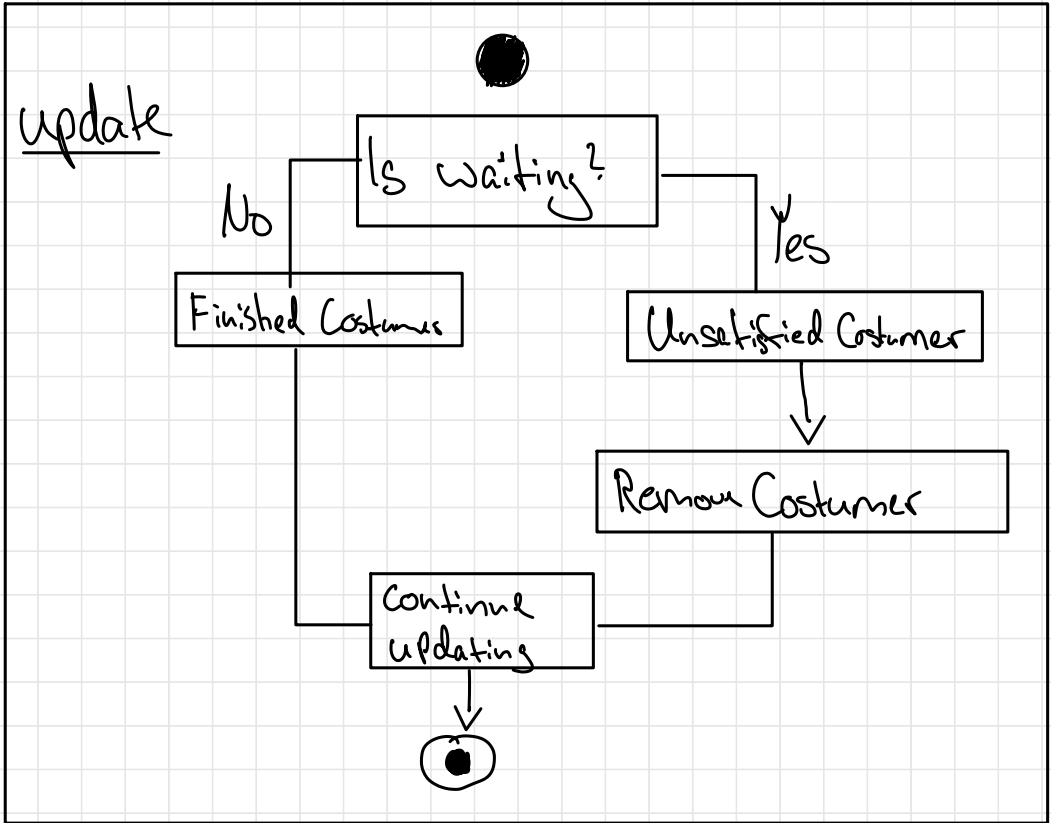


Leon Docner

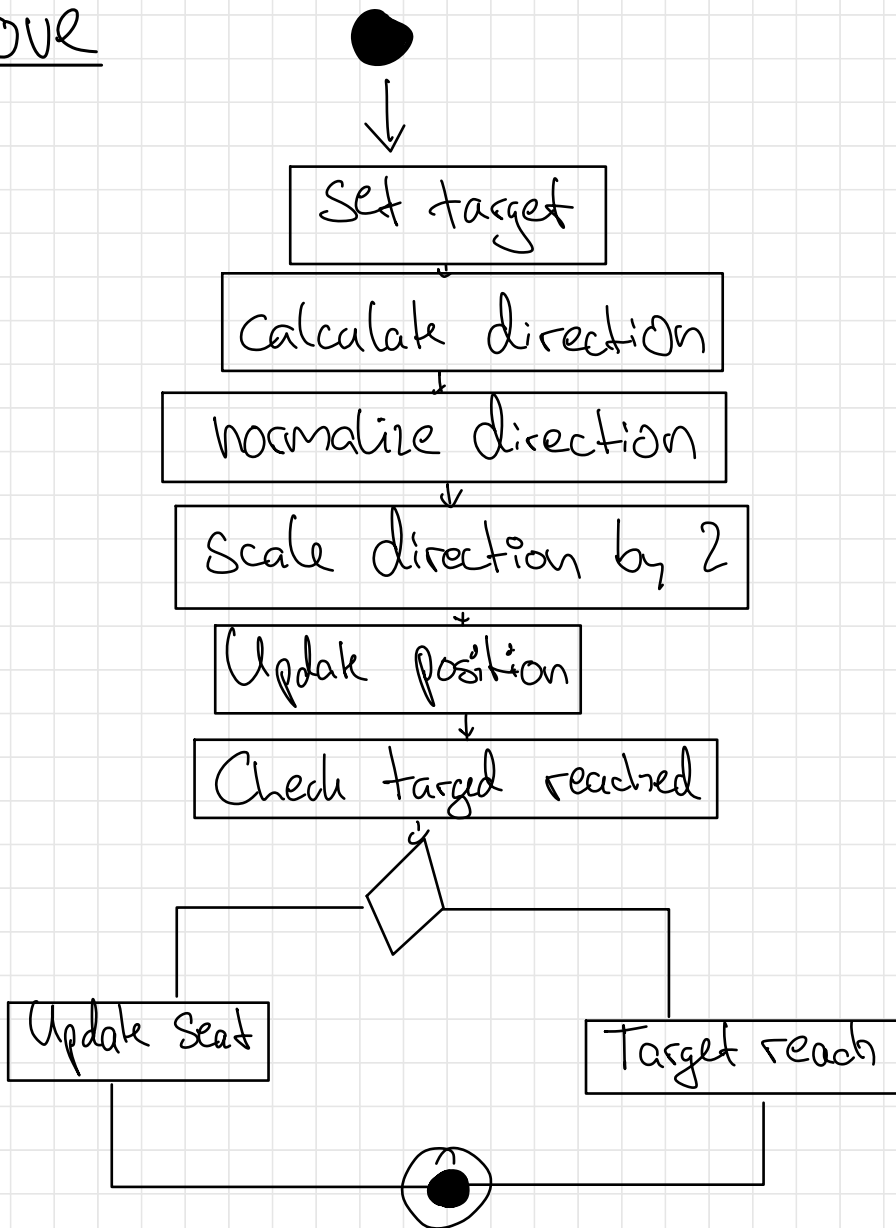


# EIA-2 Endabgabe → Activity Diagram

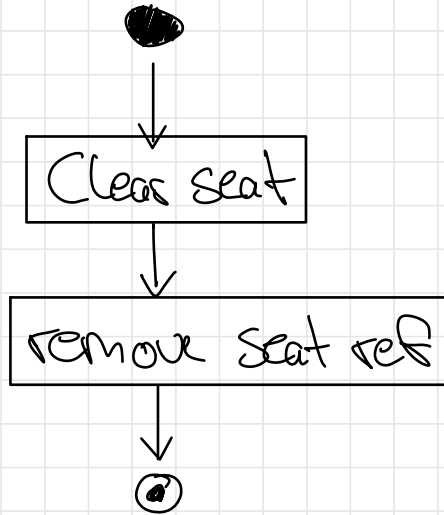
## Donner Leon



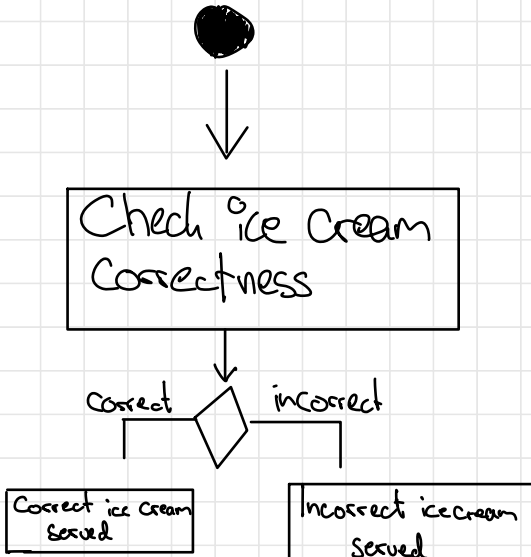
# MOVE



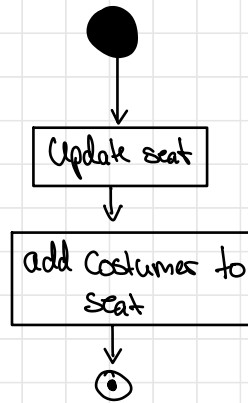
## StandUp



## Serve



# assignSeat



# 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

+ standUp(): void

