Actor

Greenfoot defaults

Greenfoot defaults

Ingredient

- + locked: boolean
- + isSpeechBubble: boolean
- + dragStarted: boolean
- + Ingredient()
- + isToucing(Ingredient i, Class cls): boolean
- + isLocked(Ingredient i): boolean
- + lock(Ingredient i): void
- + trackMovement(Ingredient i) : void
- + refill(Ingredient i) : void
- + getPrice(Ingredient i) : int

Bun

- + locked: boolean
- + isSpeechBubble: boolean
- + dragStarted: boolean
- + Bun(boolean I, boolean is §

Beef

- + isSpeechBubble: boolean
- + dragStarted: boolean
- + locked: boolean
- + Beef(boolean I, boolean is:

Salad

- + locked: boolean
- + isSpeechBubble: boolean
- + dragStarted: boolean
- +Salad(boolean I, boolean is

Cheese

- + locked: boolean
- + isSpeechBubble: boolean
- + dragStarted: boolean
- + Cheese(boolean I, boolear

Plate

- burger: List<Ingredient>
- burgerString: String
- + Plate()
- + addToArray(Ingredient i): v
- + getLastObject(): Ingredient
- + getBurgerString(): String
- + clearPlate(): void
- + getIngredientPrice(): int

Trash

- + Trash()
- checkClick(): void
- clearPlate(): void

Bell

- imgDefault: GreenfootImage
- imgPressed: GreenfootImage
- + Bell()
- checkClick(): void
- press(): void

Customer

- order: List<String>
- orderString: String
- waitTime: int
- timeStopped: boolean
- sb: SpeechBubble
- + Customer(SpeechBubble s
- generateOrder(int ingredier
- getWaitTime(): int
- checkOrder() : boolean
- getOrder() : List<String>
- getOrderString(): String
- displayOrder(SpeechBubbl
- pay(): void
- displayTime() : void

MoneyJar

- img0: GreenfootImage
- img1: GreenfootImage
- img2: GreenfootImage
- img3: GreenfootImage
- img4: GreenfootImage
- + MoneyJar()
- + act(): void
- updateImage(): void

SpeechBubble

- + imgRed : GreenfootImage
- + imgWhite : GreenfootImag
- + SpeechBubble()
- + display(List<String> order)
- + setImage(boolean orderCc

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