

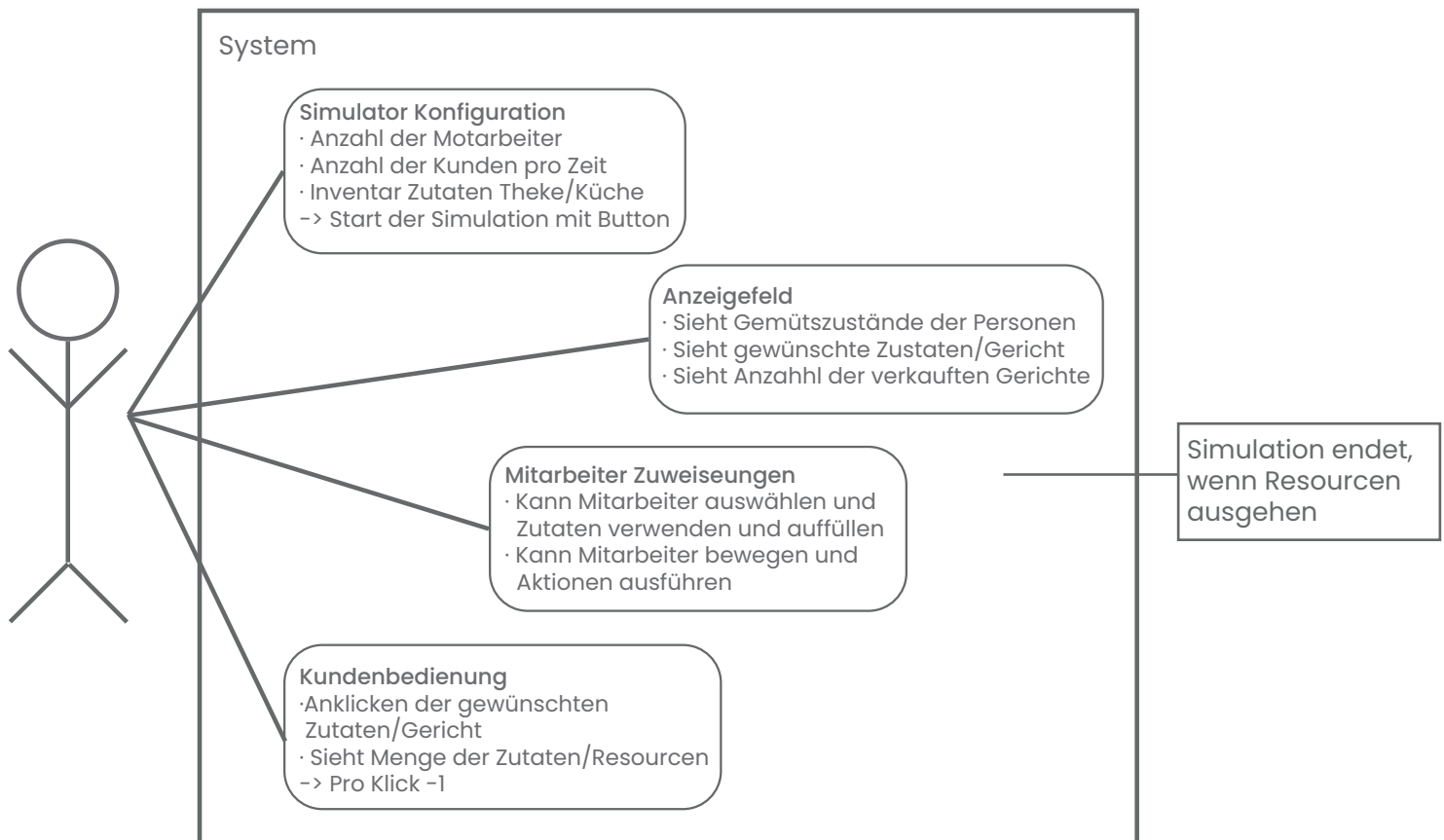
Döner-Simulator – Konzept

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

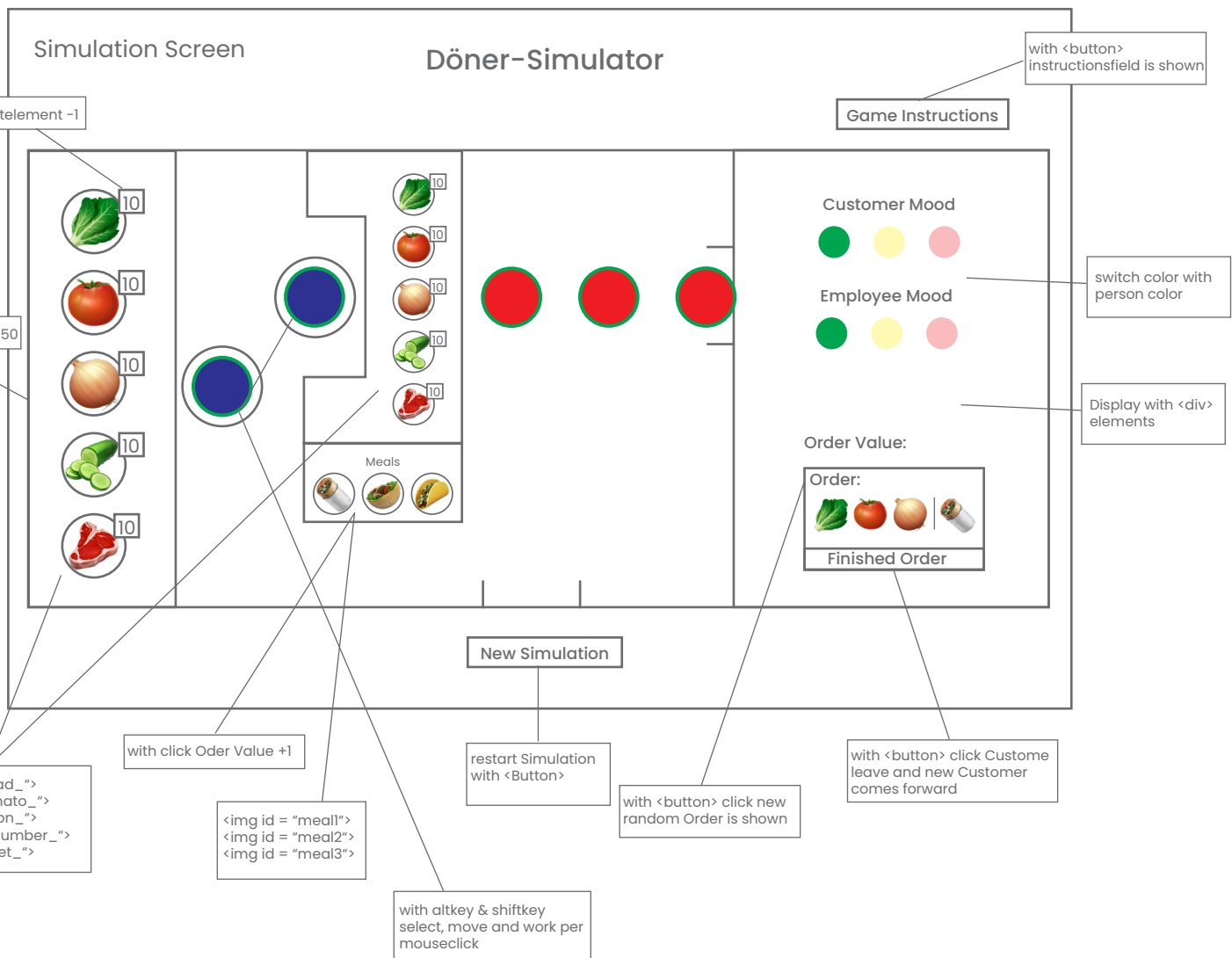
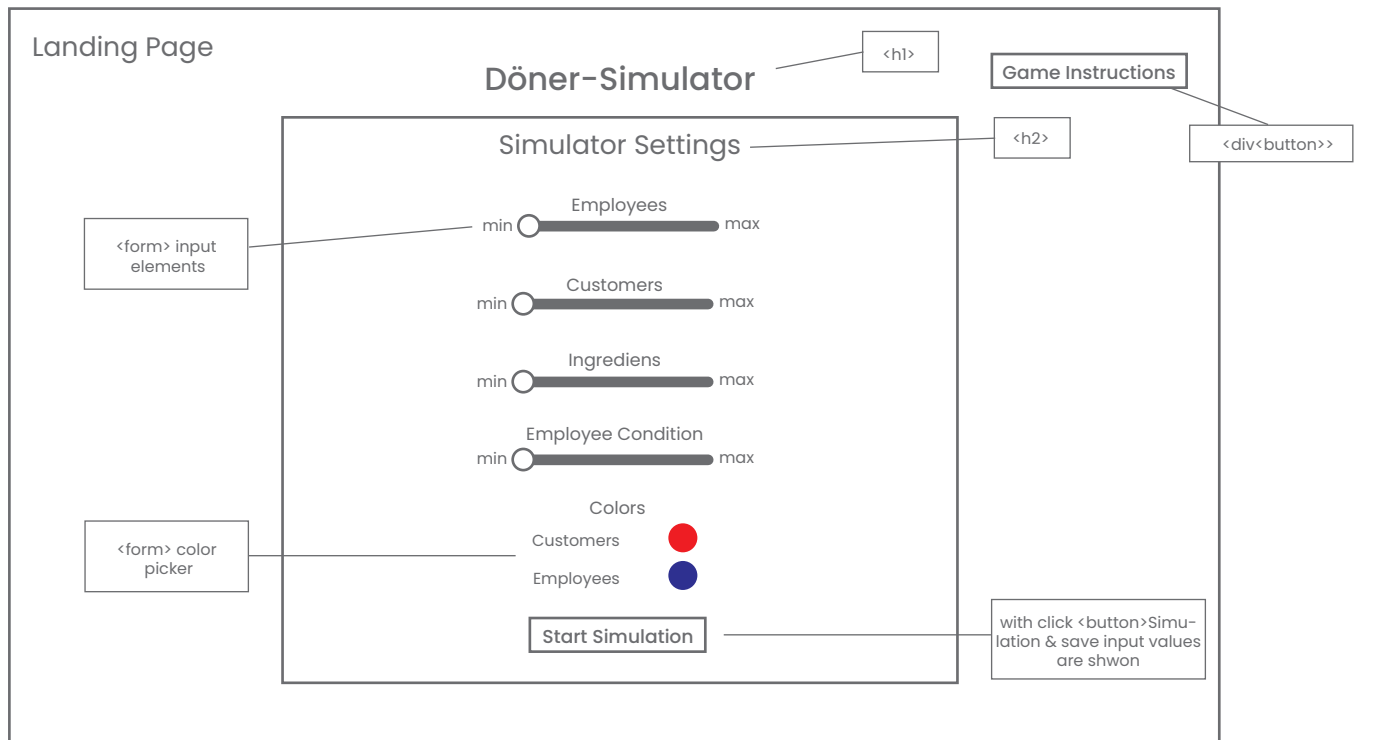
Inhalt:

