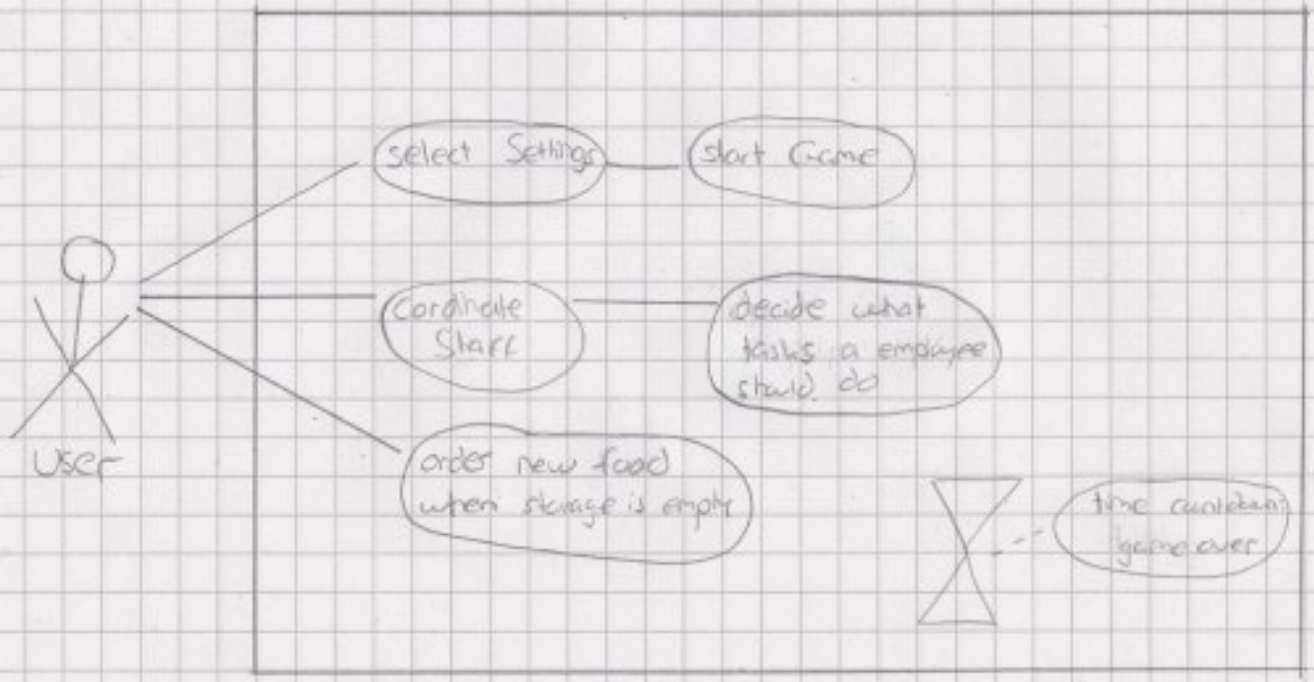
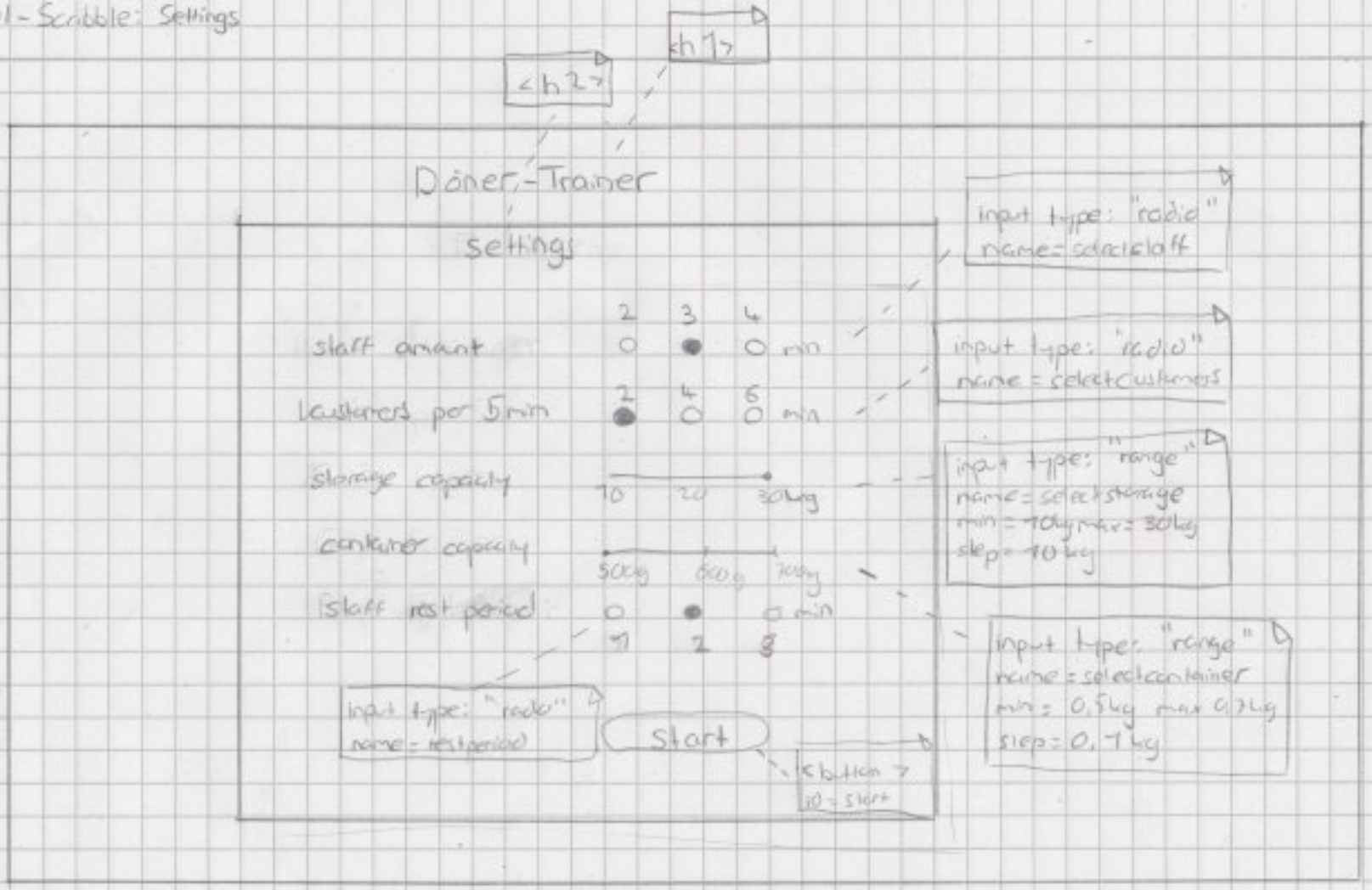
Donut-Trainer: Use-Case-Diagramm

