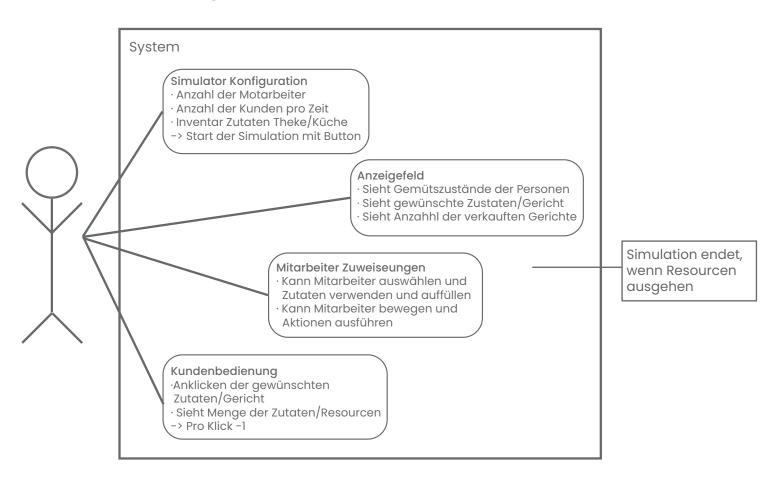
Döner-Simulator - Konzept

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

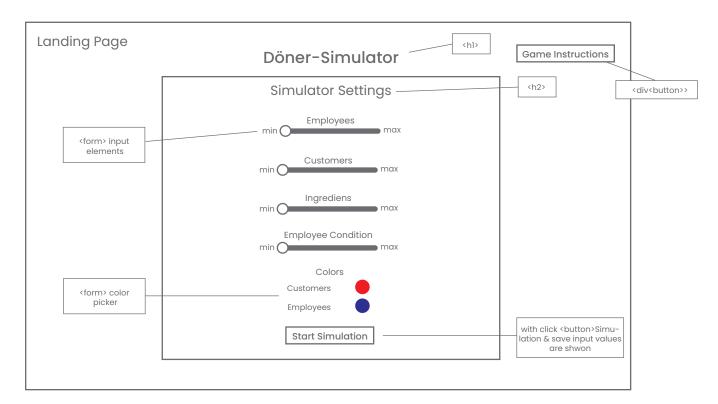
Inhalt:

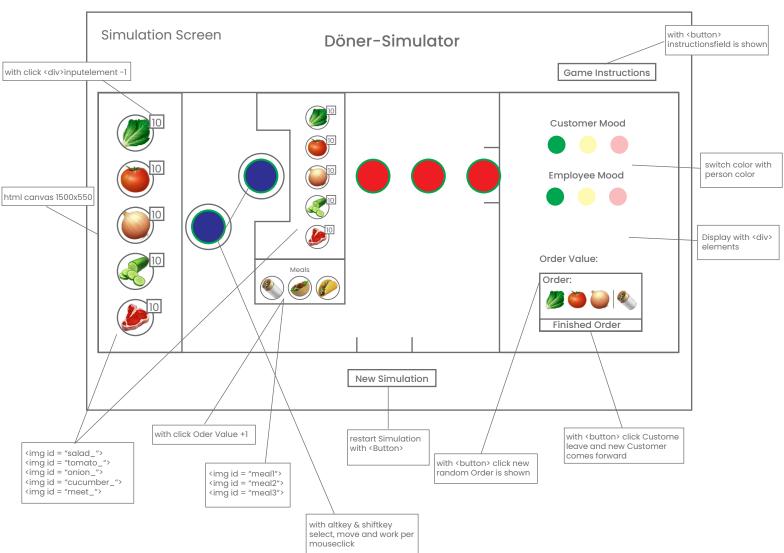
- · User Case Diagramm
- · User Interface
- · Class Diagramm
- · Activity Diagrams
- · Class Methods