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

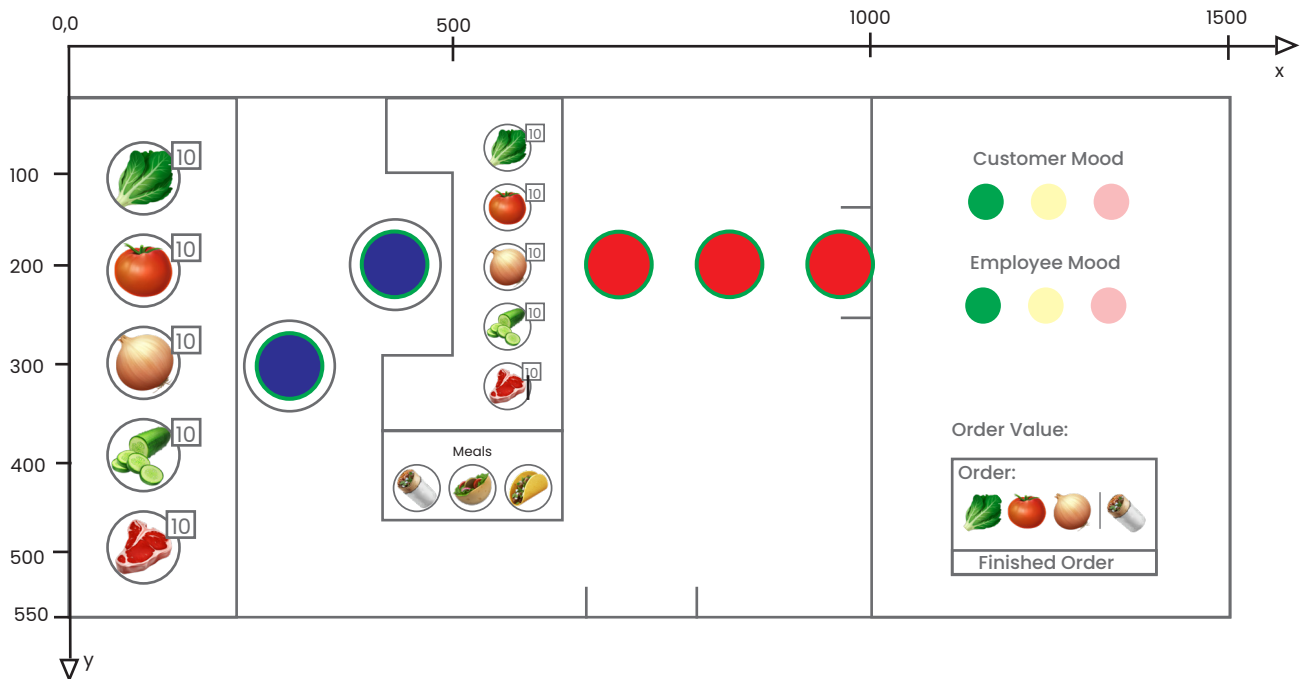
1) User Case Diagramm



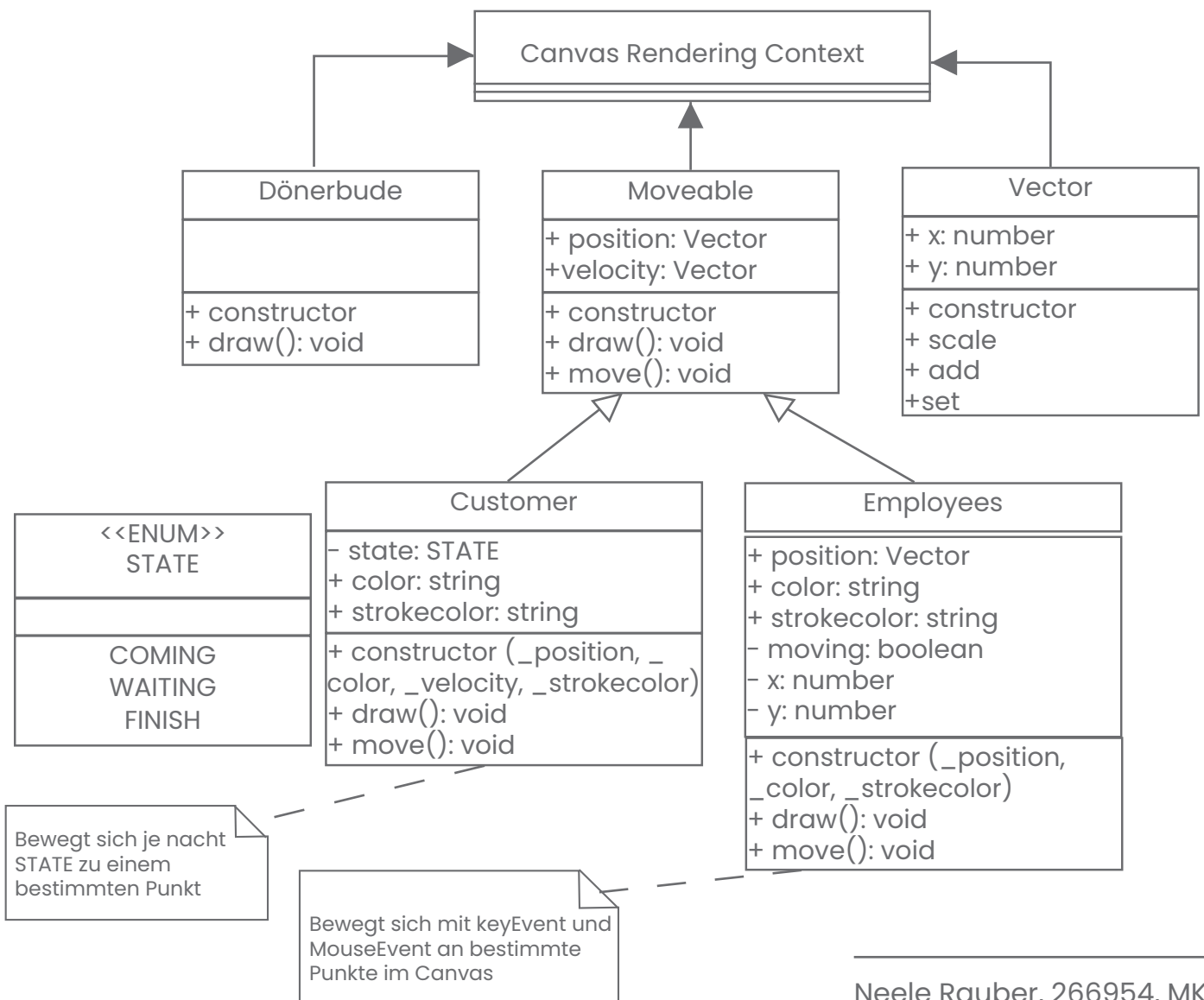
2) User Interface



