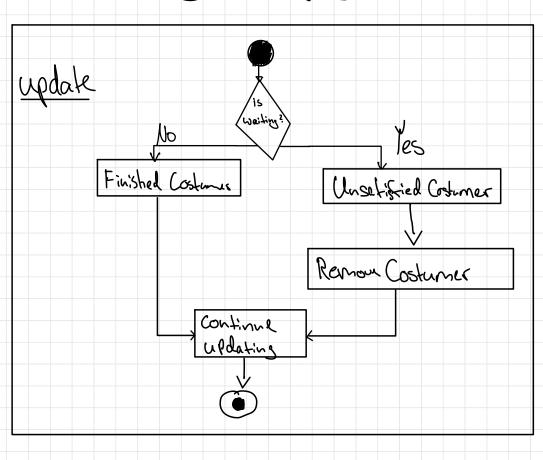
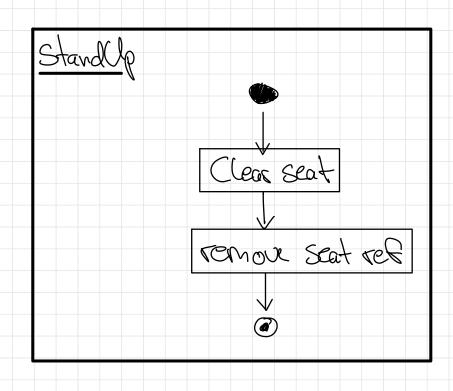
V

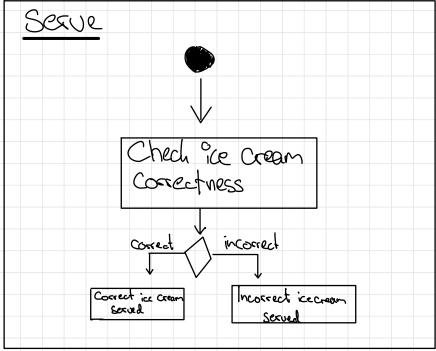
Leon Donner

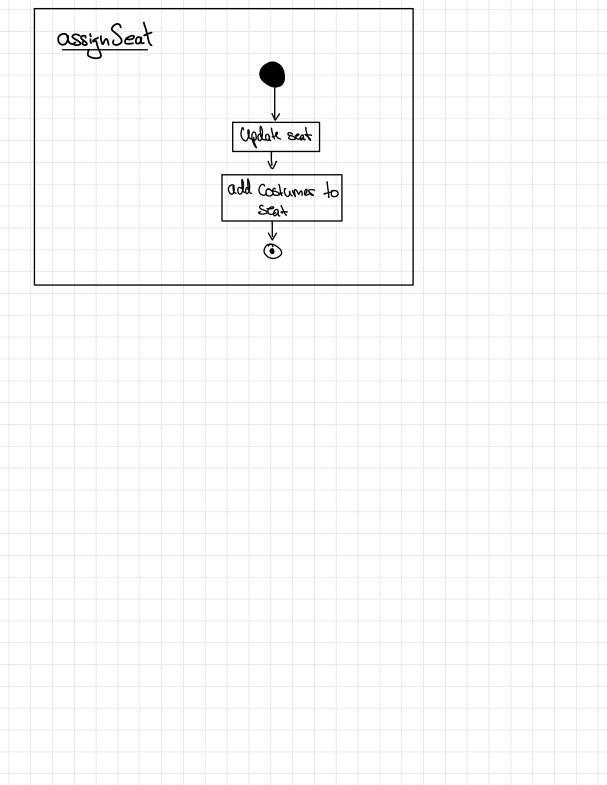
EIA-2 Endalgabe -> Activity Diagram
Dorner Seon



Set target Calculate direction normalize direction Scale direction by 2 Updak position Check targed reached Yes Target reach Updale Seat No Clear seat Remove Customer From iceCream Strap







Estumer	
Position Vector	
desired la Cream : la Cream	
Satisfaction: number	
Served: boolean	
waiting boolean	
Wasting Time: number	
Waiting Time Limit: Number	
eatigus Time: number	
target: Seat Doos null = null	
seat: Seak mull = mull	
+ Costames (-gosition: Vector, desinellacceom: la Cream)	

+00 + updak(); void + draw (-odering: boolean & Salex): void + move (_ targe : Vector): void