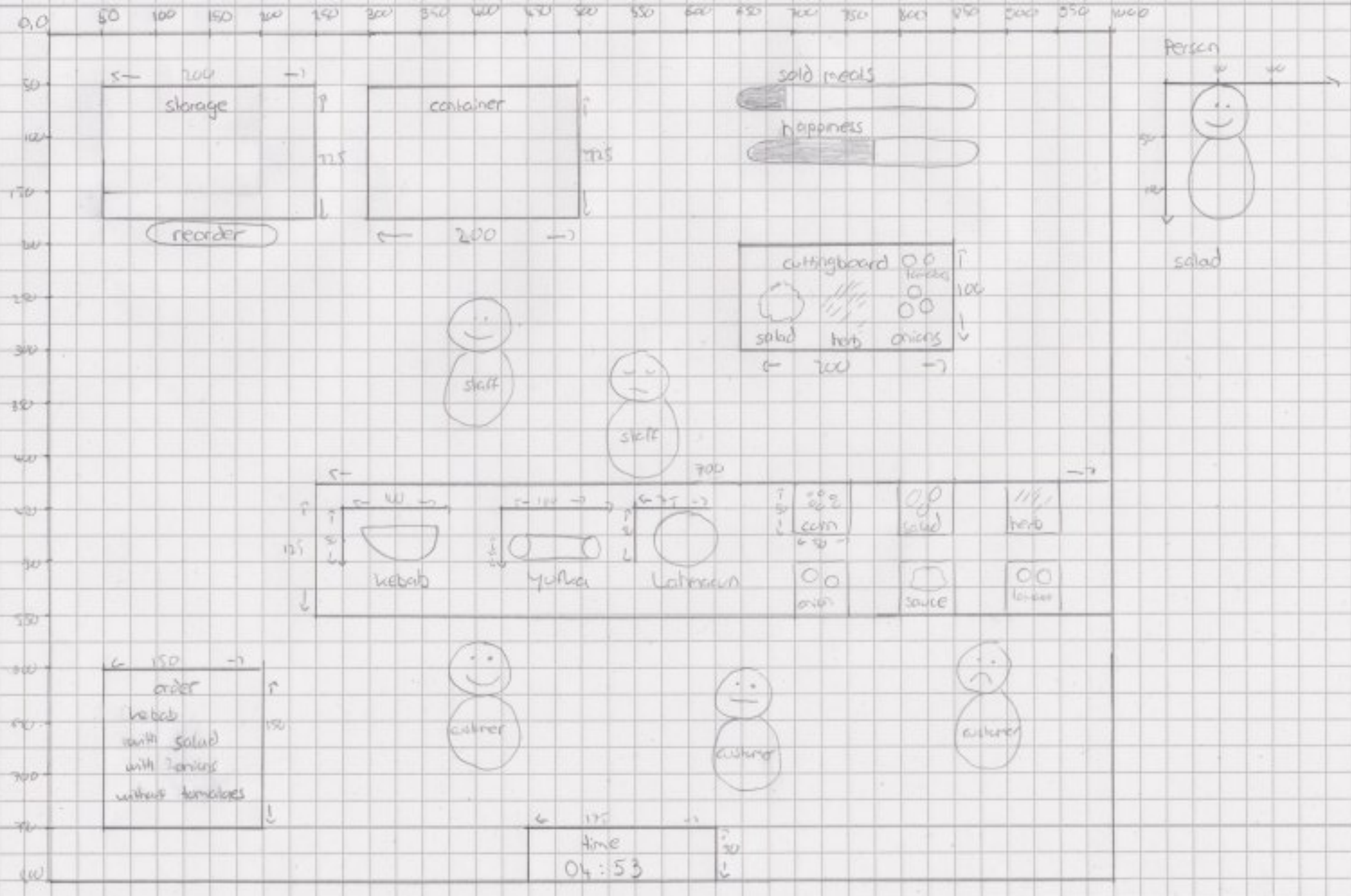
Zusammenarbeit mit Neglisch Luca



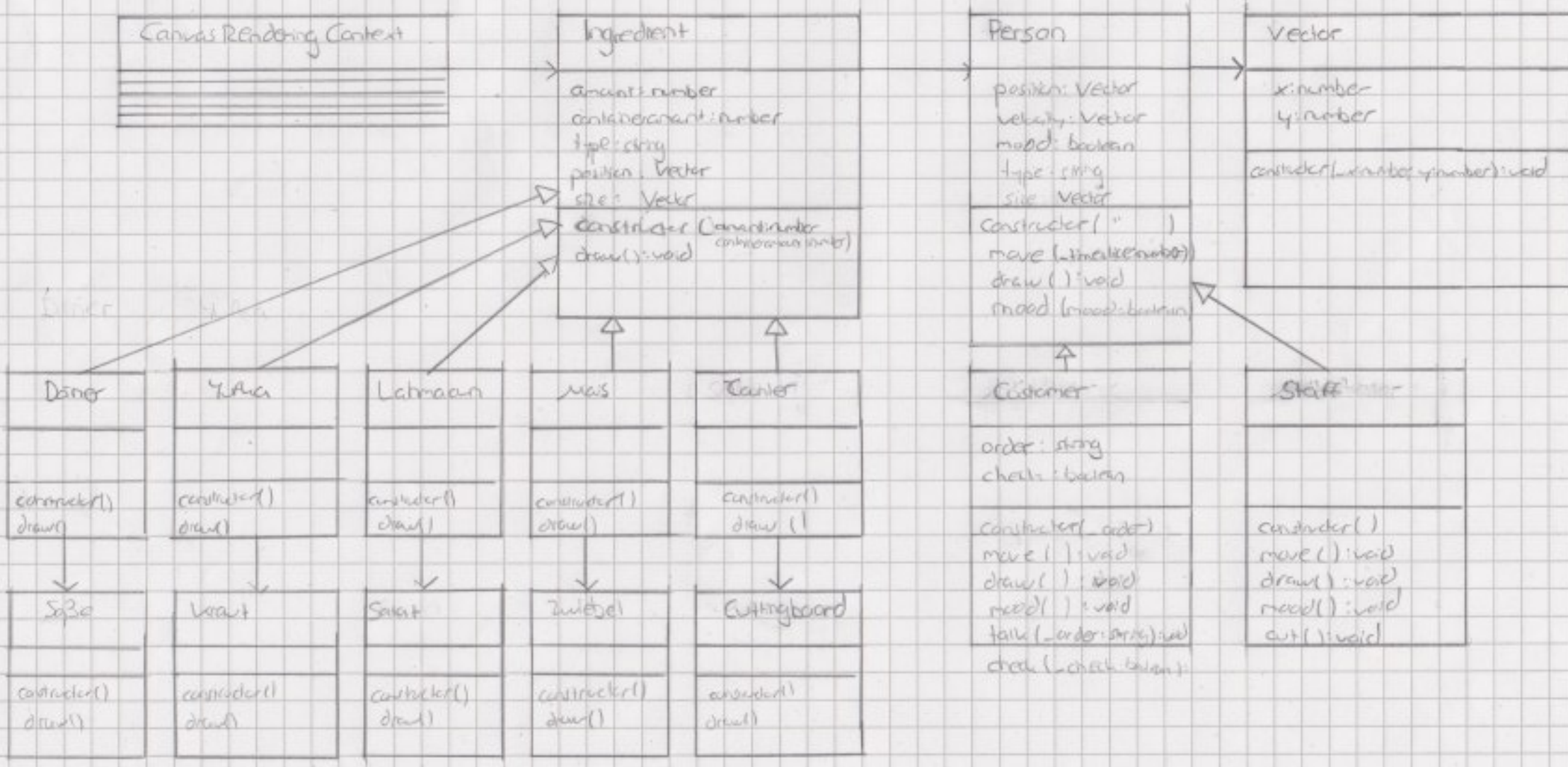
Döner-Trainer: UI-Scribble: Settings



Döner-Trainer: Scribble