1) User Case Diagramm

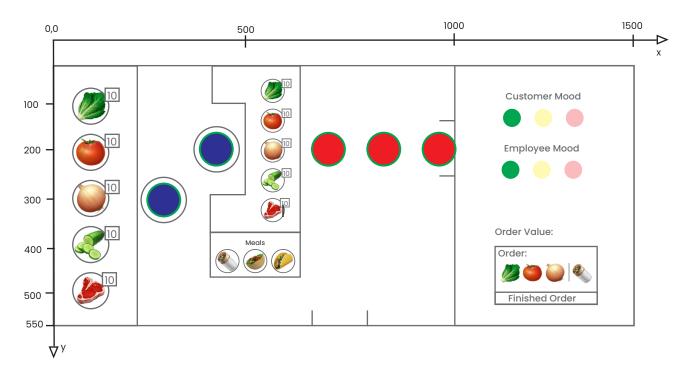


2) User Interface

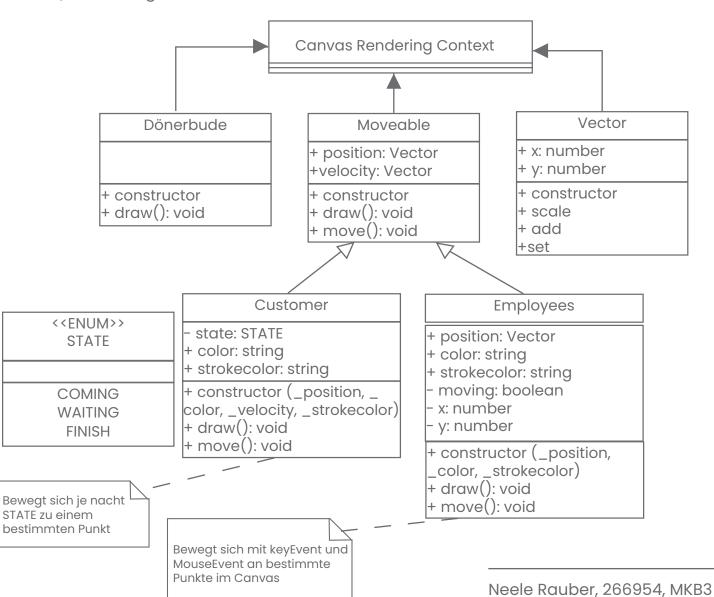




2) User Interface - Canvas Values



3) Class Diagrams



3) Activity Diagrams main



export let crc2: CanvasRenderingContext2D; export let simulation: Dönerladen; export let employee: Emloyees;

export let customer: Customer [] = [];

let landingPage: HTMLElement; let startButton: HTMLElement;

let instructionsButton: HTMLElement;

let instructions: HTMLElement; let closeInstructionsButton; let reloadButton: HTMLElement; let ingrediens: HTMLElement; let nextCustomer: HTMLElement;

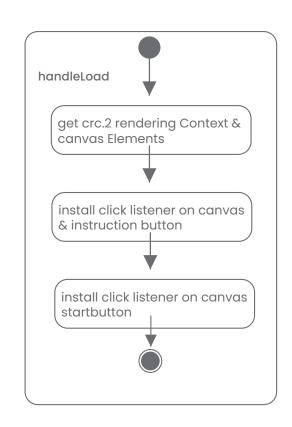
let employeeColor: string; let customerColor: string;

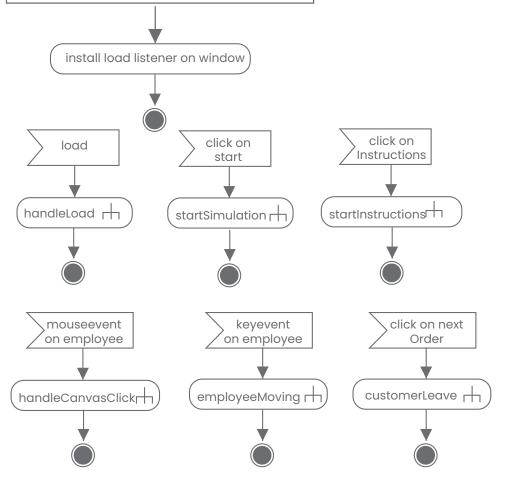
let employeeMood: string = "green";