+ serve(\_iceCream: Ice Cream): boolean

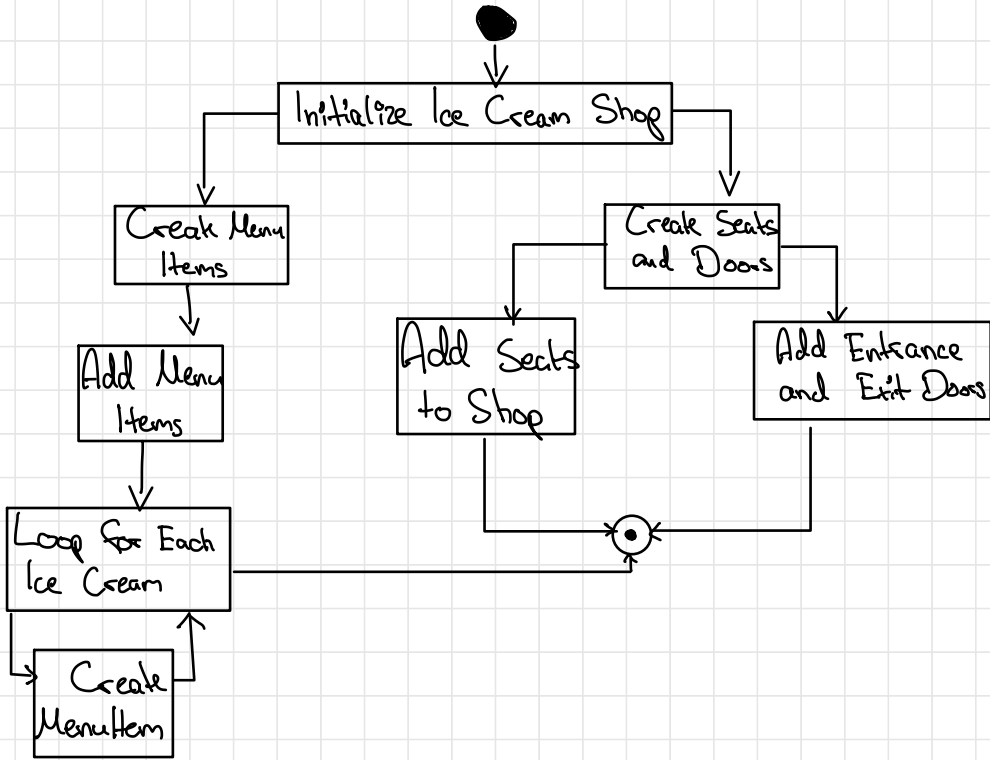
+ setTarget(\_target: Seat | Door): void

# IceCreamShop

- maxCustomers : number
- seats : Seat []
- menu : MenuItem[]
- activeMenuItem | null
- incomingCustomers : Customer[]
- waitingCustomers : Customer[]
- seatedCustomers : Customer[]
- finishedCustomers : Customer[]
- income : number
- lostIncome : number
- entrance : Door
- exit : Door

- + Constructor (maxCustomers : number, iceCreamMenu : IceCream[])
- + update() : void
- + checkClicked(position : Vector) : void
- + draw() : void
- + removeFinishedCustomer(customer : Customer) : void
- + removeUnseatedCustomer(customer : Customer) : void
- + checkForFreeSeats() : Seat | null
- + addNewCustomer(customer : Customer) : void