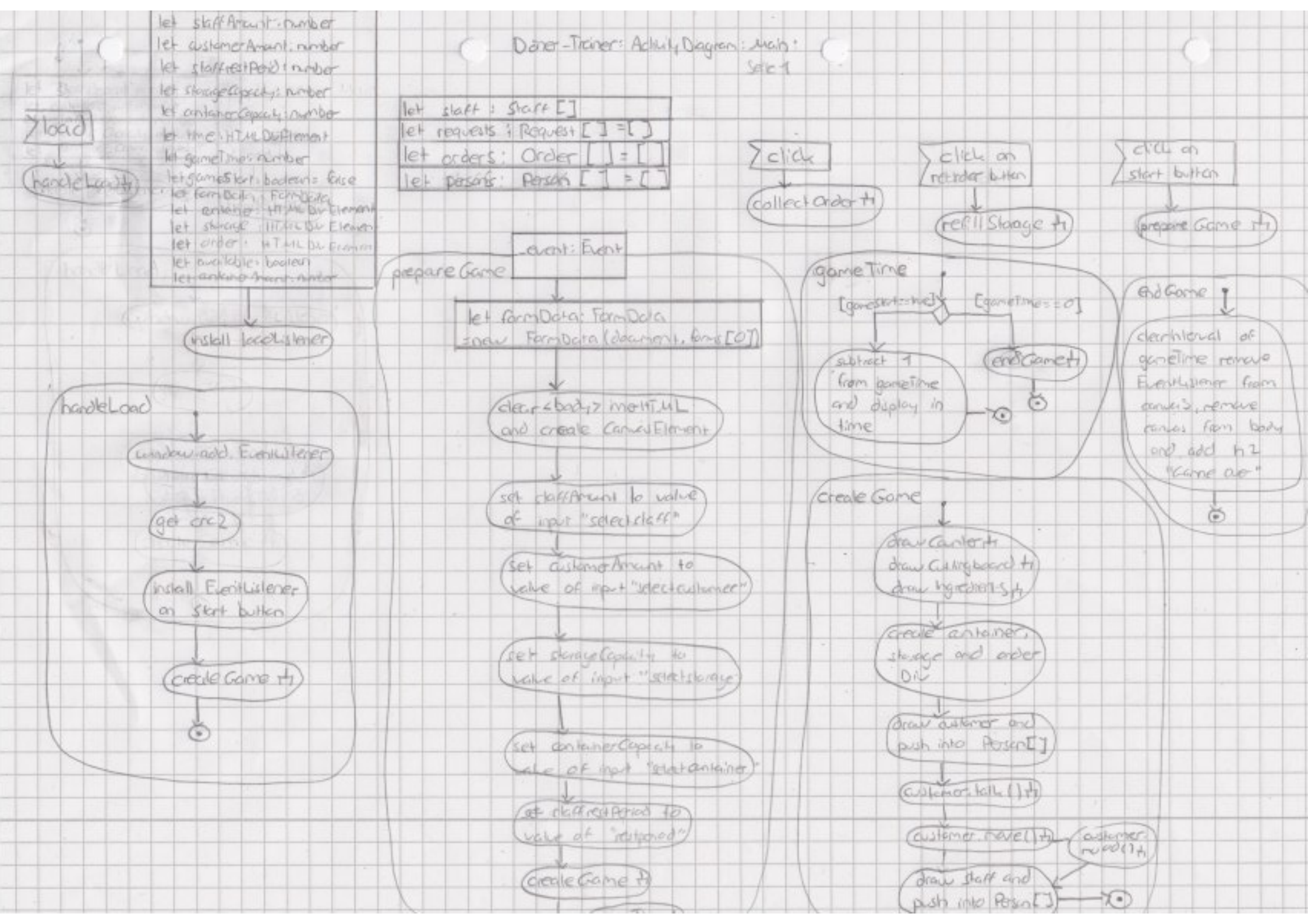


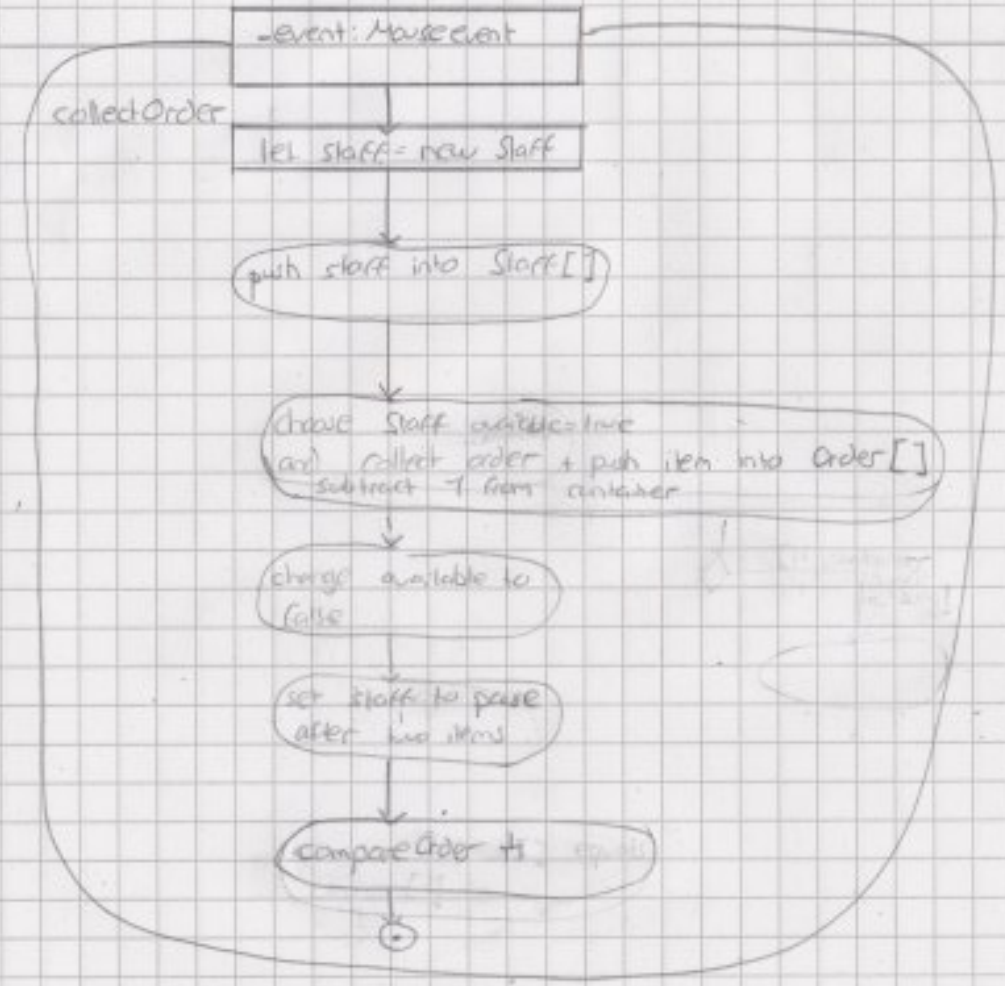
Döner - Trainer : Class Diagram

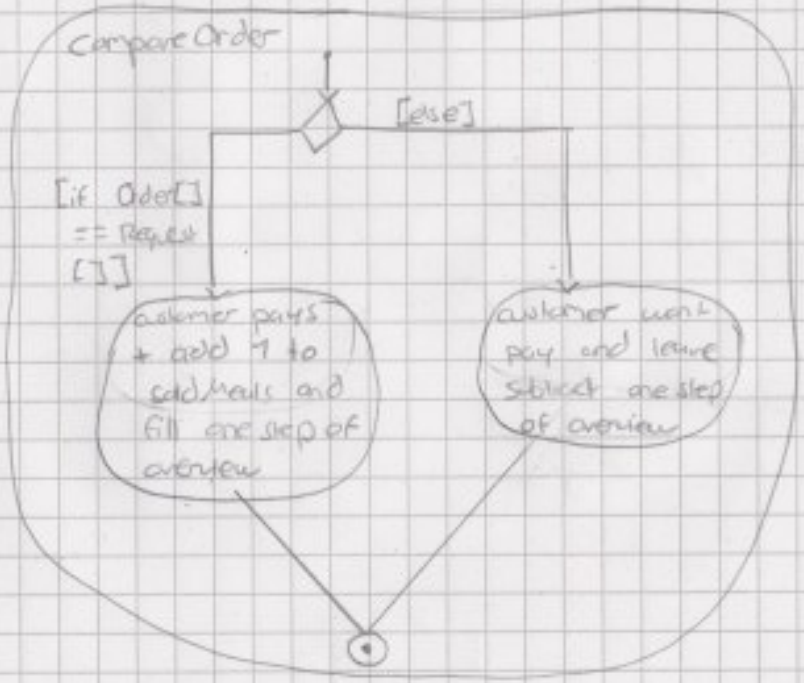