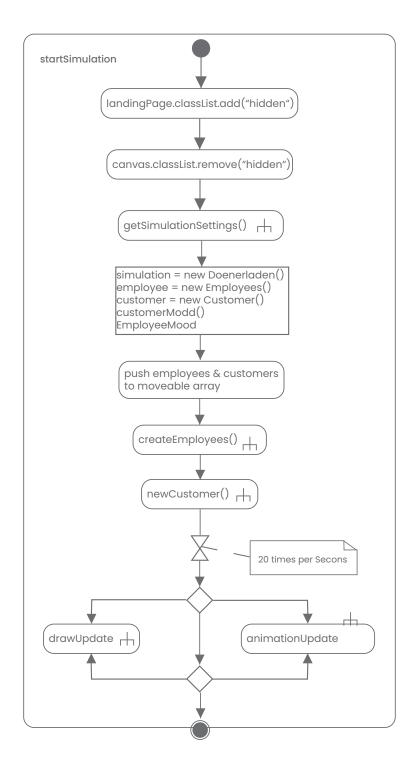
let customerMood: string = "green";

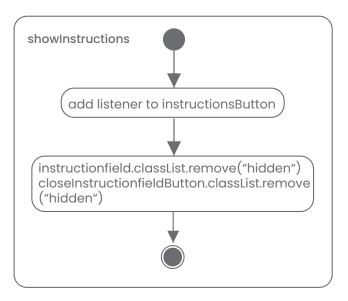
Let employeeMood: string; let CustomerMood: string; let employeeValue: number; let customerValue: number; let employeeCondition: number;

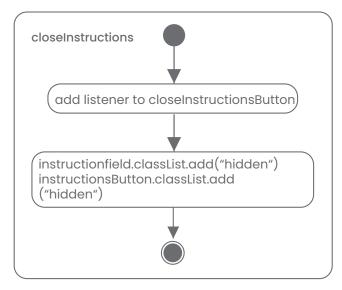
let moveables: Moveable [] = [];