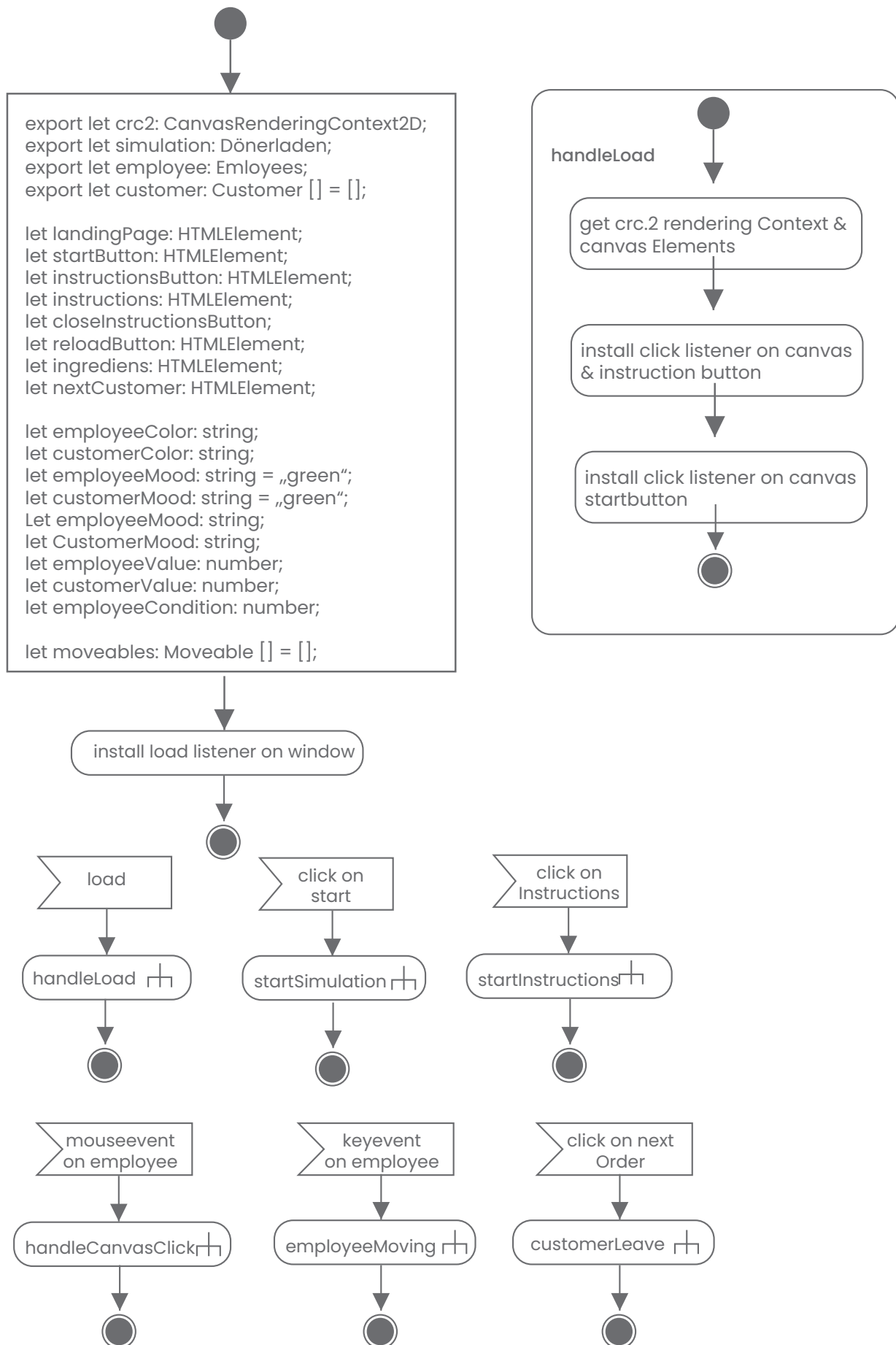
2) User Interface - Canvas Values

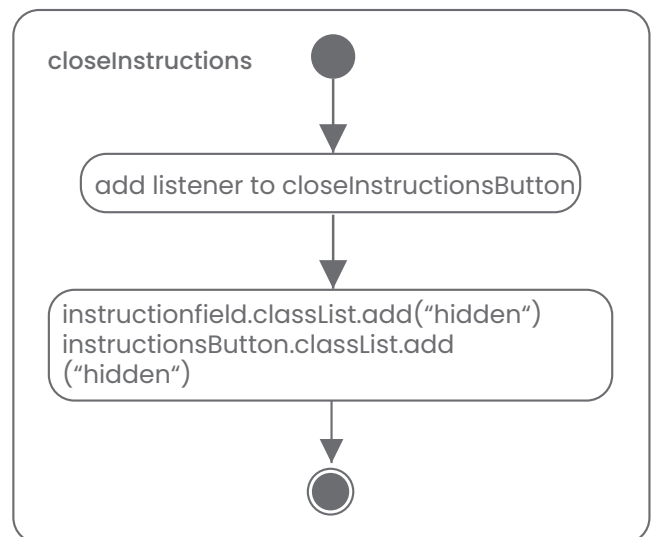
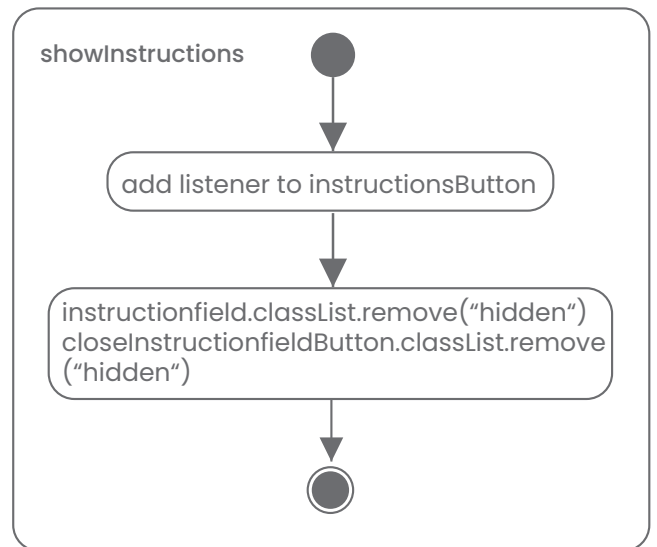
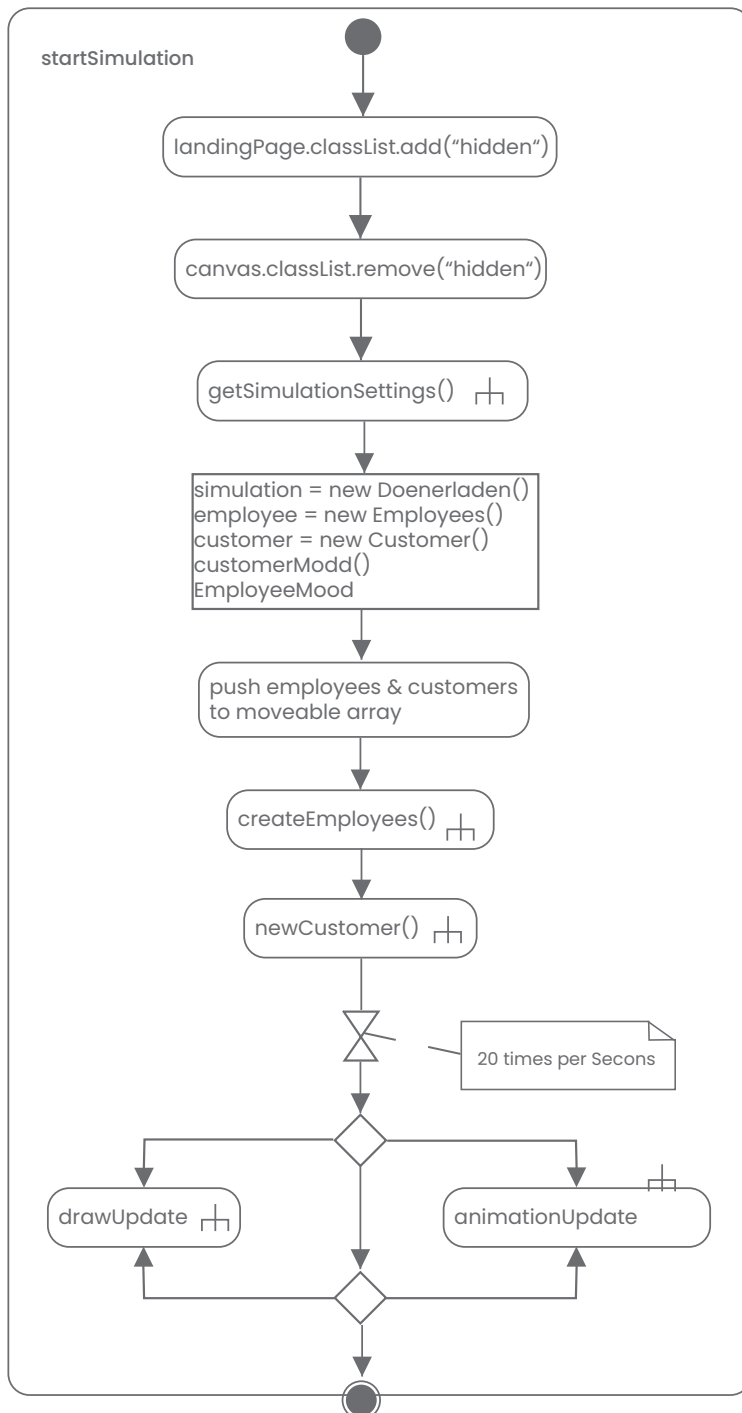


