

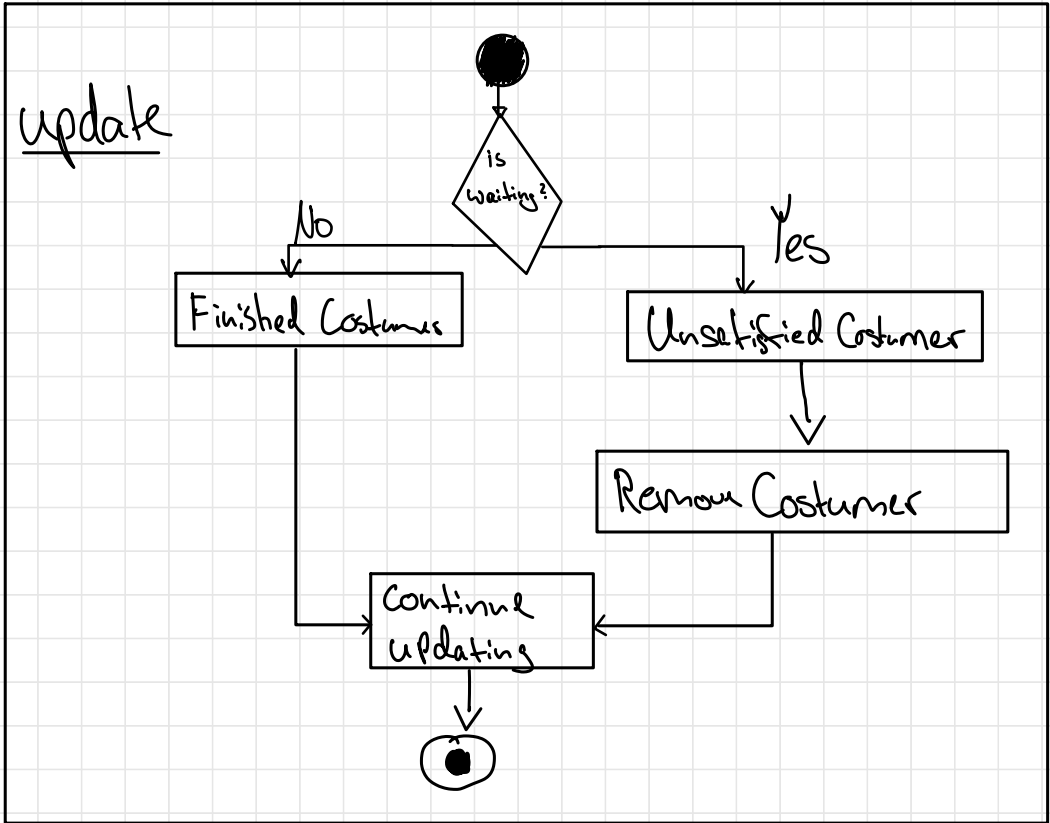


Leon Docner

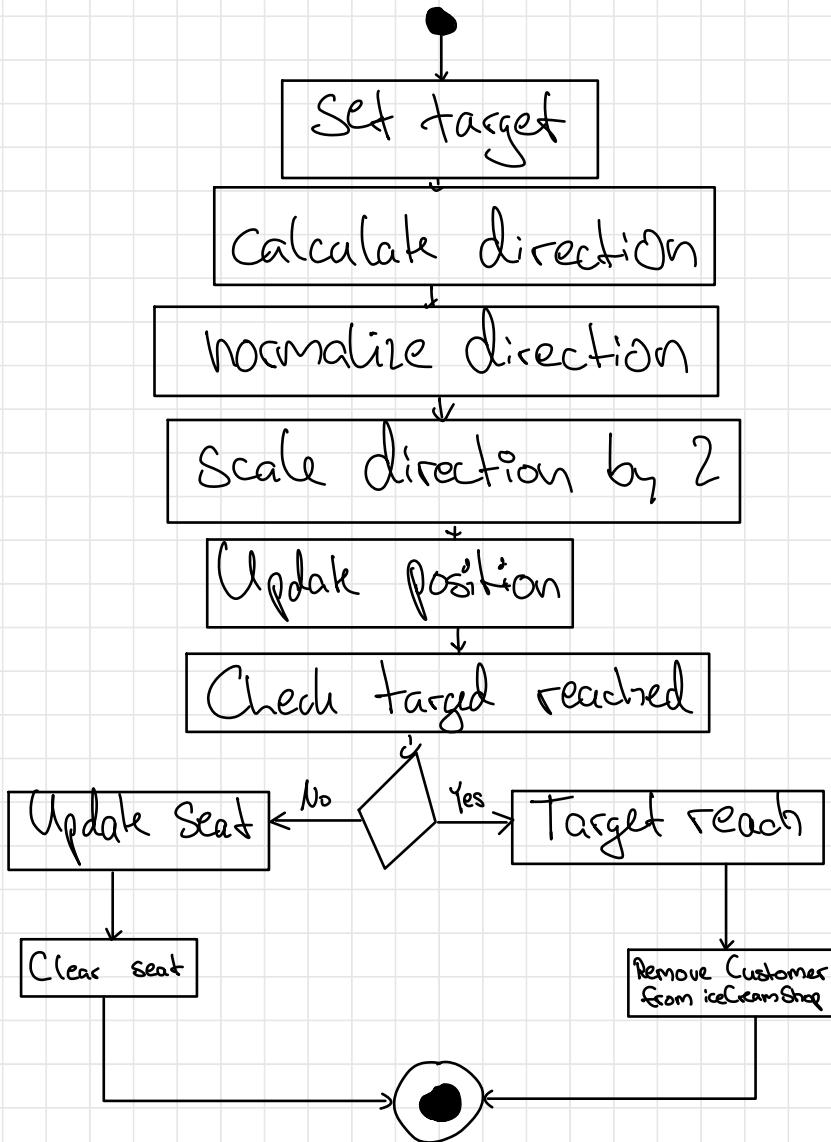


EIA-2 Endabgabe → Activity Diagram

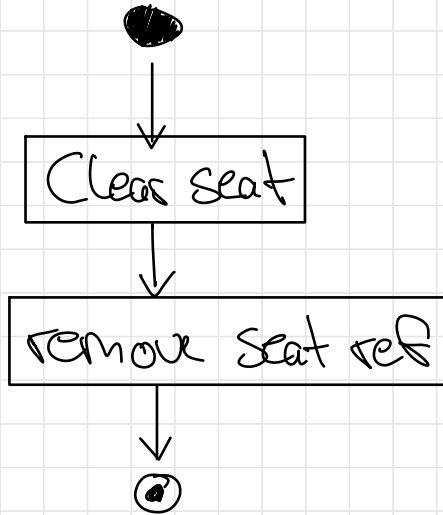
