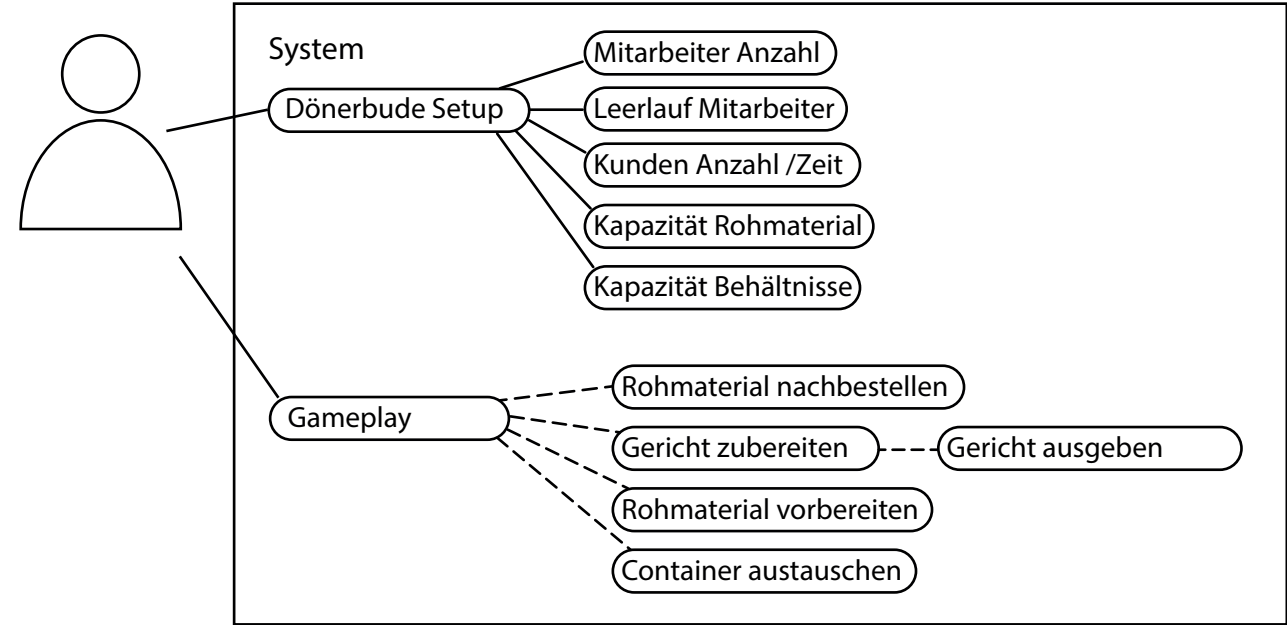
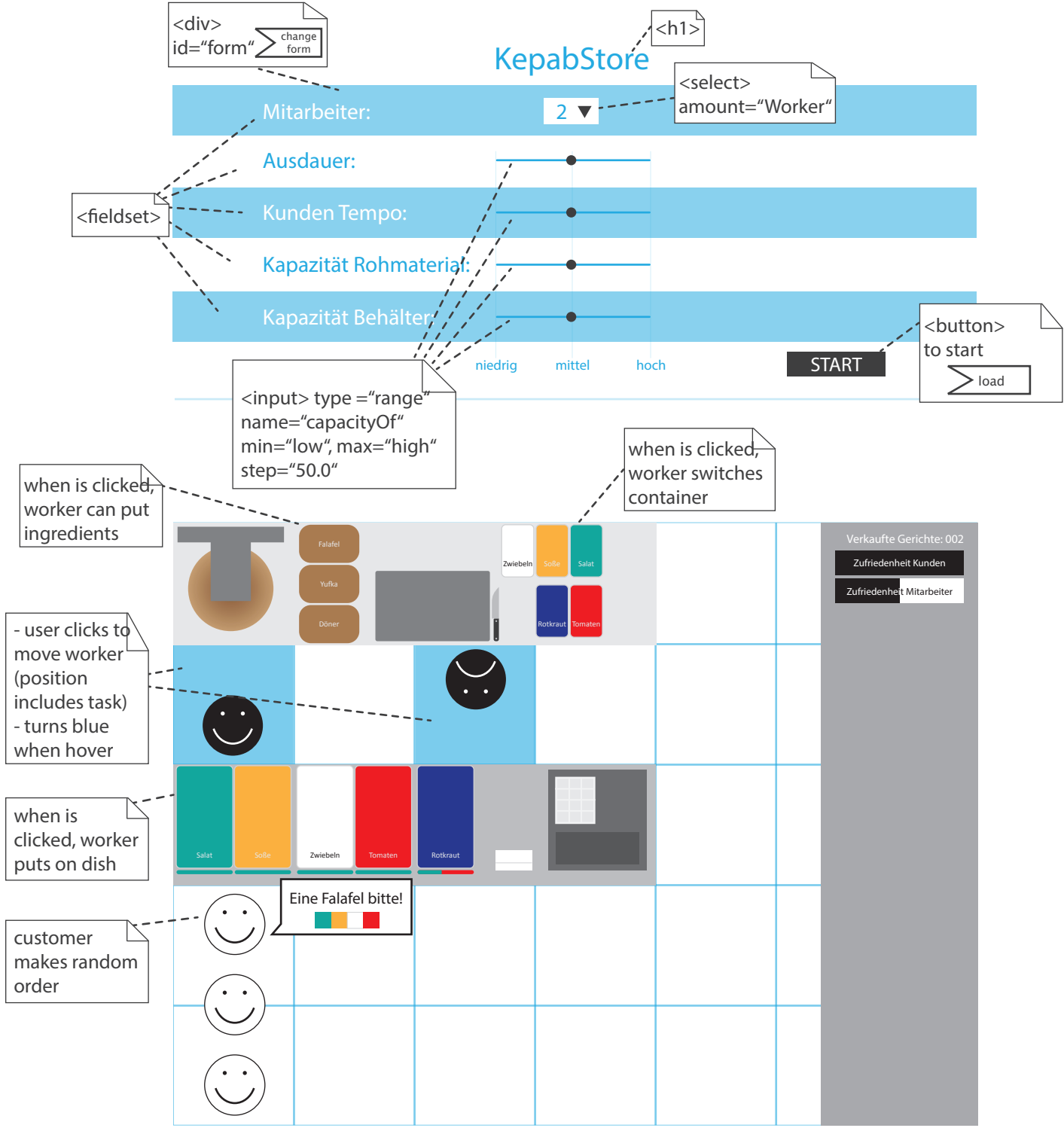