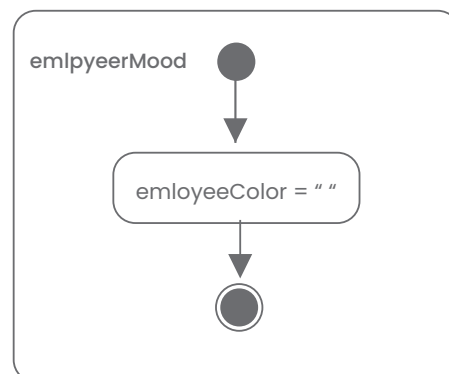
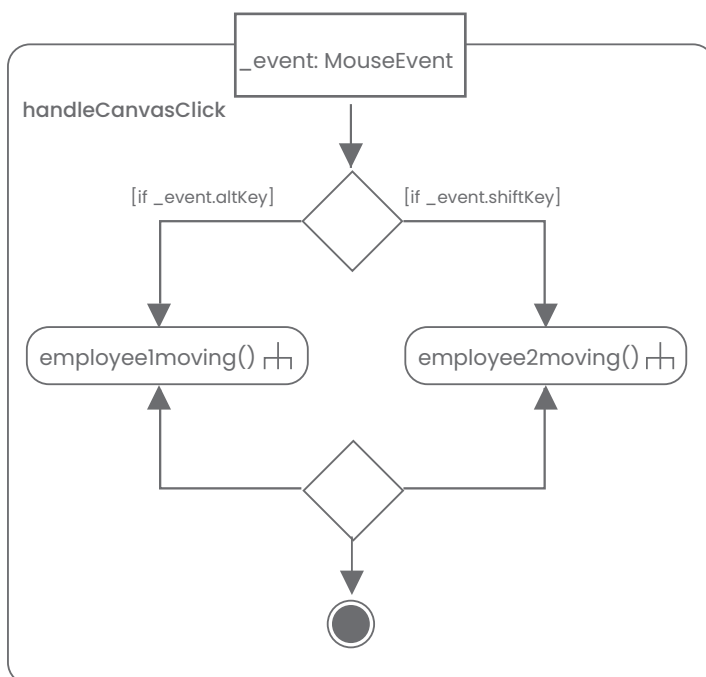
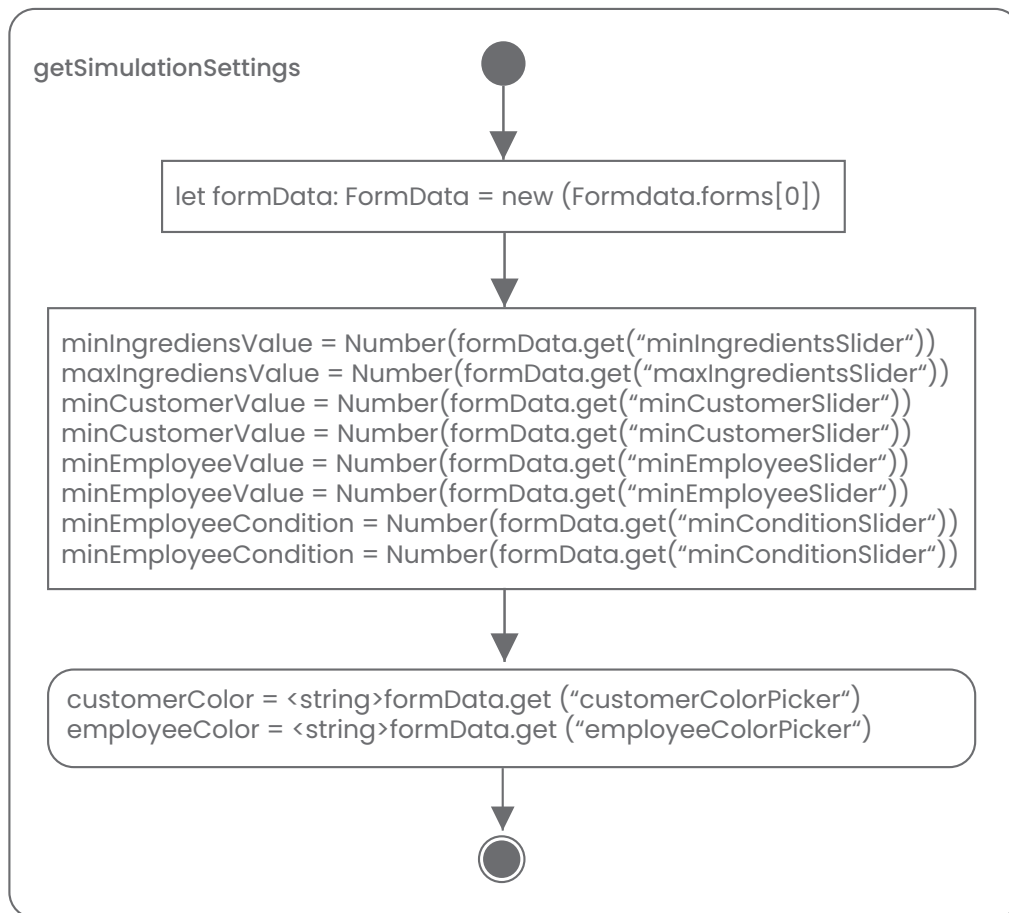
3) Class Diagrams

