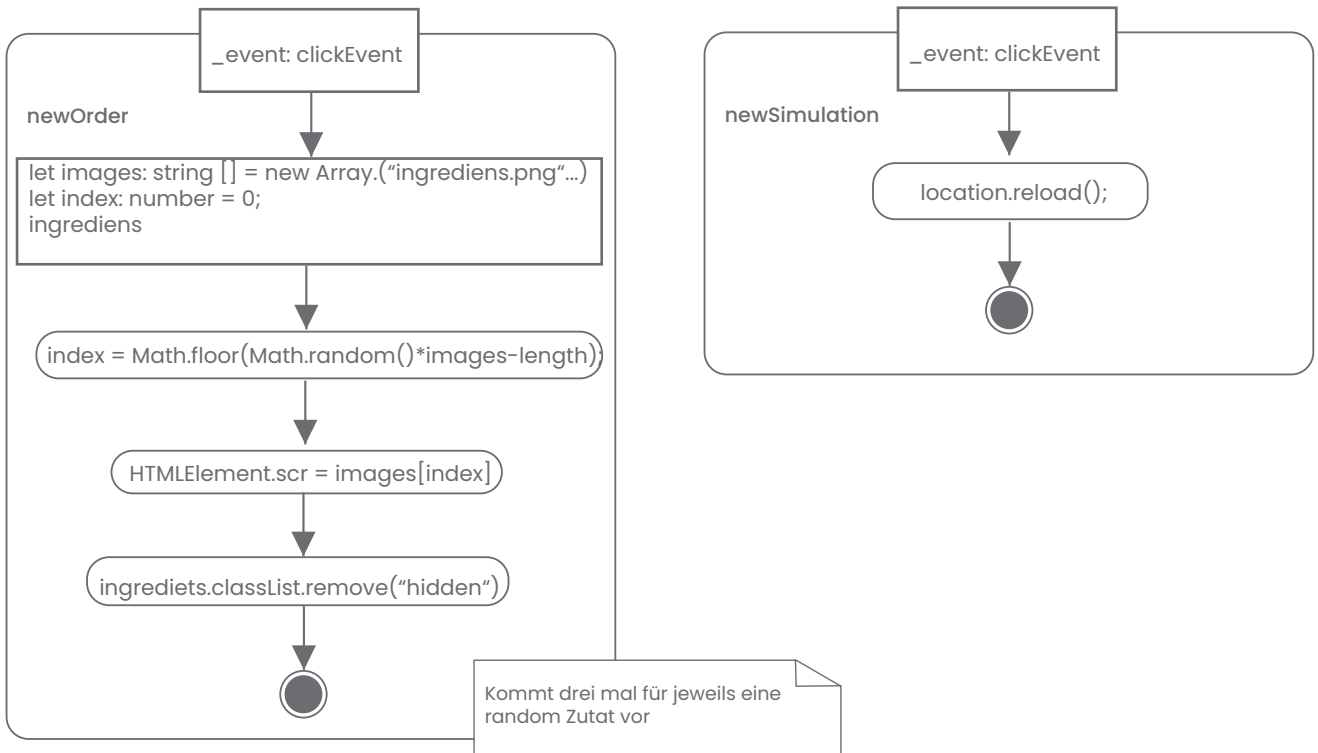




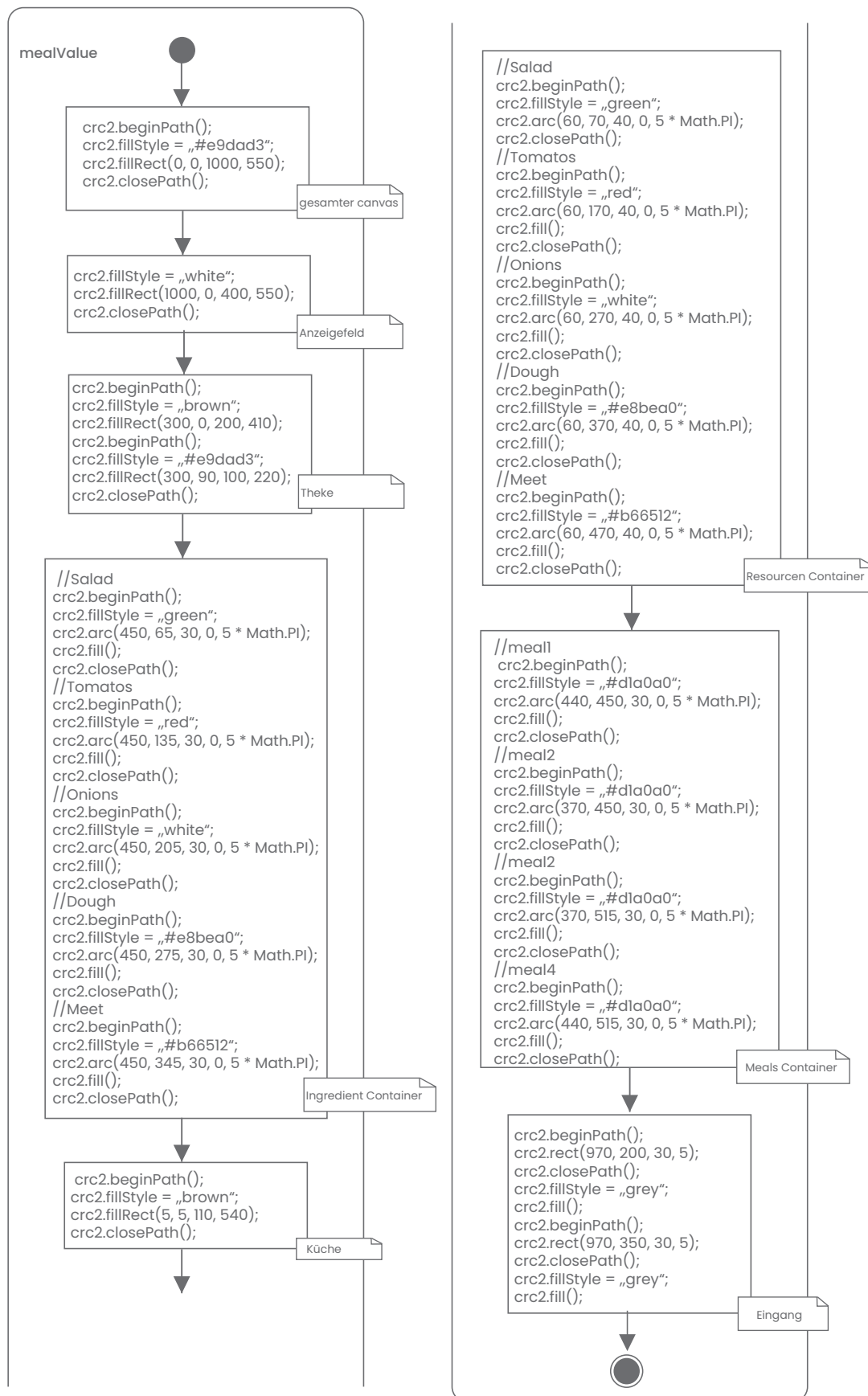
### 3) Activity Diagrams