Use Case Diagramm



User Interface Scribble

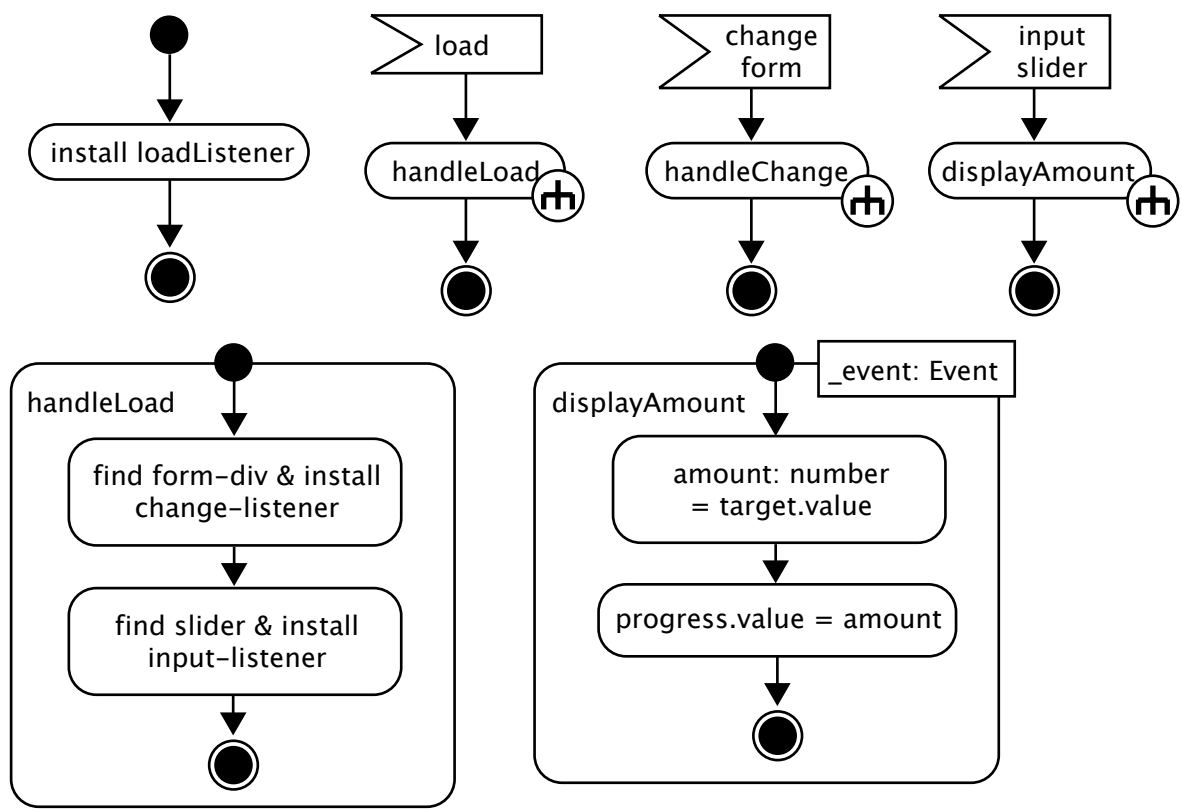


Klassen:

