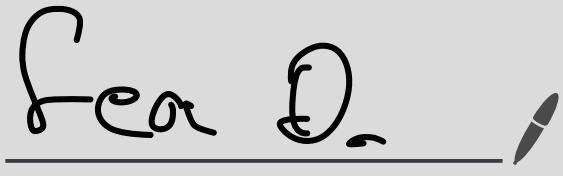
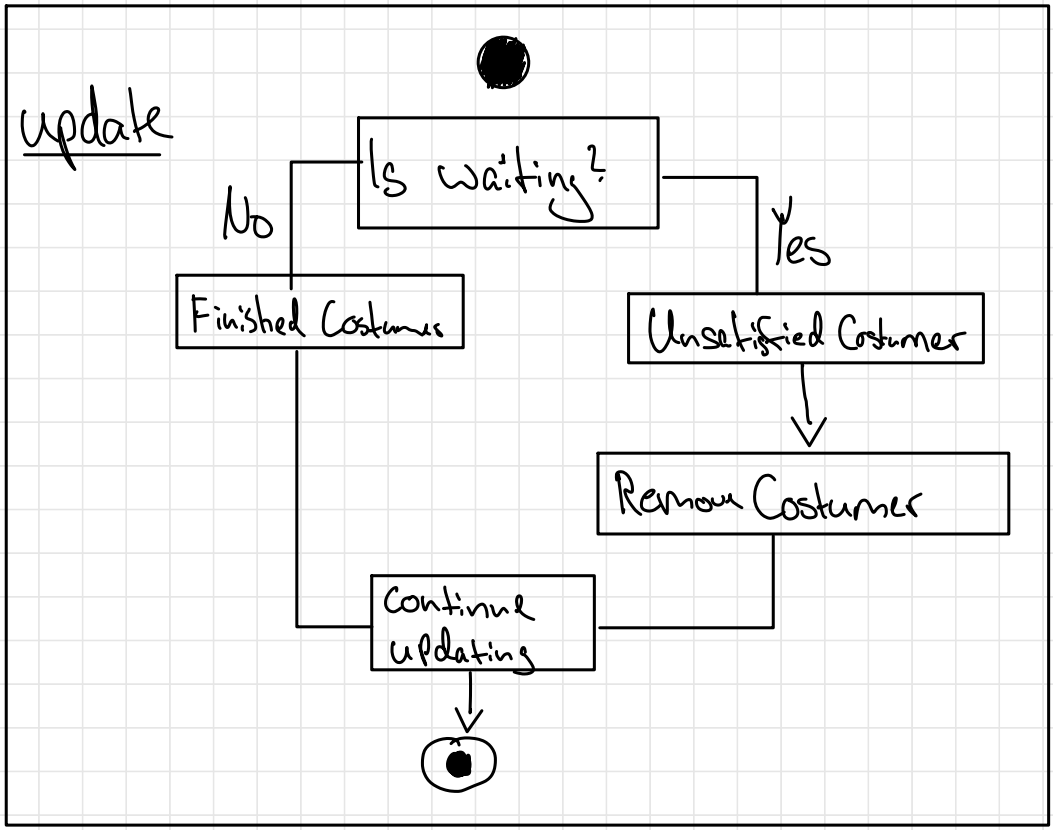