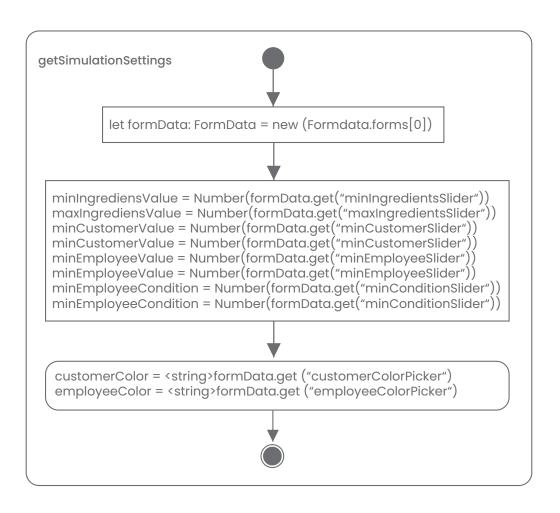


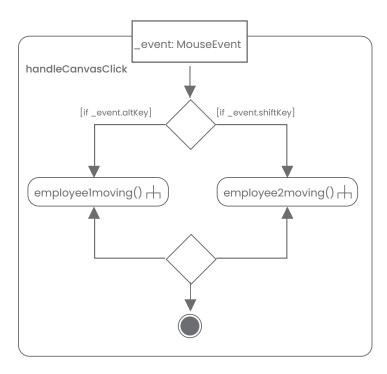


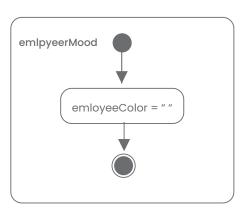


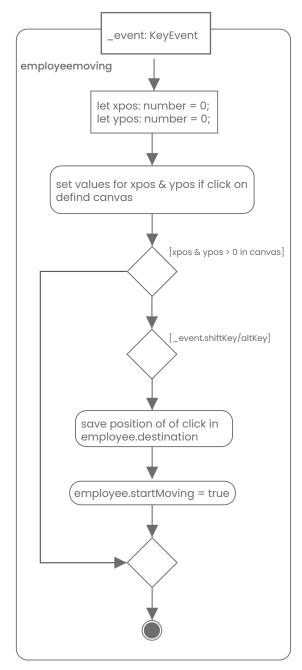


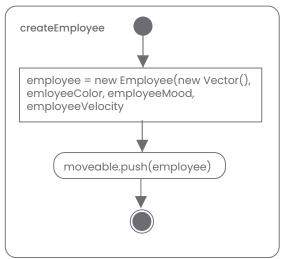


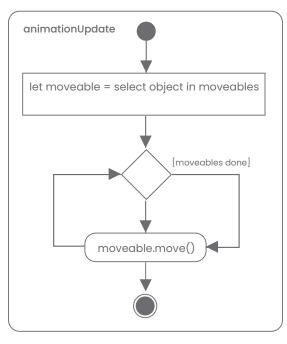


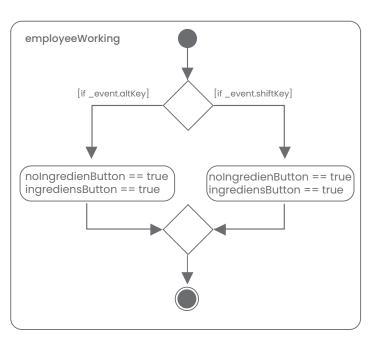


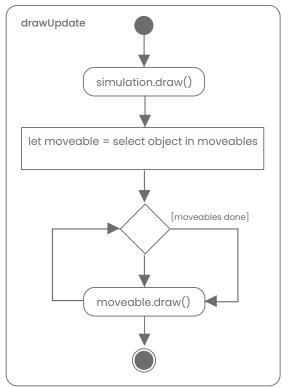