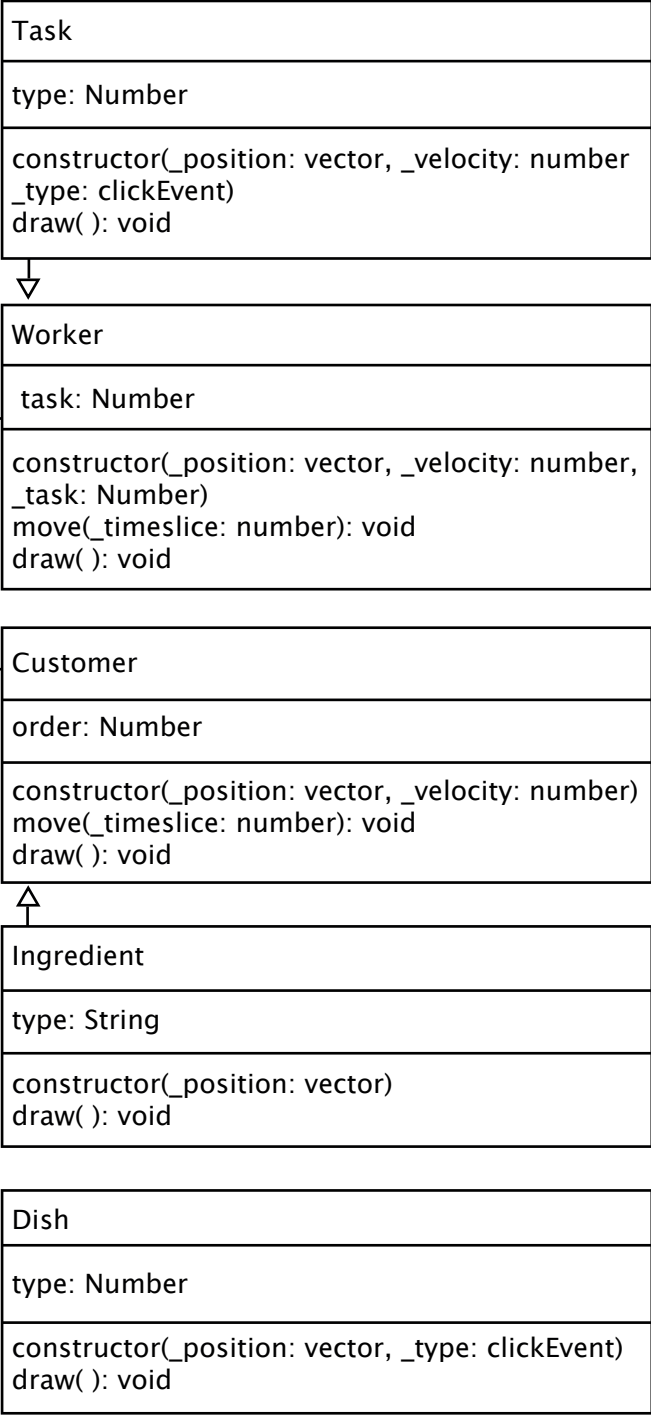
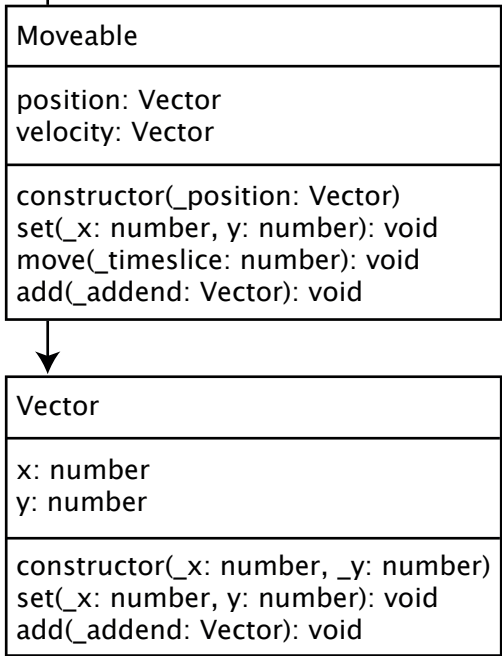
- Vector
- Moveables
- Dishes (Click Events: Choose Dish & right Veg(color))
- Tasks (Prepare Veg, Prepare Dishes, Swap Container)
- IngredientsFront (Amount
- IngredientsBack (Amount

Objects:

- Worker (Moods, get Tasks, soldDishes)
- Customers (Order random Dish, Mood)
- Ingredients
- Shop



Canvas Rendering Context



# User Interface Scribble