+ is Moving (): boolean + assign Seat (_seat: Seat): Usid

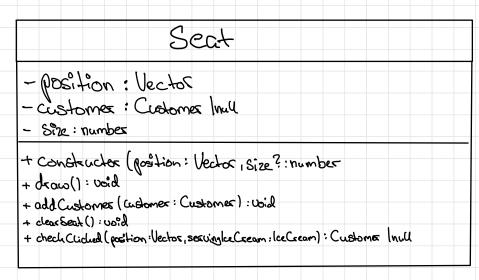
+ StandUp(): void + serve (_ice Cream: Ice Cream): 6000com

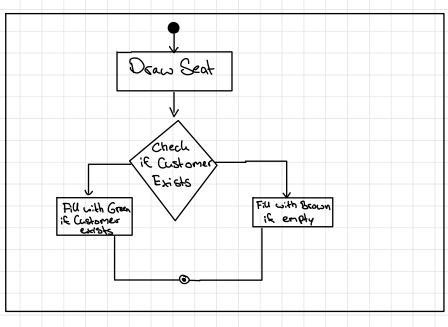
+ SetTarget (-target: Seat 1 Door): Wid

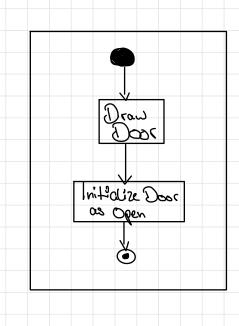
1ceCzeomShop
100,000
- max Costumers: number
- Seats: Seat []
- menu: Menu Hem 7
- active Menultem 1 mil
- incoming Customers: Customer []
- waiting Customers: Customer []
- Sealed Customers: Customer []
- Einished Customes: Customes []
- incone: number
- Cost Income: number
- entrance: Door
- exit: Door
+ Constructor (max Costumers: number, ice CreamMenu: loe Cream[])
+ updake(): wid
+ chech Cliched (position: Vector): void
+daus(): Usid
+ remove Finished Customer (customer): void
+ removeUnsatisfiedCustomer (customer: Customer): void
+ Chech Fox Free Seats(): Seat I null

+add New Customes (customes): void

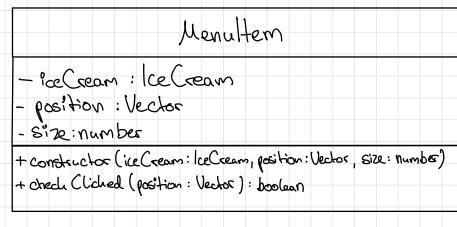
Ice Cocan Shop Initialize le Cream Shop Creak Seaks reak Henry ltems and Doors Add Sects to Shop Add Enkance Add Meny and Exit Doors Hems Loop for Each Ice Cream Creak MenuHem