Döner-Trainer: Activity Diagram: main.ts

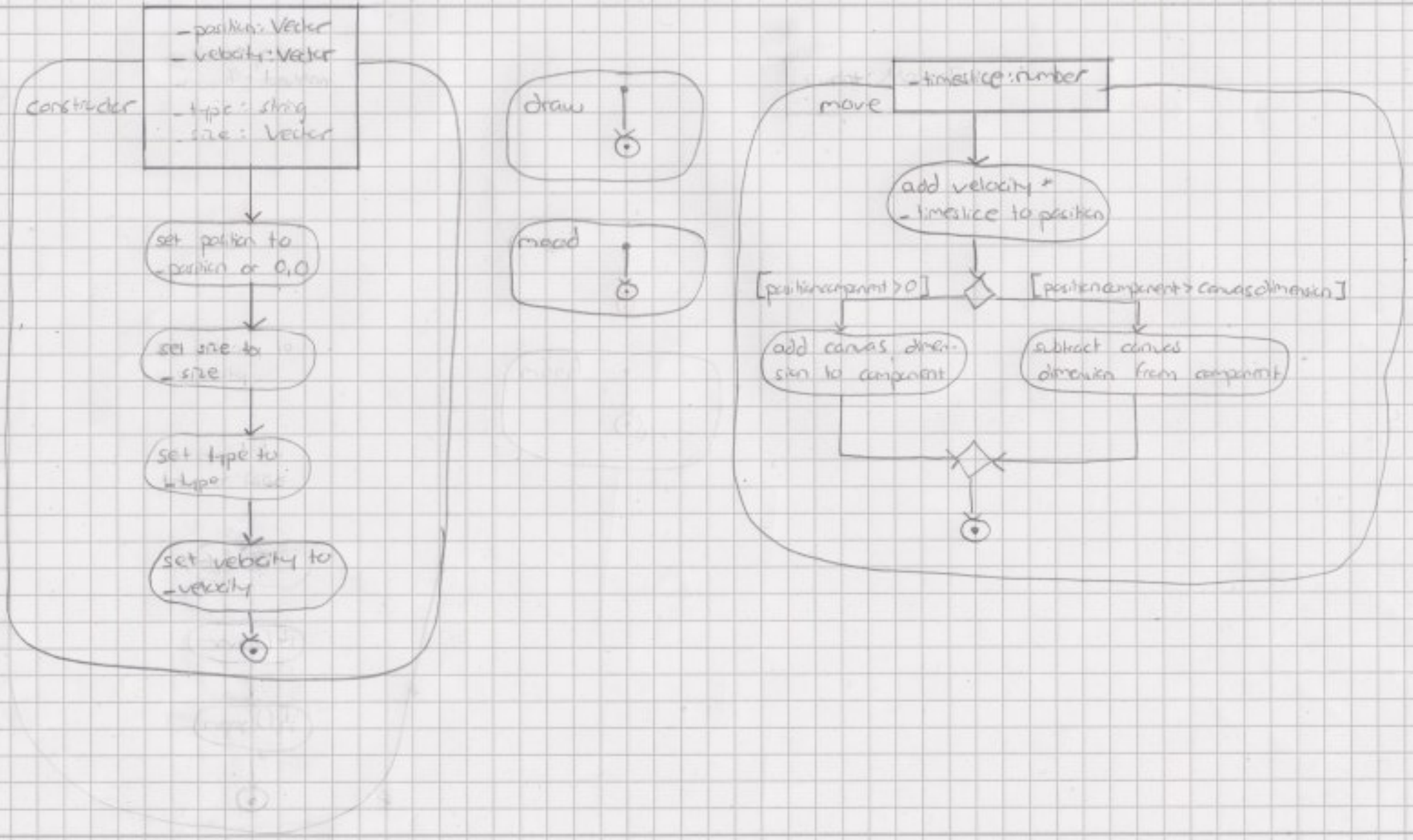
Seite 1



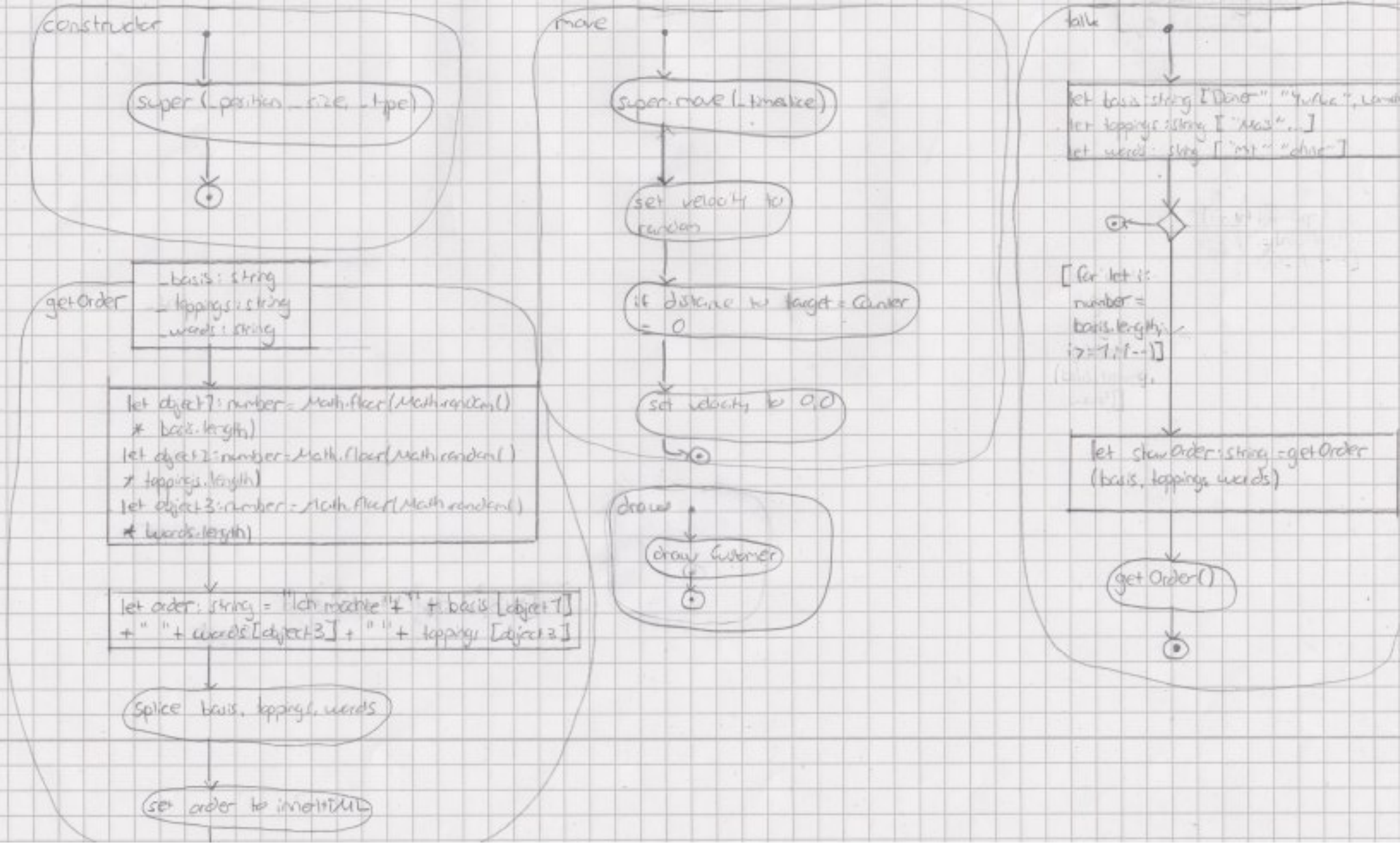

-event: MouseEvent
collectOrder
let staff = new Staff
push staff into Staff[]
choose Staff available=true and collect order + push item into order[] subtract 1 from container
change available to false
set staff to pause after two items
compareOrder


compareOrder
[else]
[if Order[] == Request []]
customer pays + add 1 to sold/mails and fill one step of overview
customer went to pay and leave subtract one step of overview