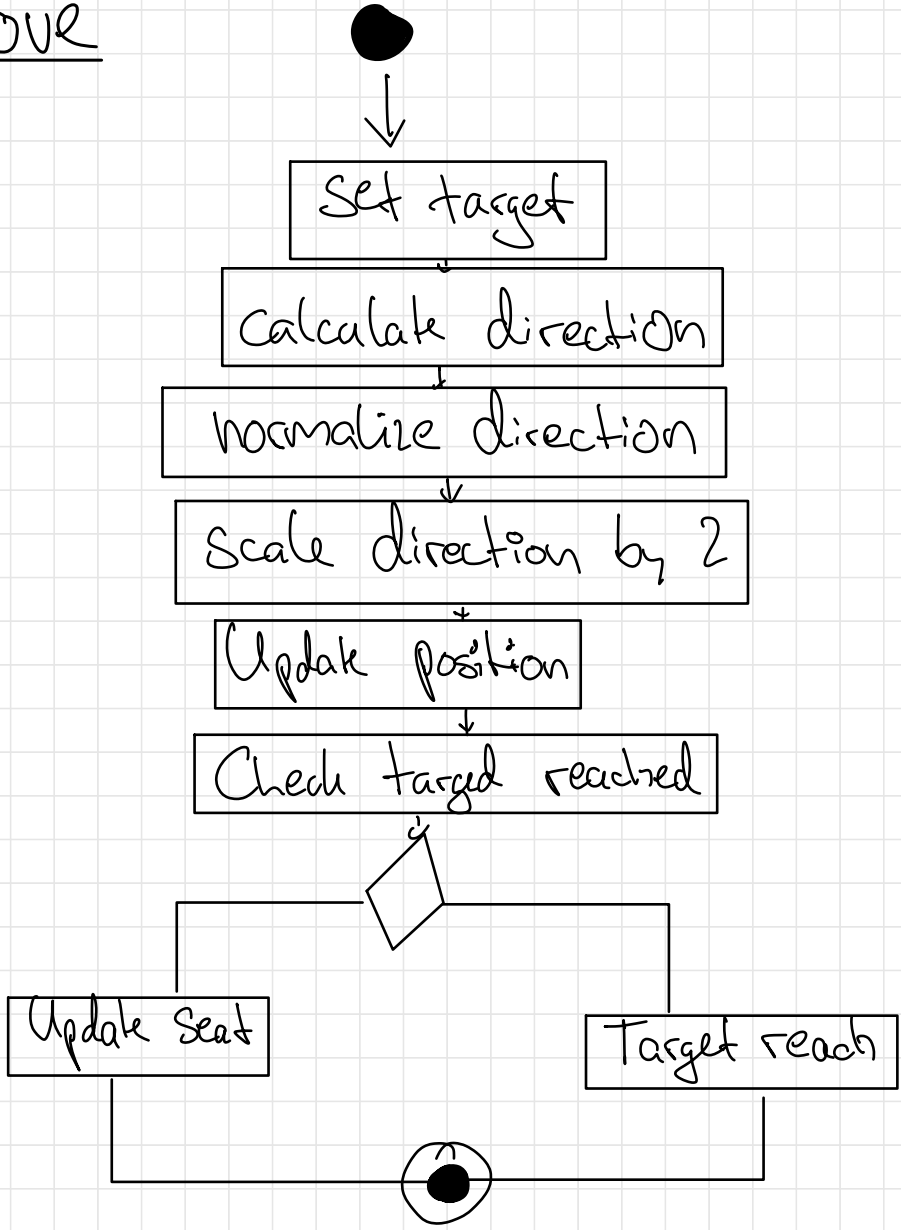