Donner Leon



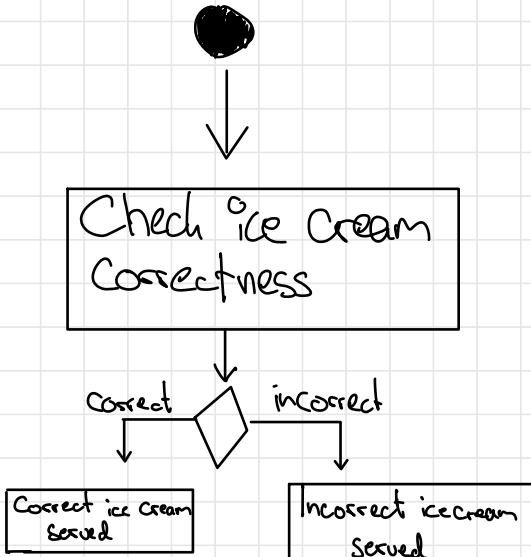
MOVE



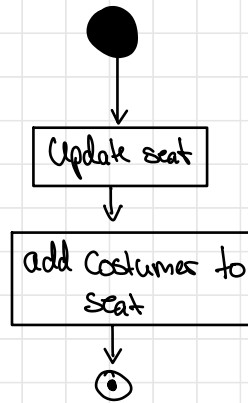
StandUp



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