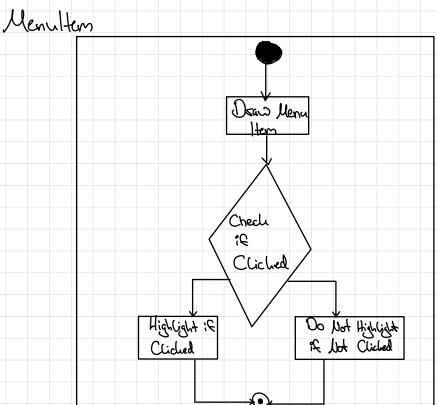


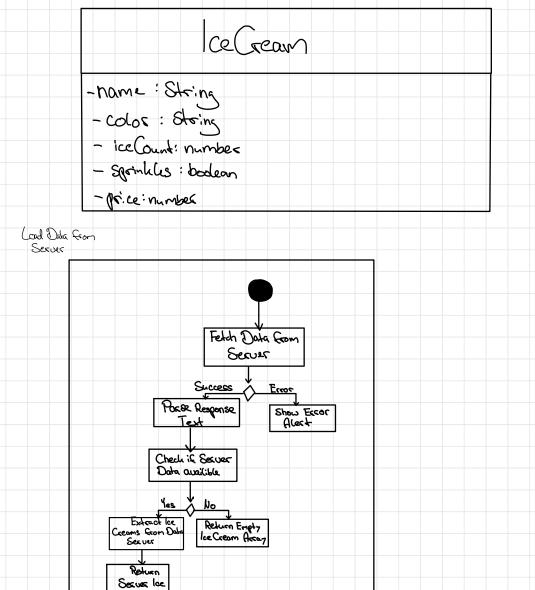




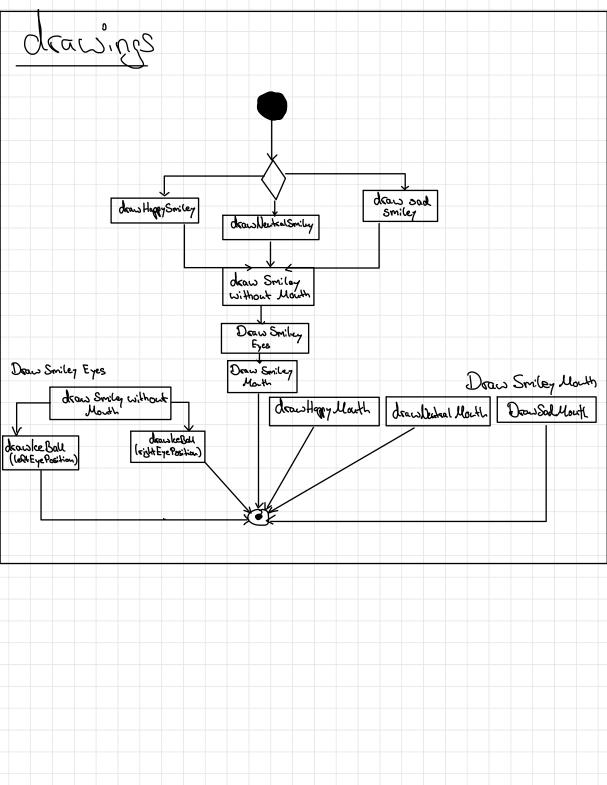
DOOT
- position: Vector
- size: number
- open: boolean
+ constructor (position: Vector)

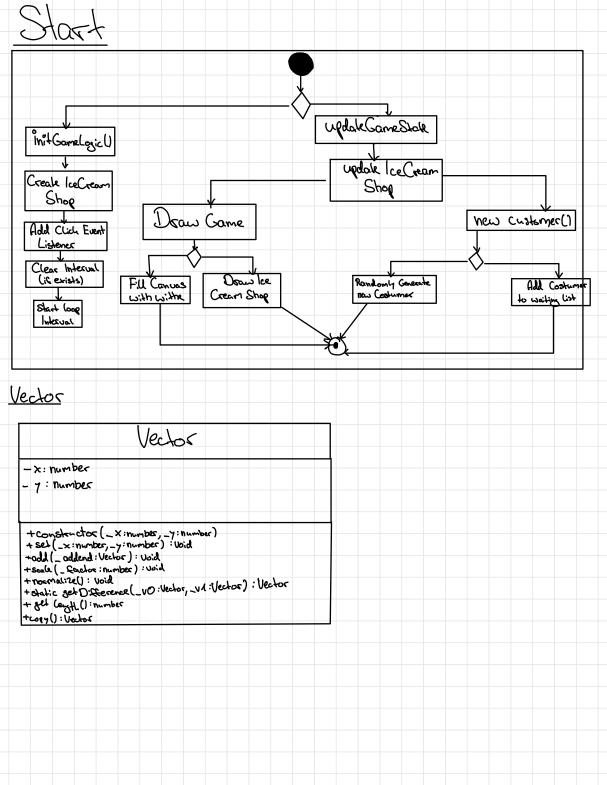






Sove Ice Crecm to Sesver Check Connection Connected Chech if Ice Cream Already Exists Oces Not Exist Updak Ice Insert New lce Crown Cream Show Insert Success Alert Show Connection Ecros Alest Show updake access Alest





Script	
Save Ice Gram Button	
add Eventlistenar Save ke Cream() -	Additional Show colresmontoselect() Some colresmontoserver (lechosem)
oad EventListener(load)	Initialize lee Cream Menu
lindow, add Event Liskner (load)	let ceCreanHenn: ceCrean[]>[]
handleload()	
	addice To List (vanilla leccream)
Securice Creams. For Each()	
addiceToList	add lee To List (Scholo receam)
(icecrean)	
show leeCrownsToSelect()	addice Tolist (coolies Ice Cream
	showlee Cream To Select ()
	Saved Ice Cream Selection
	[0][0][0][0][0][0][0][0][0][0][0][0][0][
	add Exemplishener (change)
	find selected (ce Cheam()
	Selfingut Values To Selected (cent)
	draw Current (ce Cream ()
	Down Current to Crown
	Sam minut as sent
	drawCurrent (ceCrear ()
	Start Current Game Button
	add Evertlistener (click)
	ini-GameLogic()