# Ice Cream Shop

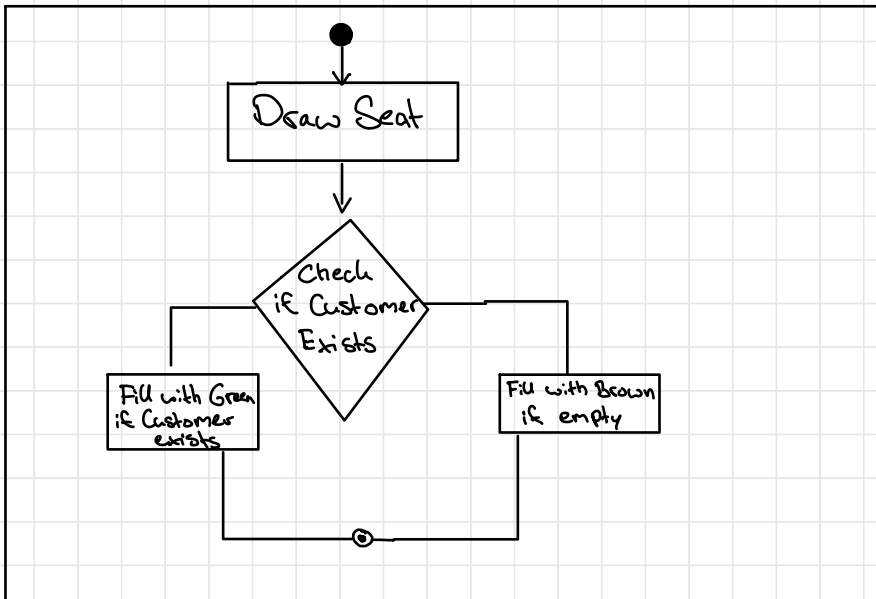




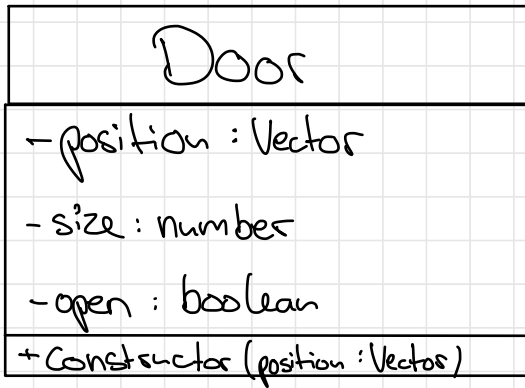
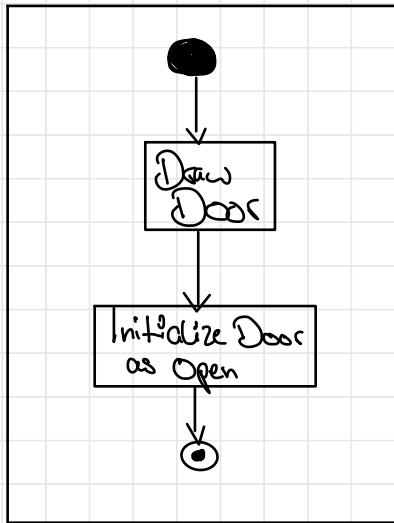
# Seat

- position : Vector
- customer : Customer null
- size : number

- + constructor (position : Vector, size? : number)
- + draw() : void
- + addCustomer (customer : Customer) : void
- + clearSeat() : void
- + checkClicked (position : Vector, servingIceCream : IceCream) : Customer null