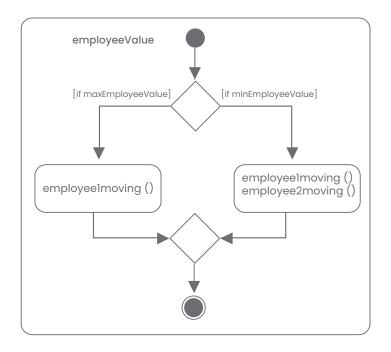


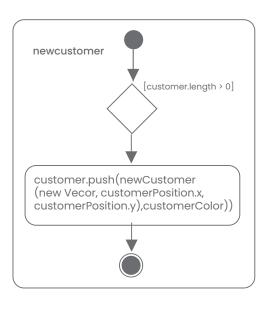


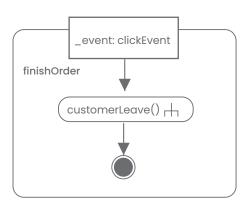


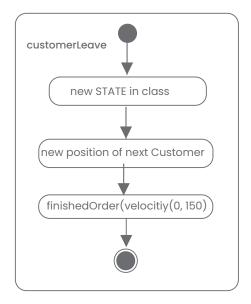


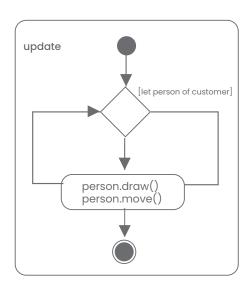


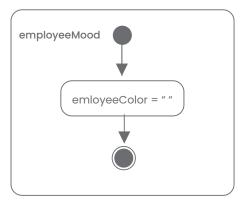




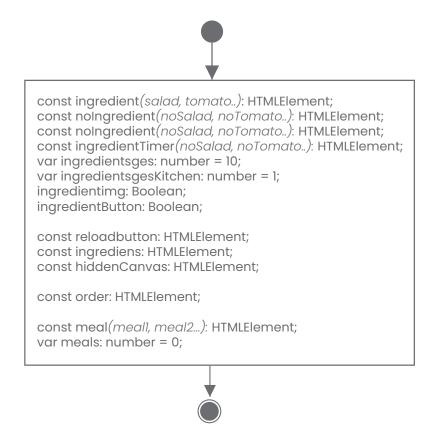