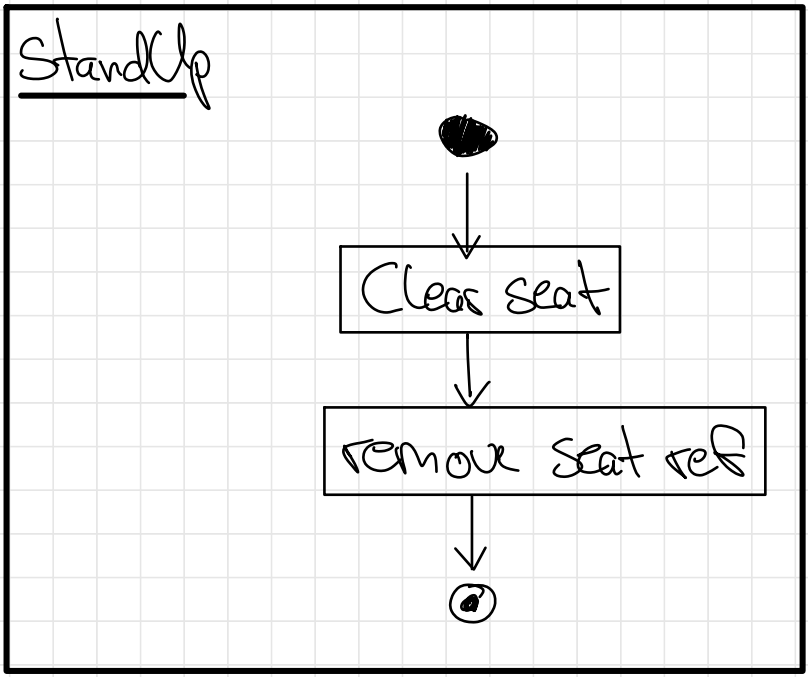
EIA-2 Endabgabe -> Activity Diagram

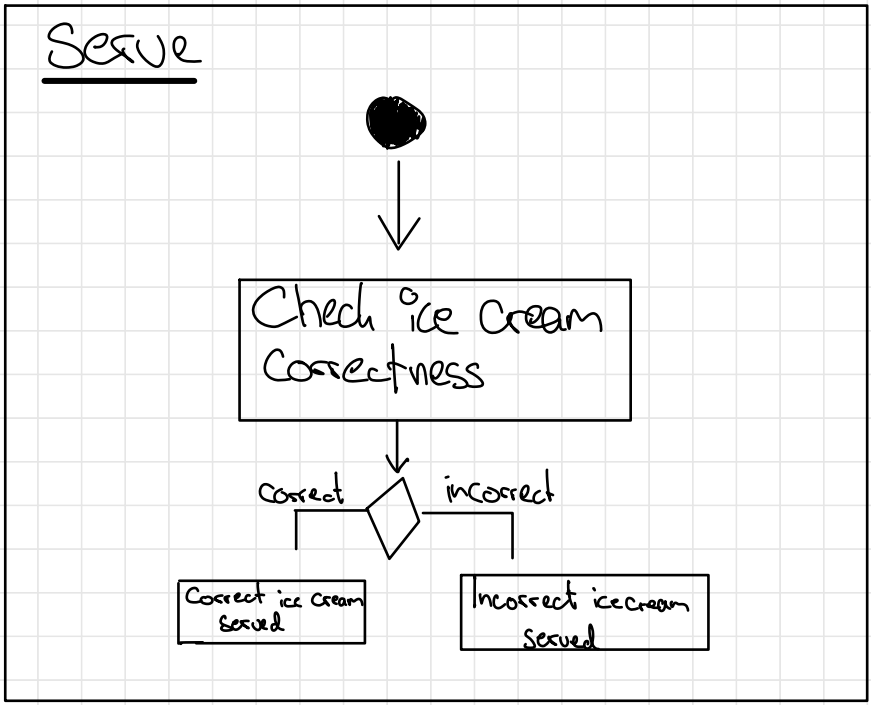
Dorner Leon

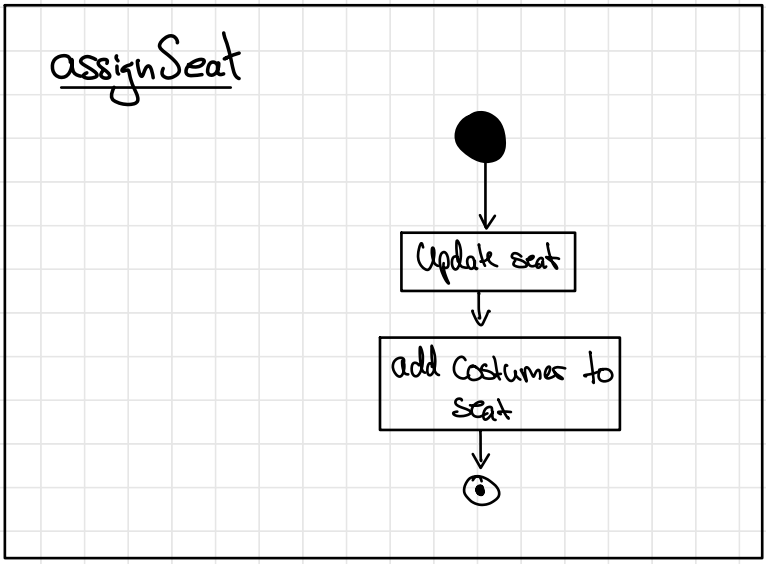


Move


Set target
Calculate direction
normalize direction
Scale direction by 2
Update position
Check target reached
Update seat
Target reach


StandUp
Clear seat
remove seat ref


Serve
Check ice cream correctness
correct
incorrect
Correct ice cream served
Incorrect icecream served


assignSeat
Update seat
add Costumes to seat

Costumer

position Vector
desired Ice Cream : Ice Cream
satisfaction: number
served : boolean
waiting : boolean
waitingTime : number
waitingTimeLimit : number
eatingTime : number
target: Seat | Door | null = null
seat : Seat | null = null

+ Costumer(_position: Vector, desiredIceCream: Ice Cream)
+ update(): void
+ draw(_ordering: boolean = false): void
+ move(_target: Vector): void
+ isMoving(): boolean
+ assignSeat(_seat: Seat): void
+