# Door

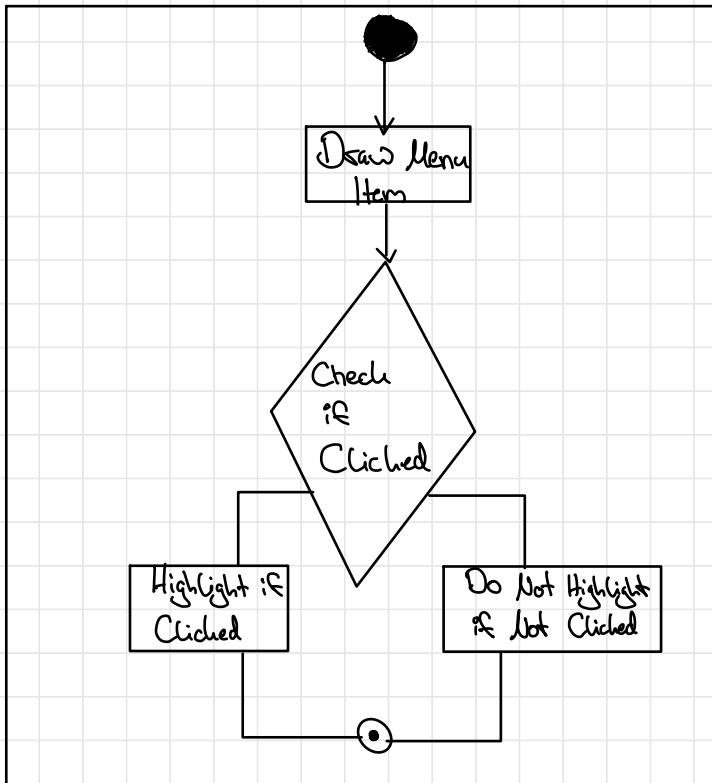


# MenuItem

- iceCream : IceCream
- position : Vector
- size : number

- + constructor (iceCream : IceCream, position : Vector, size : number)
- + checkClicked (position : Vector) : boolean

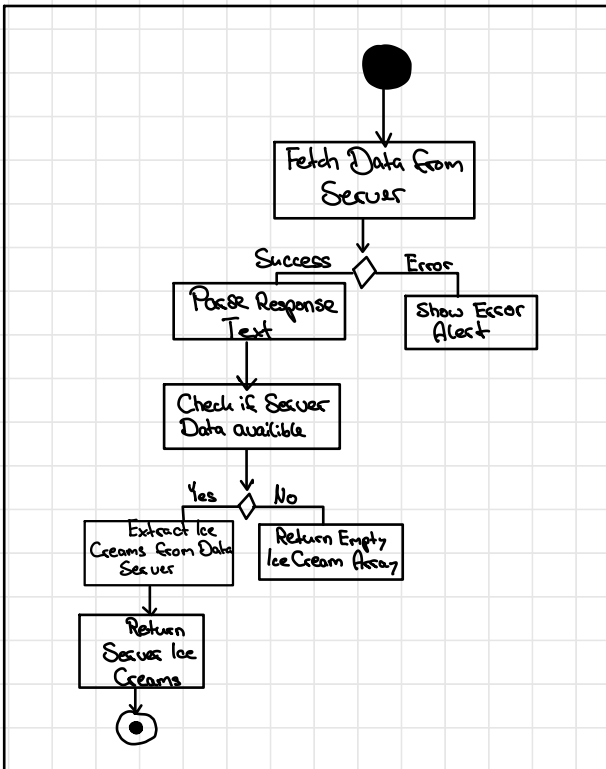
## MenuItem



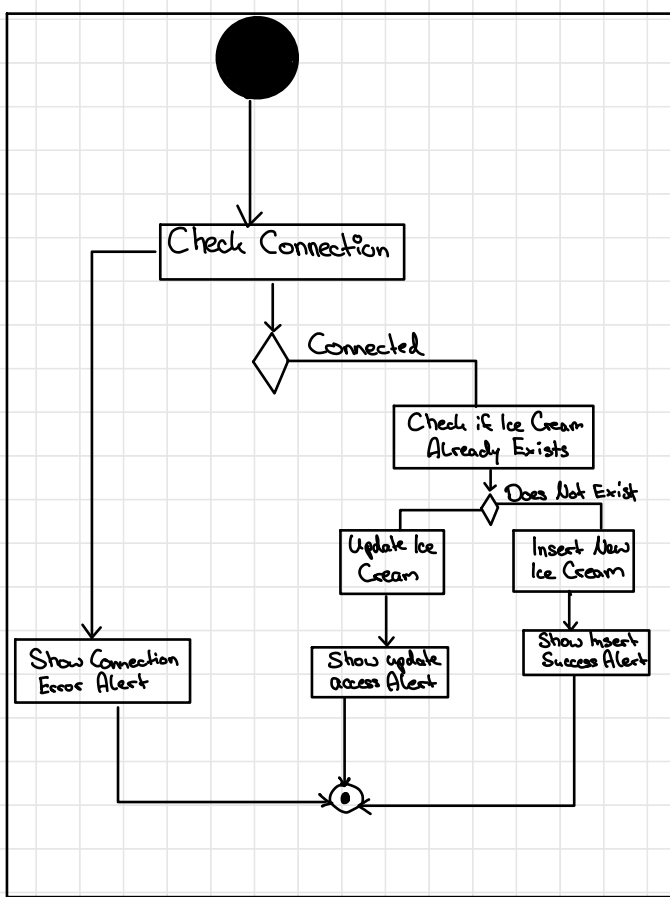
# IceCream

- name : String
- color : String
- iceCount: number
- sprinkles : boolean
- price: number