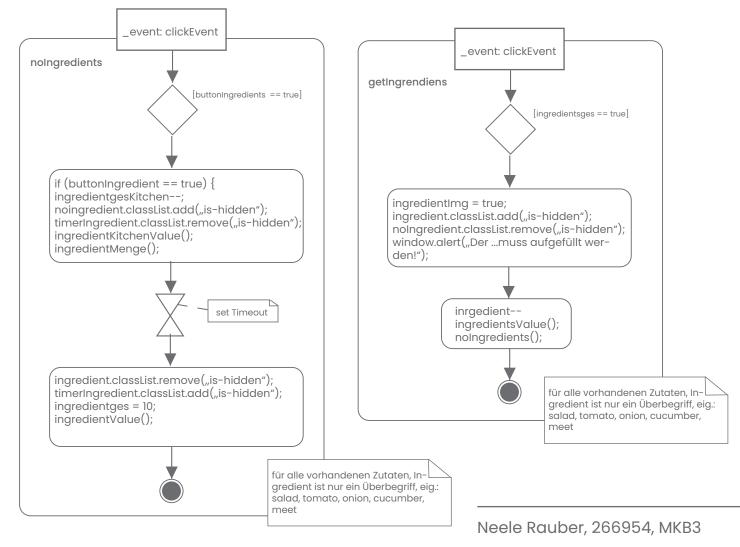


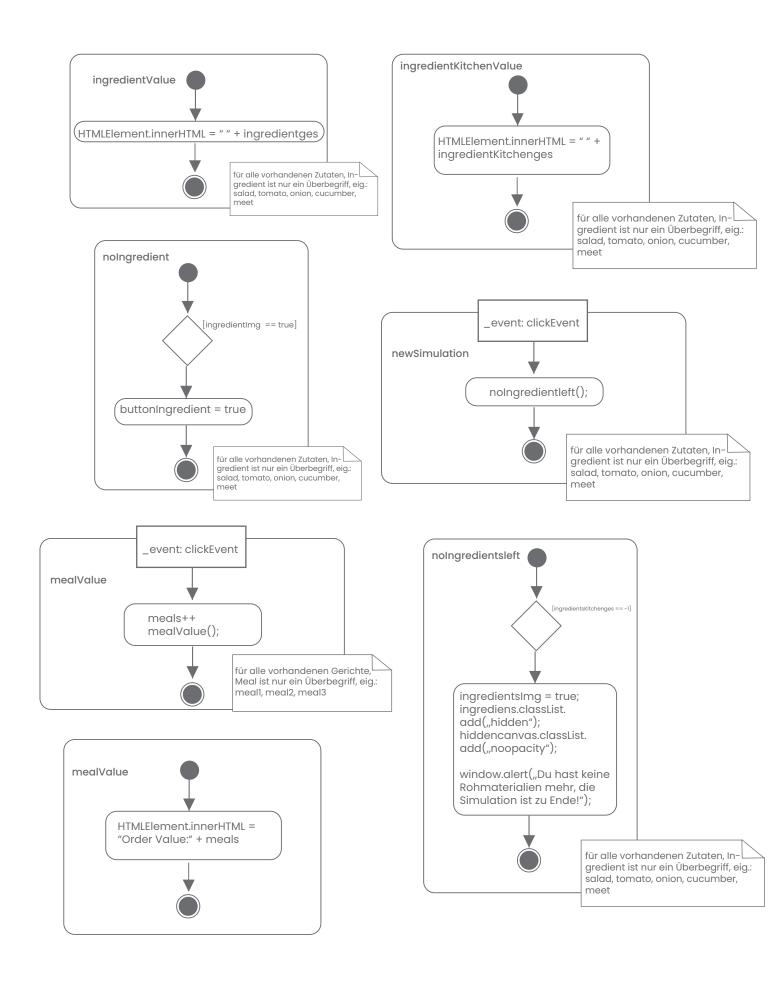


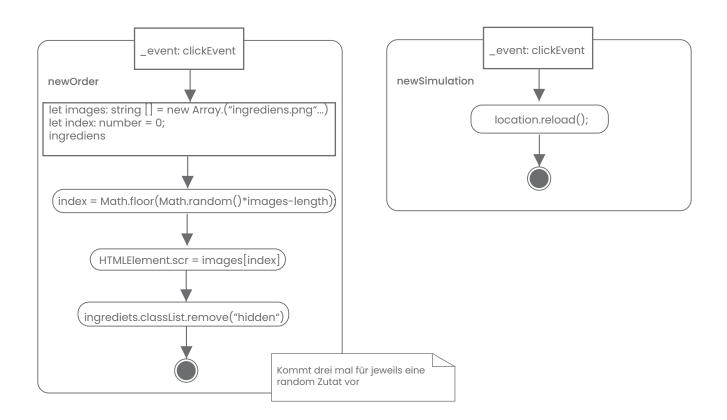


3) Activity Diagrams ingredients

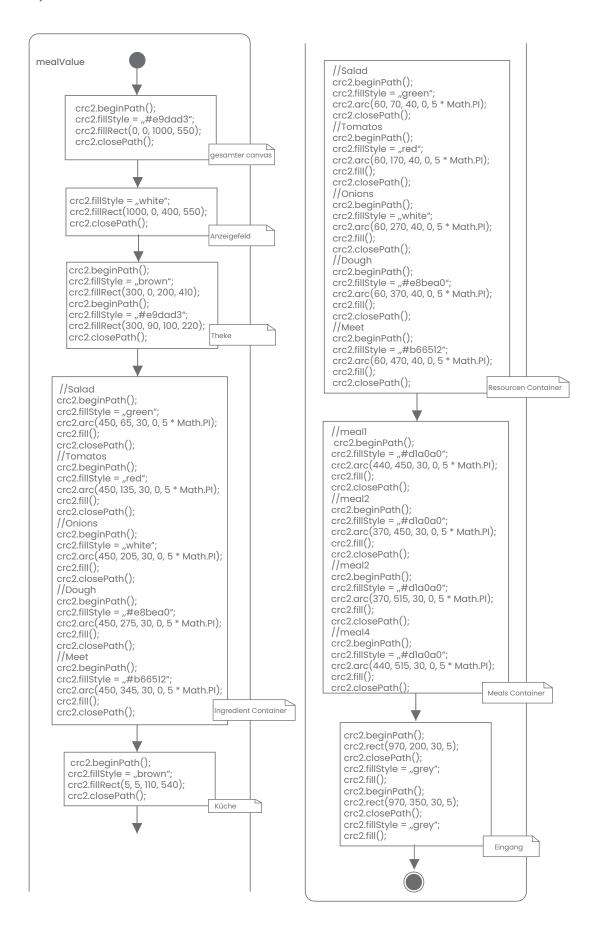




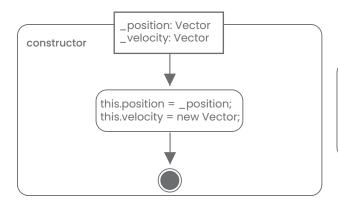


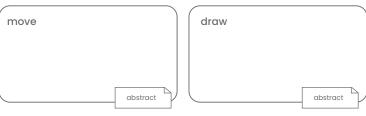


4) Class Methods



Moveable Methods





Employees Methods