ingredients



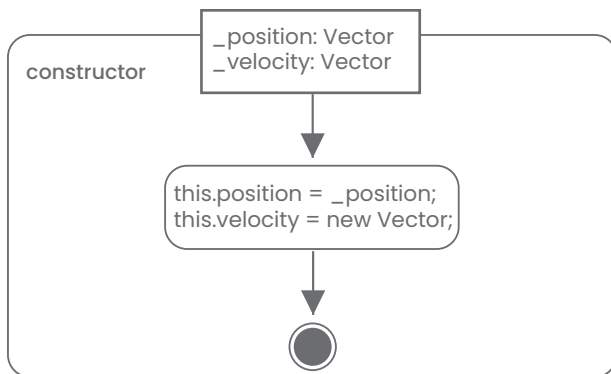




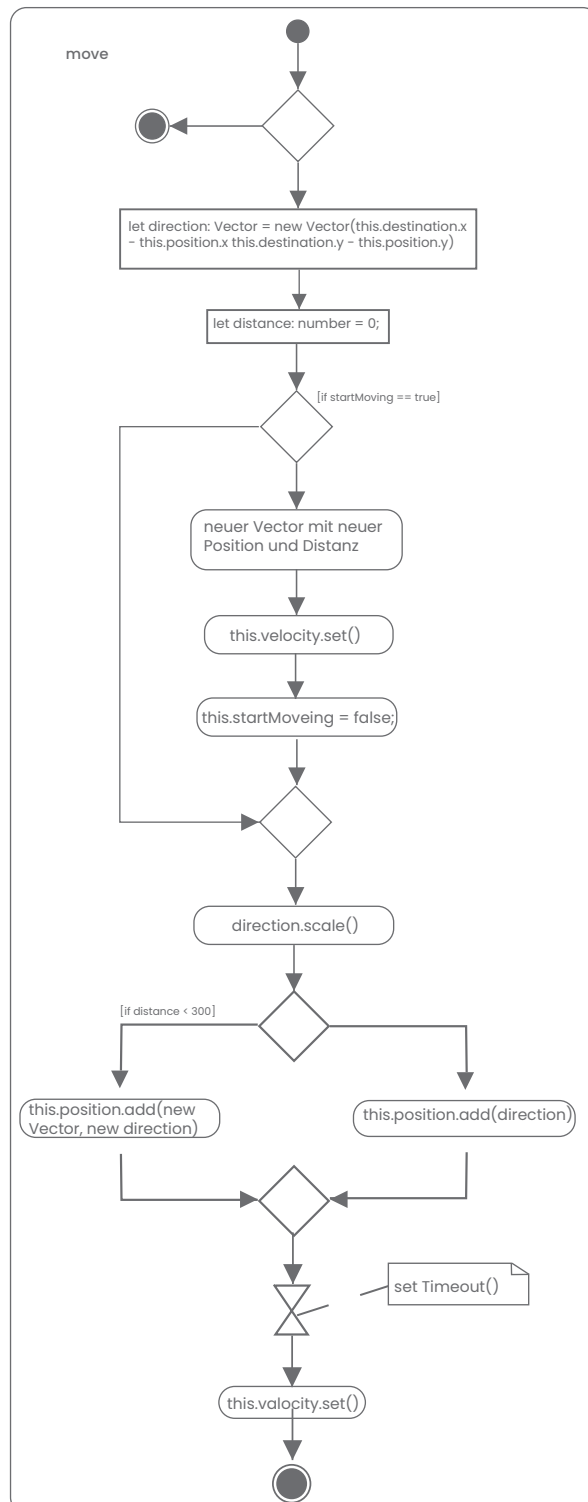