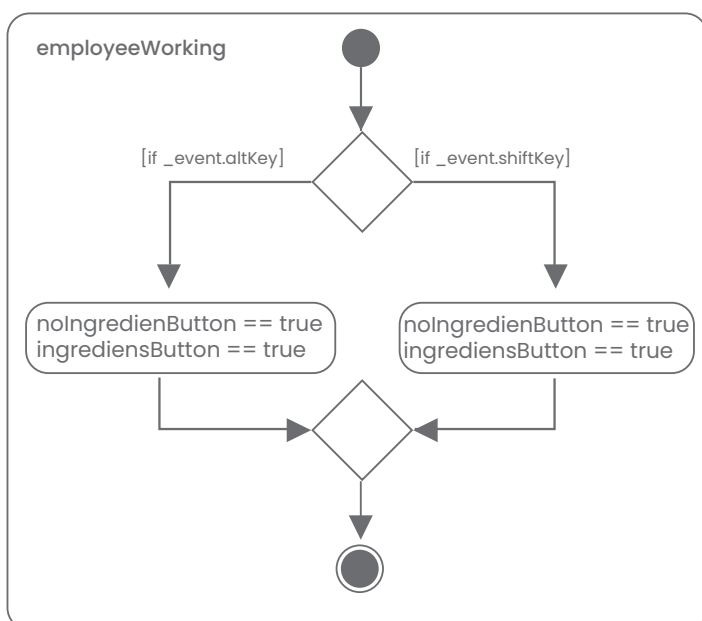
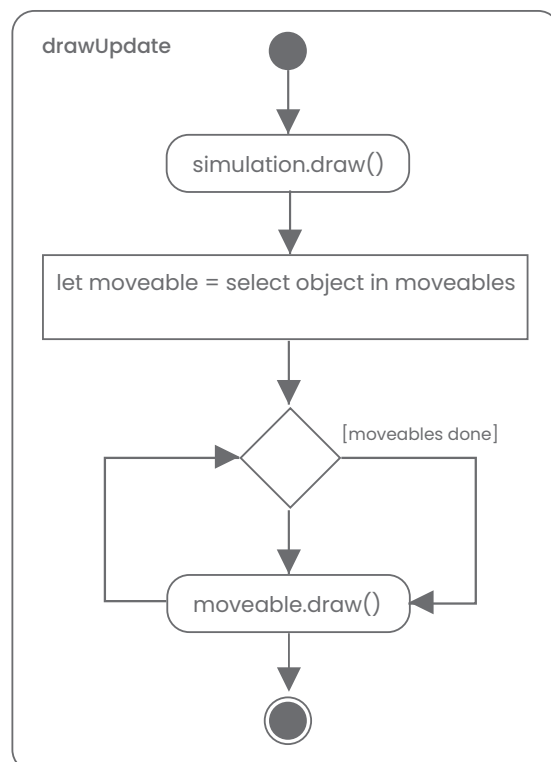
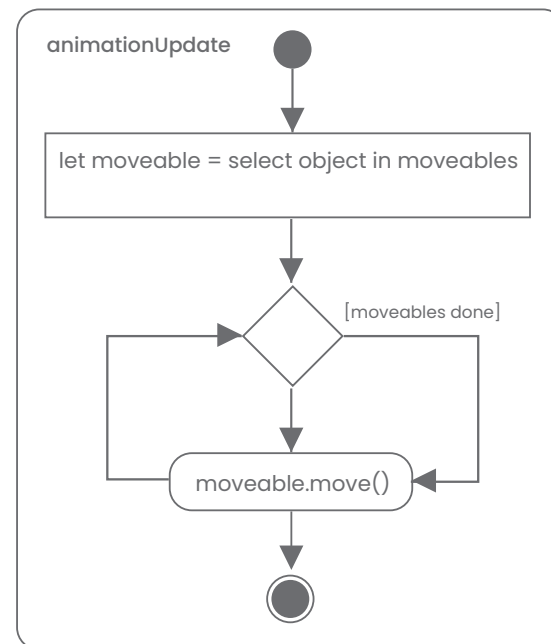
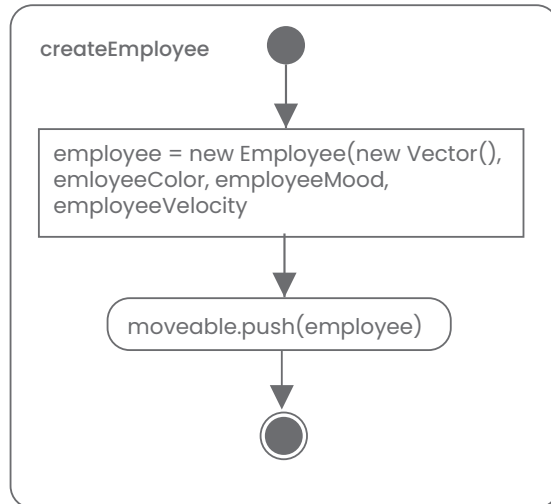
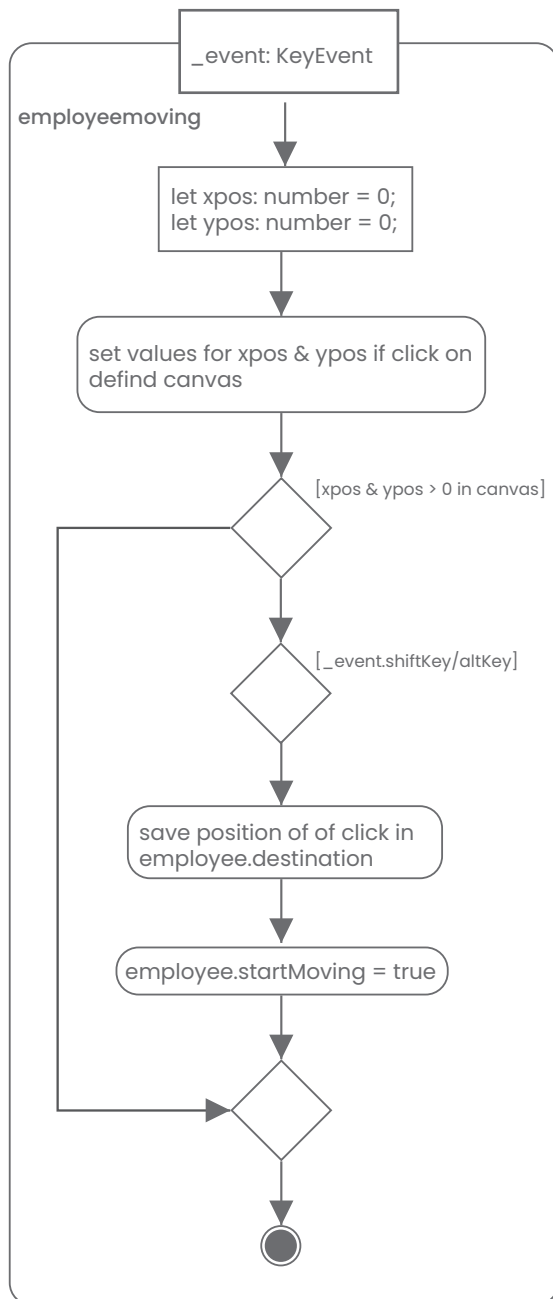


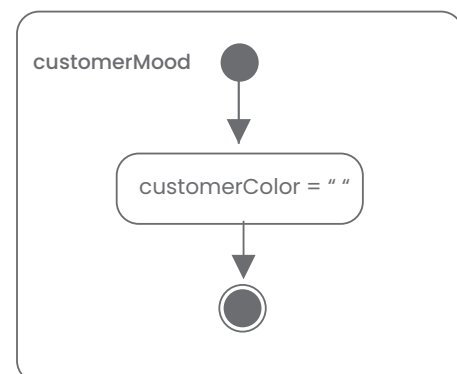
