		Greenfoot defaults		
		Greenfoot defaults		
	L	À		
	Ingredient			Customer
	cked: boolean		Plate	- order: List <string></string>
+ isSpeechBubble: boolean + dragStarted: boolean			- burger: List <ingredient></ingredient>	- orderString: String
			- burgerString: String	- waitTime: int
+ Ingredient()			+ Plate()	- timeStopped: boolean
+ isToucing(Ingredient i, Class cls): boolean): boolean	+ addToArray(Ingredient i):	v
+ isLocked(Ingredient i) : boolean			+ getLastObject(): Ingredie	- sb: SpeechBubble
+ lock(Ingredient i) : void			+ getBurgerString(): String	+ Customer(SpeechBubble
- tra	ickMovement(Ingredient i) : vo	oid	+ clearPlate(): void	- generateOrder(int ingredie
re	fill(Ingredient i) : void		+ getIngredientPrice(): int	- getWaitTime() : int
- ge	tPrice(Ingredient i) : int		U W	- checkOrder() : boolean
			Trash	- getOrder() : List <string></string>
	Bun]	+ Trash()	- getOrderString() : String
	+ locked: boolean	1	, v	- displayOrder(SpeechBubb
	+ isSpeechBubble: boolean		- checkClick(): void	- pay() : void
	+ dragStarted: boolean		- clearPlate(): void	- displayTime() : void
			Bell	
	+ Bun(boolean I, boolean isS		- imgDefault: GreenfootIma	ge
	Beef		- imgPressed: GreenfootIm	
	+ isSpeechBubble: boolean			
	+ dragStarted: boolean		+ Bell()	
	+ locked: boolean		- checkClick(): void	
	+ Beef(boolean I, boolean is		- press(): void	
		_		
	Salad			
	+ locked: boolean			MoneyJar
	+ isSpeechBubble: boolean			- img0: GreenfootImage
	+ dragStarted: boolean]		- img1: GreenfootImage
	+Salad(boolean I, boolean is		SpeechBubble	- img2: GreenfootImage
_		- -	+ imgRed : GreenfootImage	- img3: GreenfootImage
	Cheese	-	+ imgWhite : GreenfootImag	- img4: GreenfootImage
	+ locked: boolean		+ SpeechBubble()	+ MoneyJar()
	+ isSpeechBubble: boolean		+ display(List <string> order)</string>	+ act(): void
	+ dragStarted: boolean	i l		j i

Actor

World

Greenfoot defaults

Greenfoot defaults

Restaurant

- movement: Movement

- money: double

- daylength: int

- customerCount: int

+ Restaurant(double m, int c

+ act(): void

- prepare(): void

+ getMover(): Movement

+ getPlate(): Plate

+ getPlate(String attribute): i

+ addMoney(double amount

+ getMoney(): double

- displayMoney(): void

+ newCustomer(Customer c

- endGame(double money, ir

MainMenu

+ MainMenu()

+ act(): void

EndScreen

- money: double

- customerCount: int

+ EndScreen(double m, int c

+ act(): void

Movement

+ Movement()

+ trackMouse(Ingredient i): void

- lockPosition(Ingredient i): void