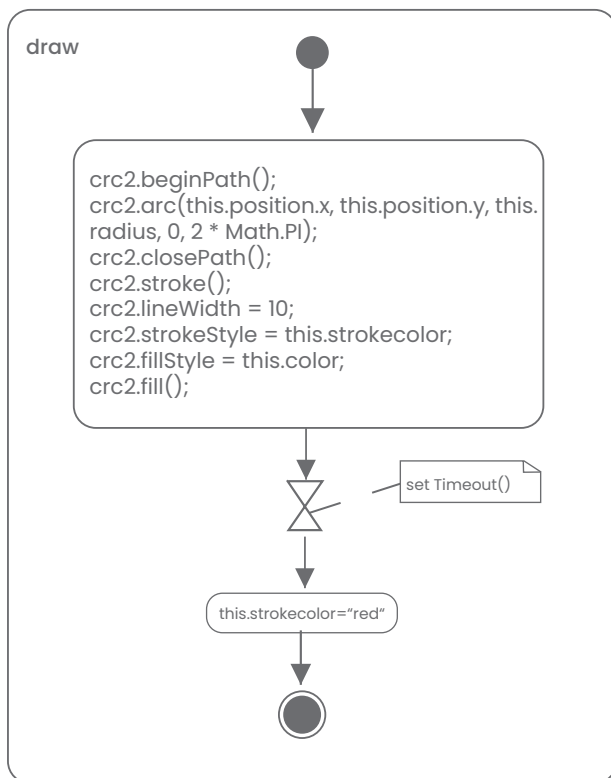
## 4) Class Methods



## Moveable Methods



## Employees Methods



## Customer Methods