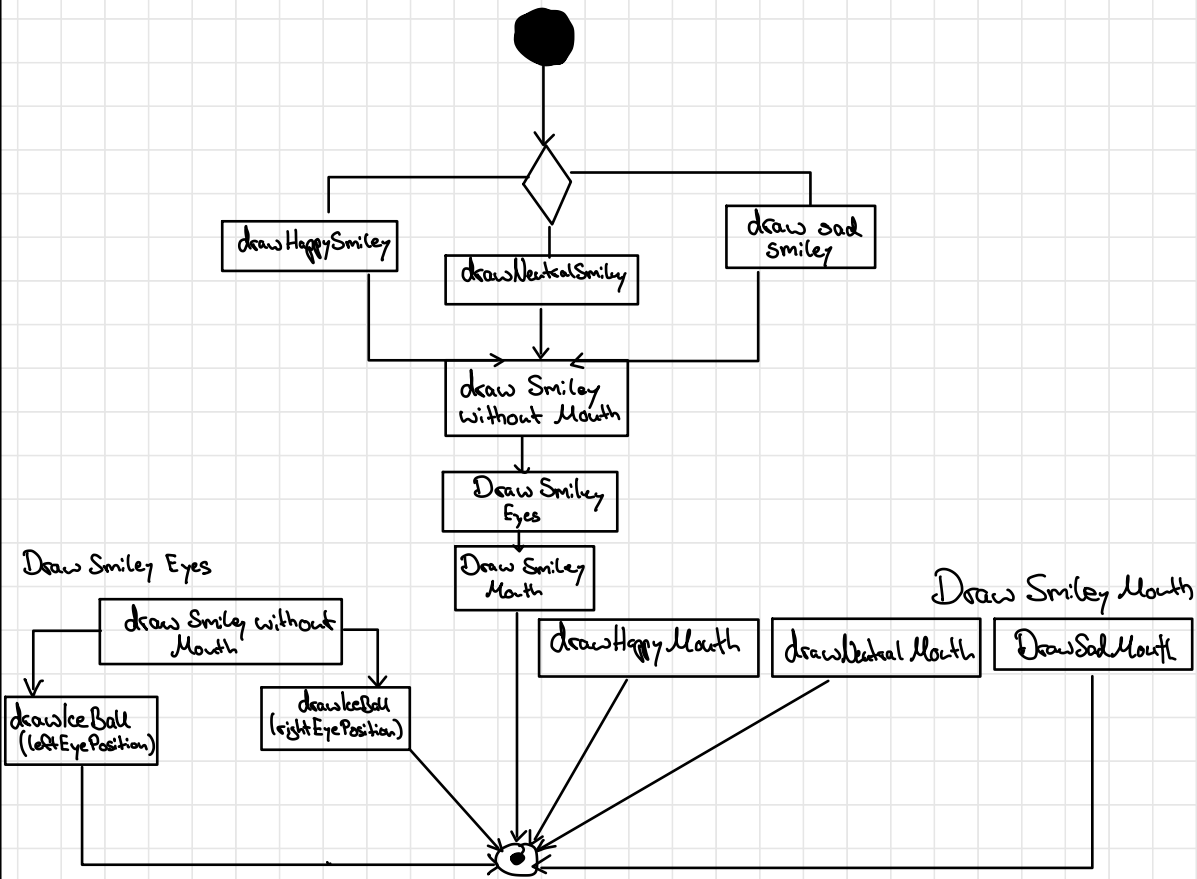
Load Data from  
Server



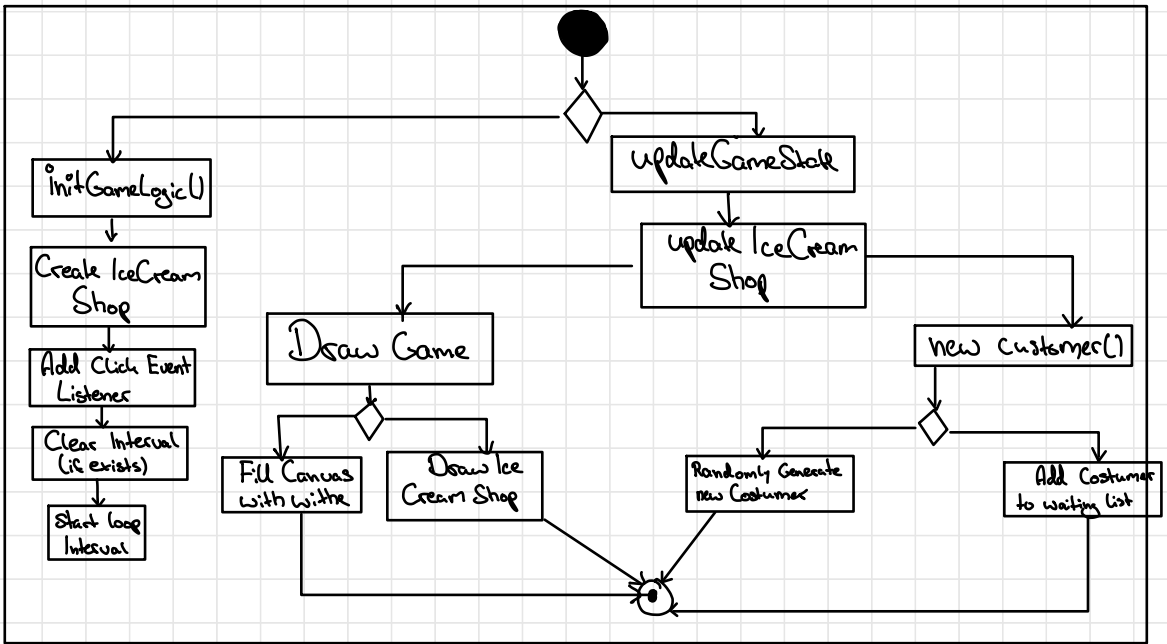
Save Ice Cream to Server



# drawings



# Start



## Vector

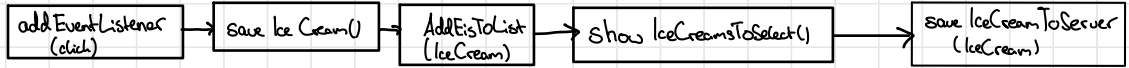
### Vector

- x: number  
- y: number

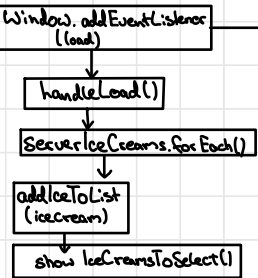
+ constructor(\_x: number, \_y: number)  
+ set(\_x: number, \_y: number): void  
+ add(\_addend: Vector): void  
+ scale(\_factor: number): void  
+ normalize(): void  
+ static getDifference(\_v0: Vector, \_v1: Vector): Vector  
+ getLength(): number  
+ copy(): Vector

# Script

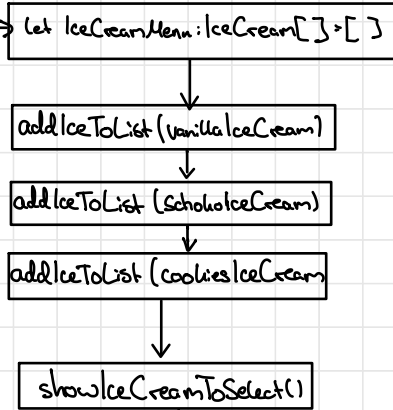
Save Ice Cream Button



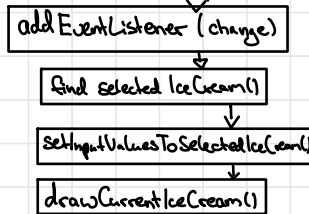
Load Event Listener (load)



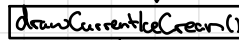
Initialize Ice Cream Menu



Saved Ice Cream Selection



Draw Current Ice Cream



Start Current Game Button