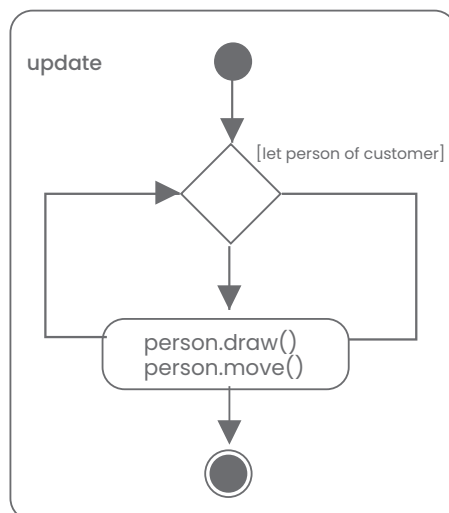
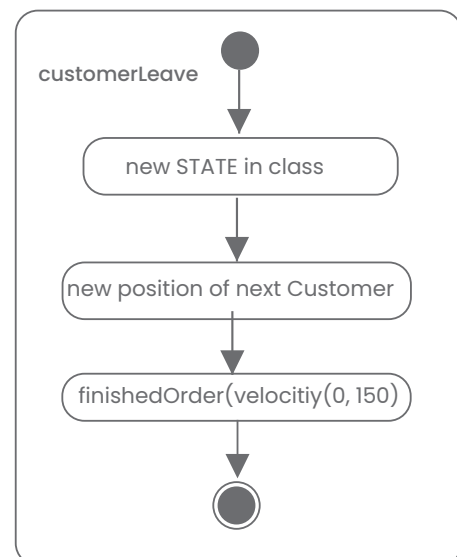
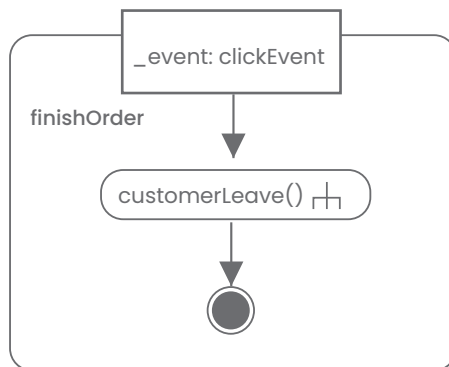
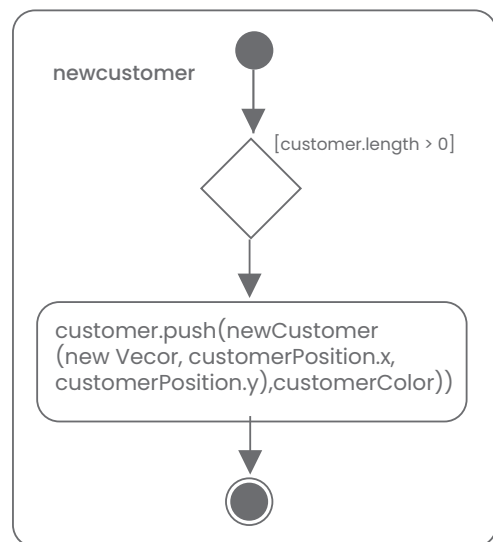
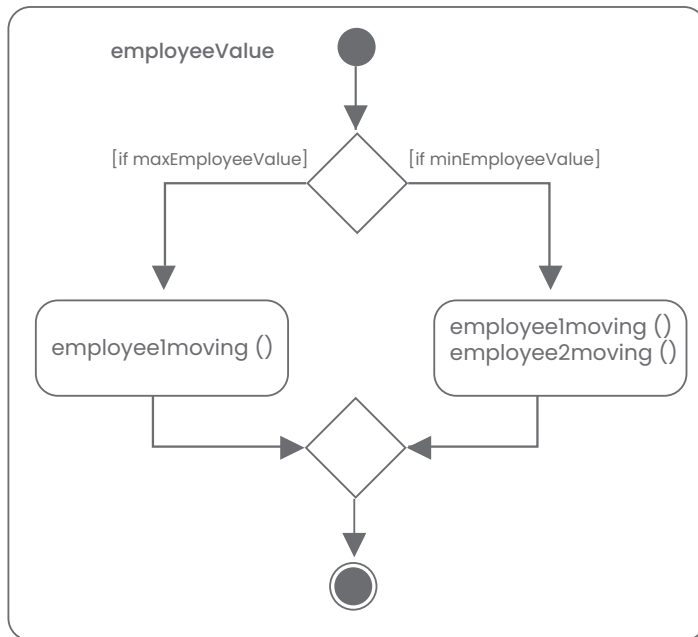
4) Activity Diagrams main