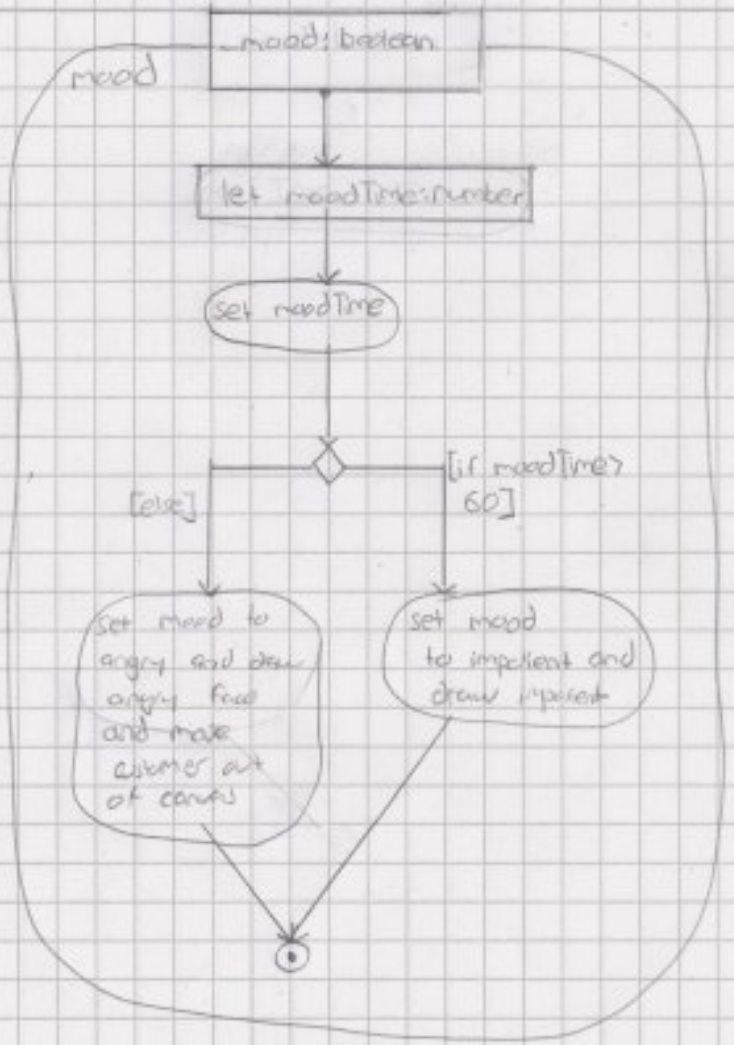
Dino-Trainer: Activity Diagram: Person



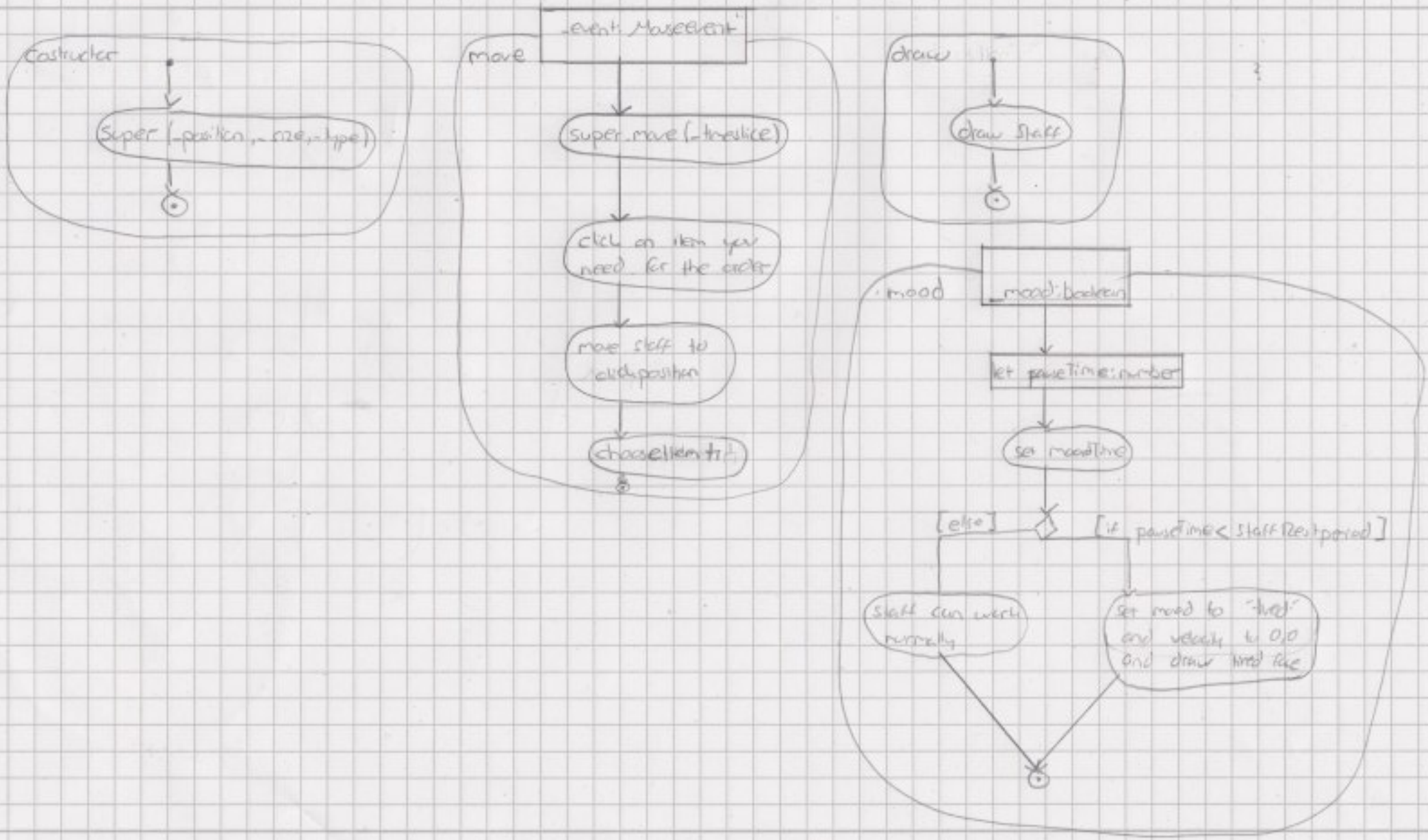
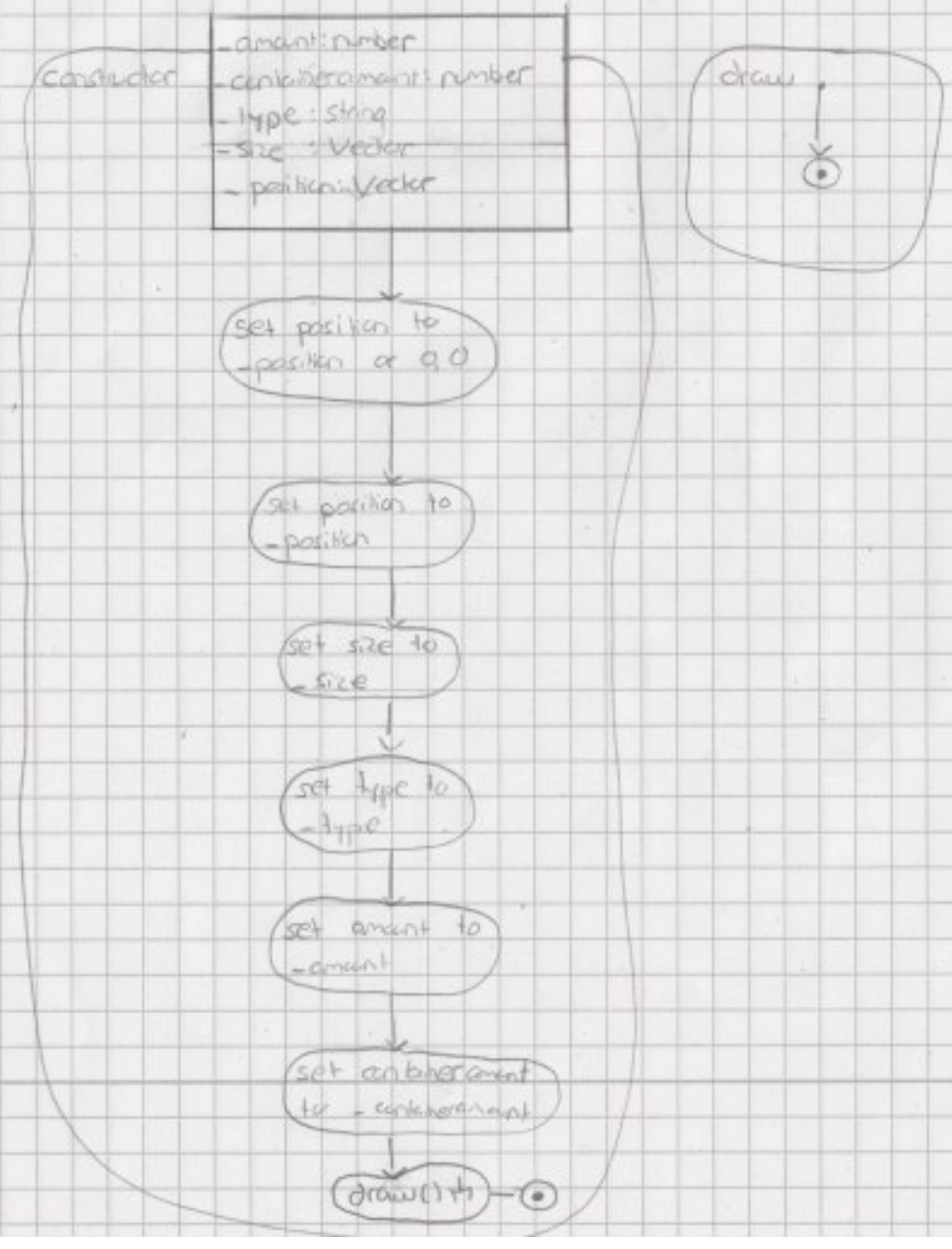
Döner-Trainer: Activity Diagram: Customer; Seite 1



Diner-Trainer : Activity Diagram : Customer : Sale 2



Diner-Trainer: Activity Diagram: Staff



Dener-Trainer: Activity Diagram: Ingredient