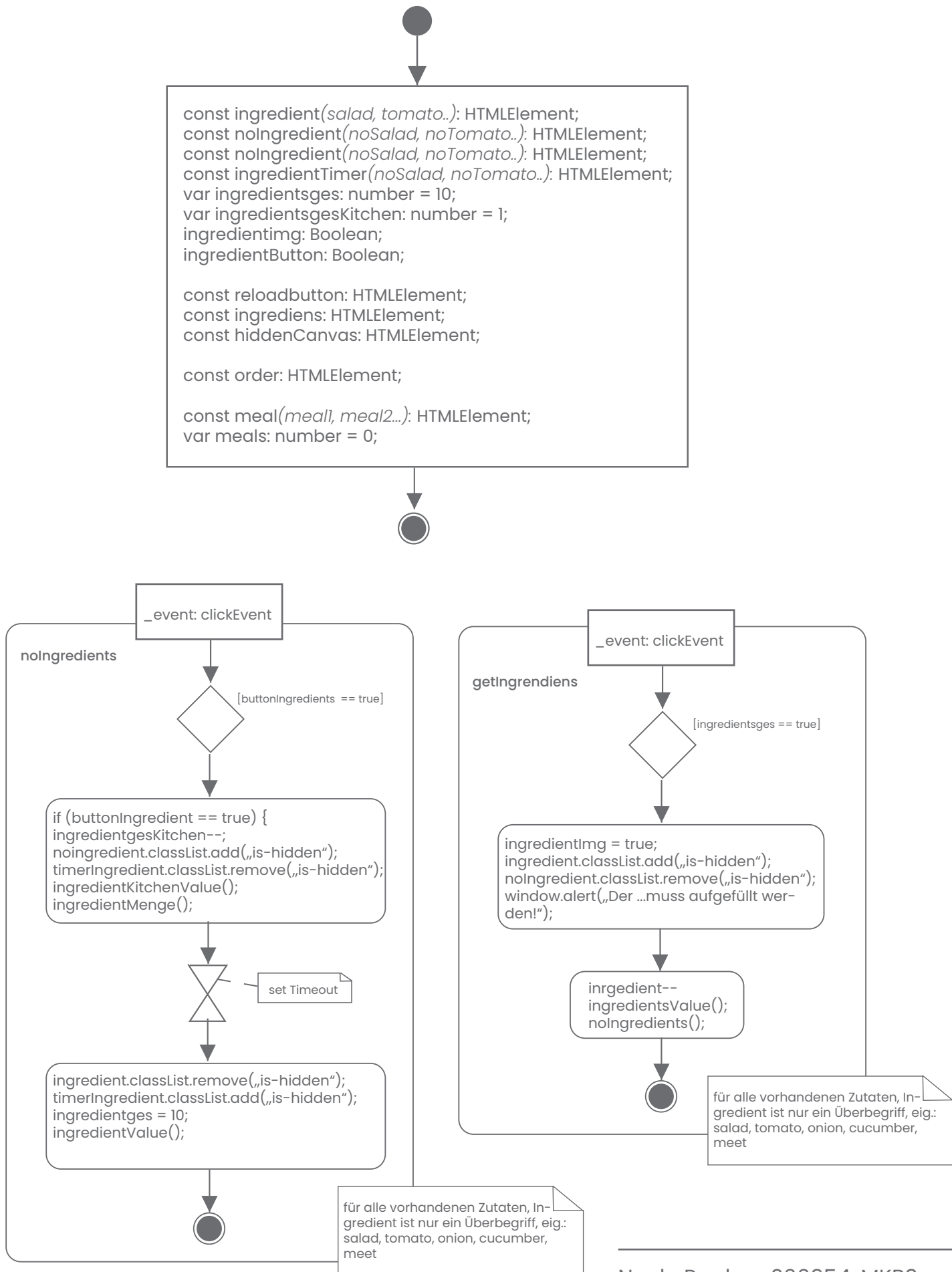


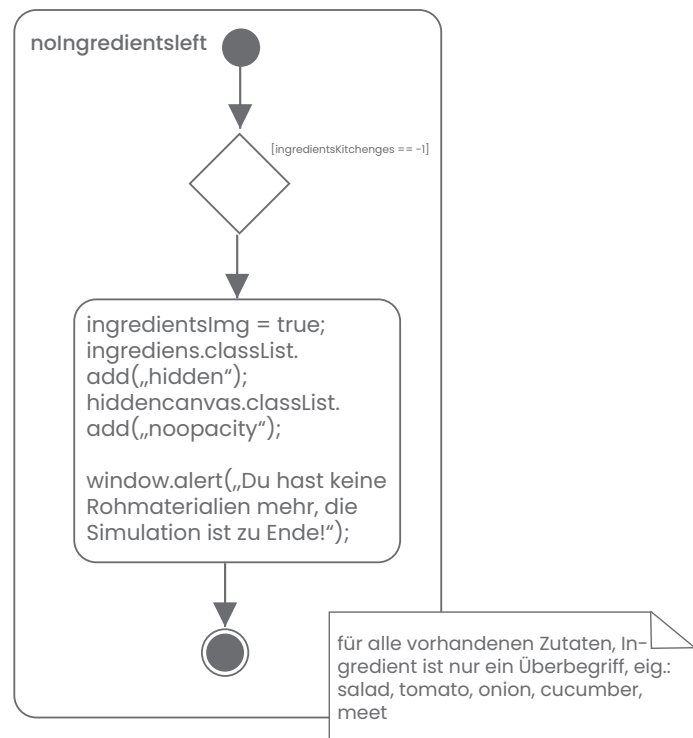
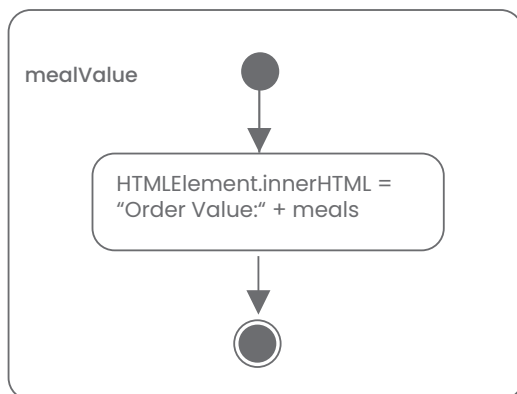
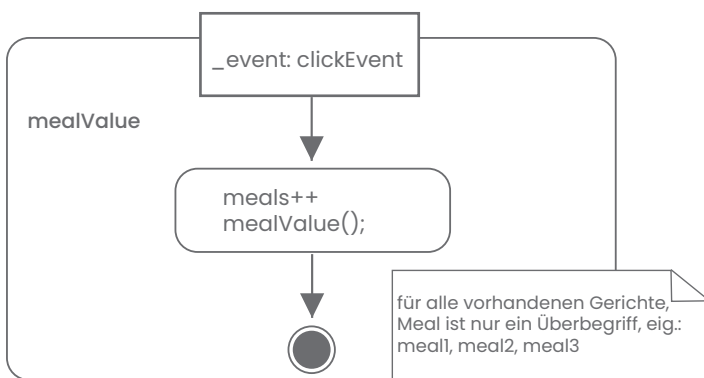
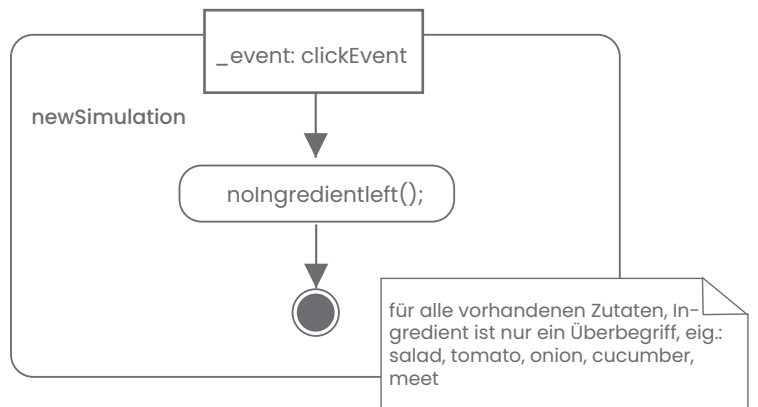
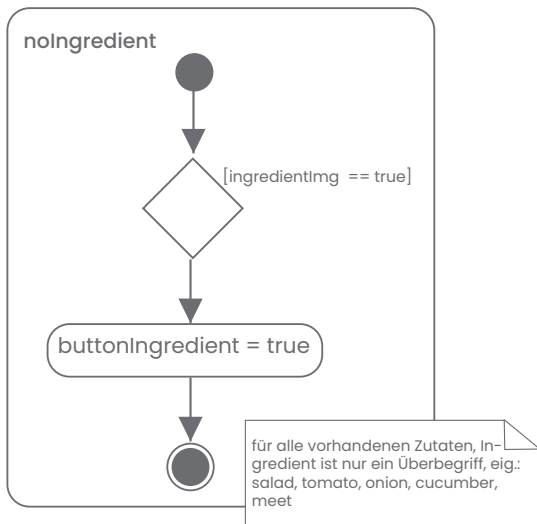
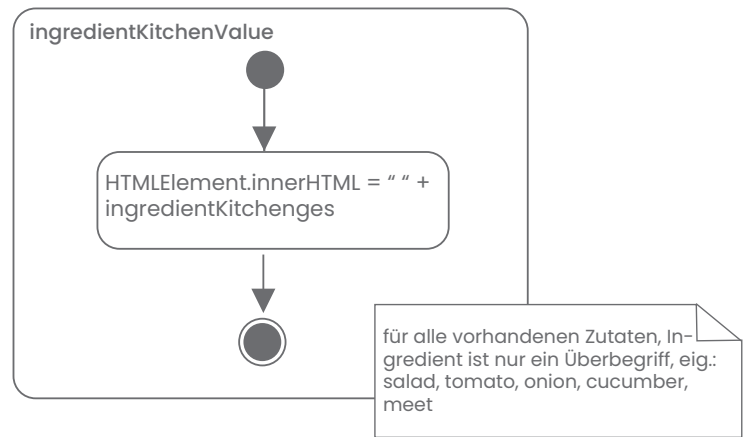
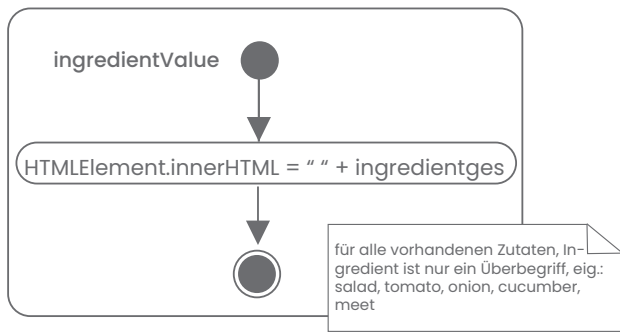


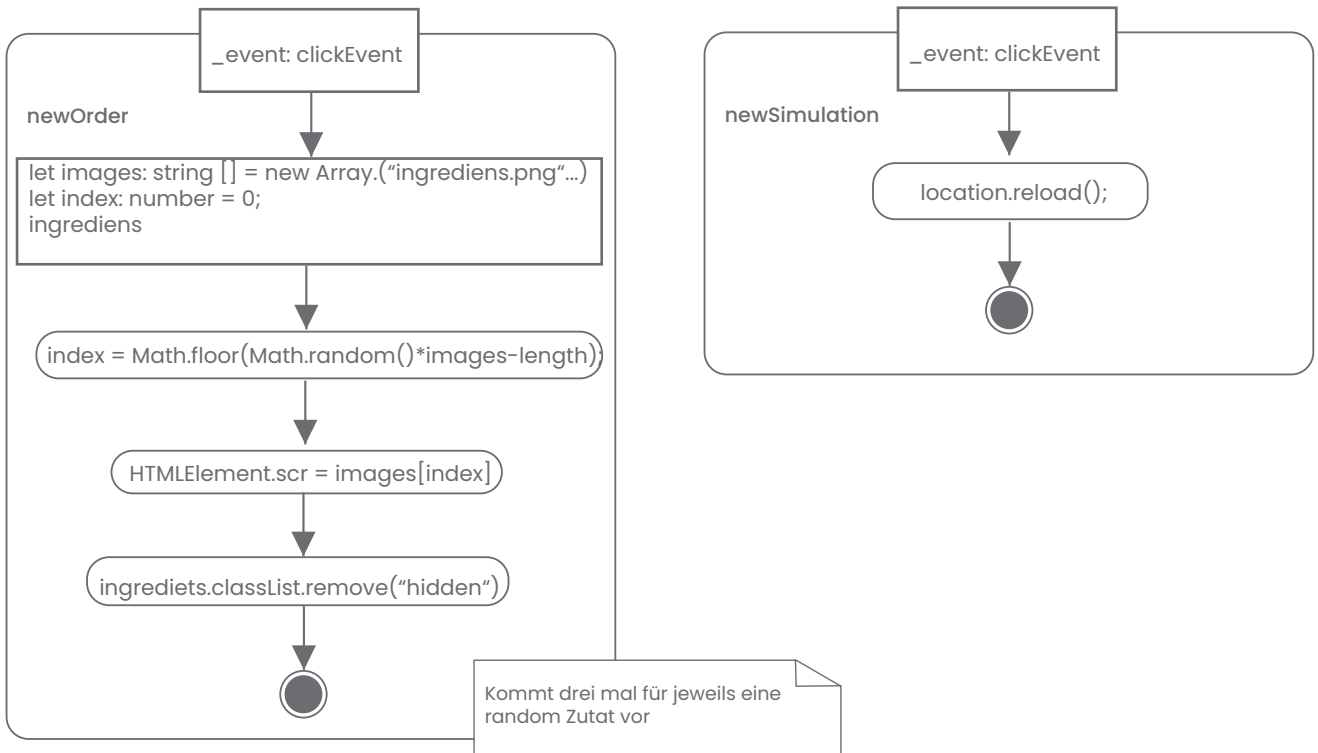




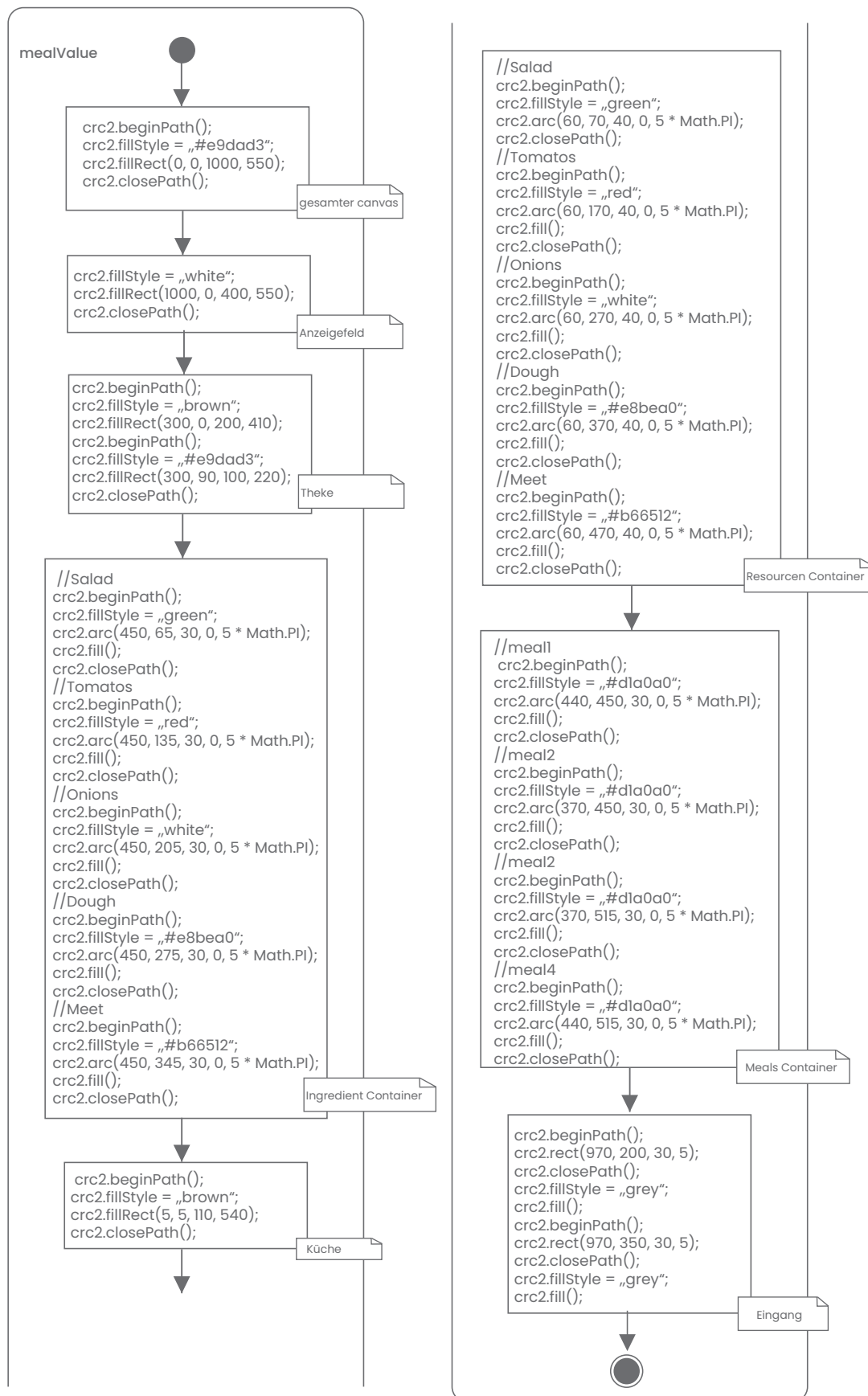
4) Activity Diagrams ingredients



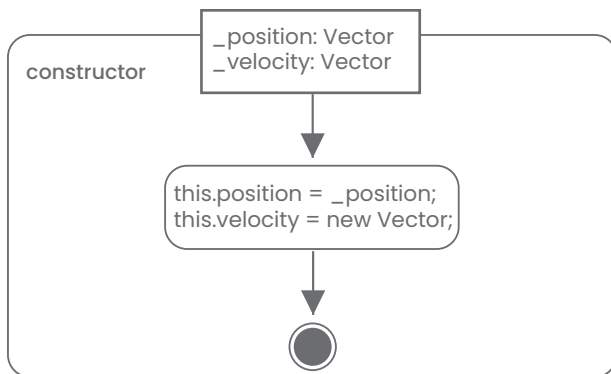




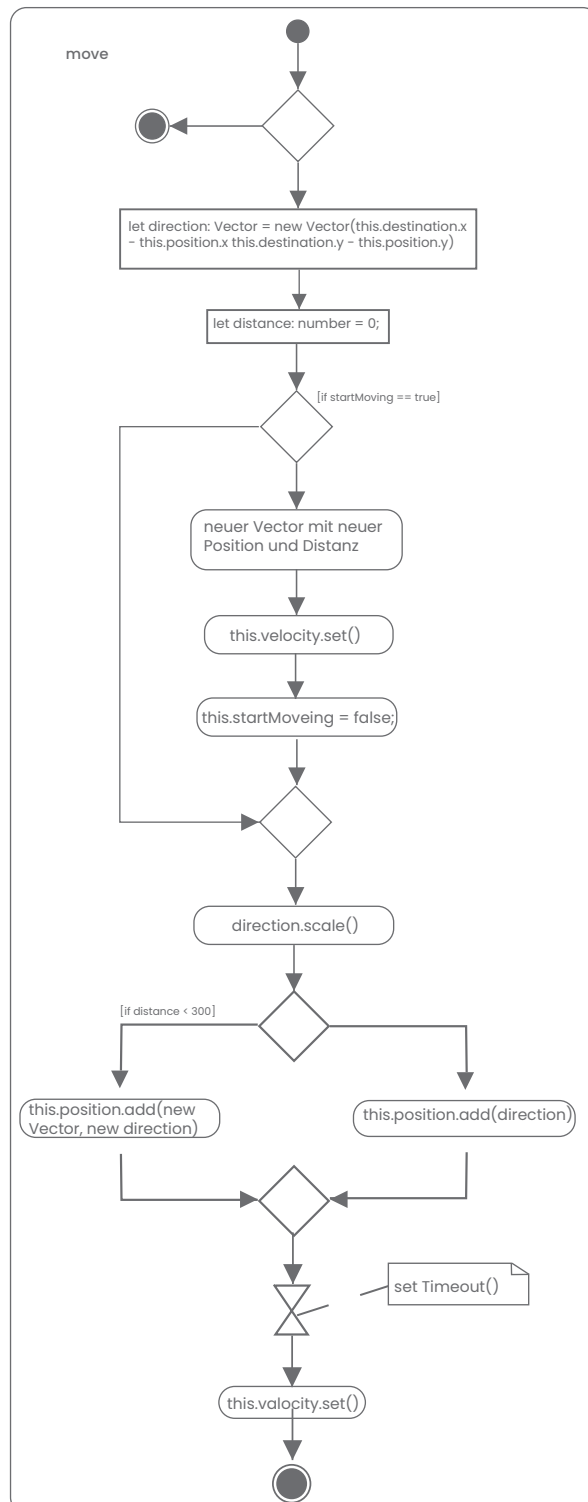
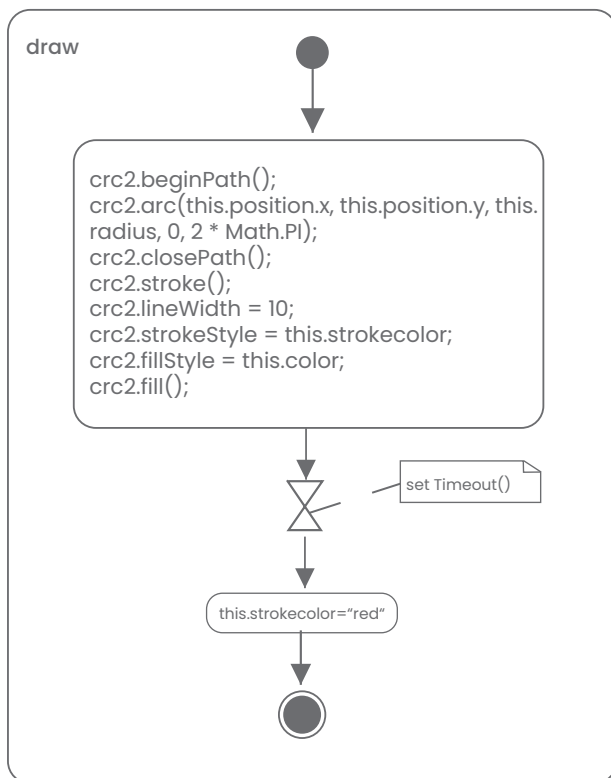
5) Class Methods



Moveable Methods



Employees Methods



Customer Methods