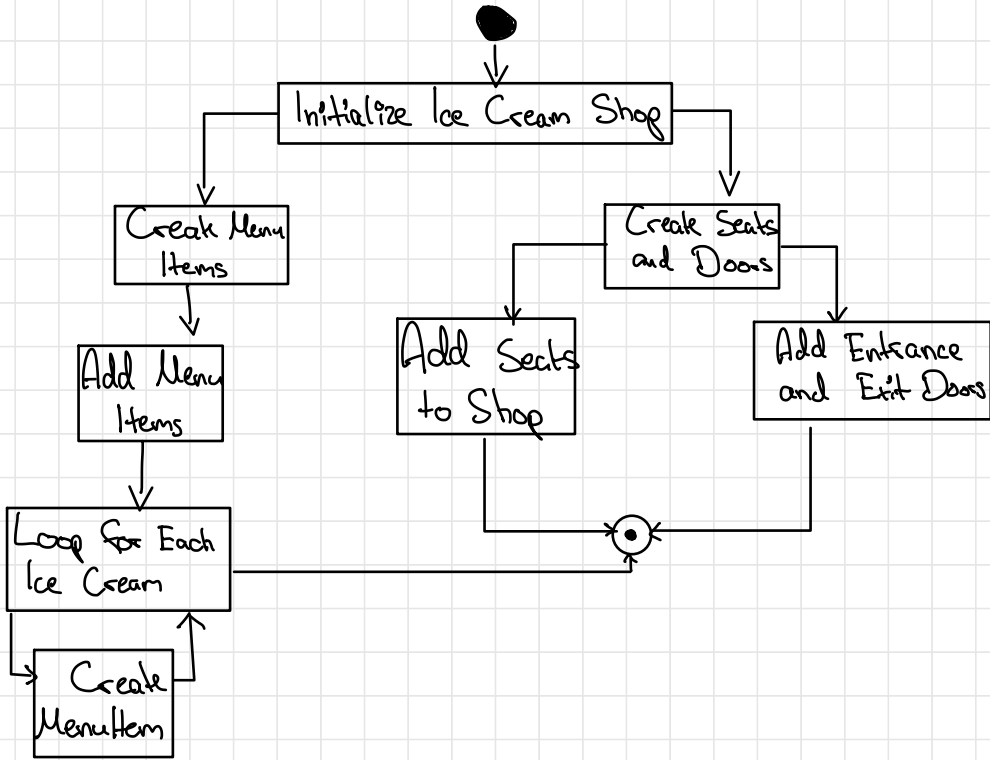
+ setTarget(_target: Seat | Door): void

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

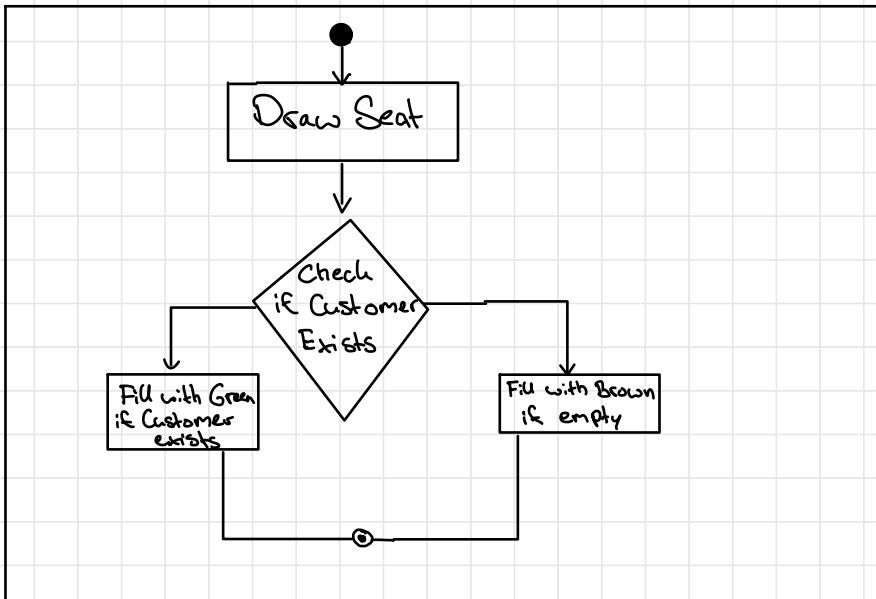
Ice Cream Shop



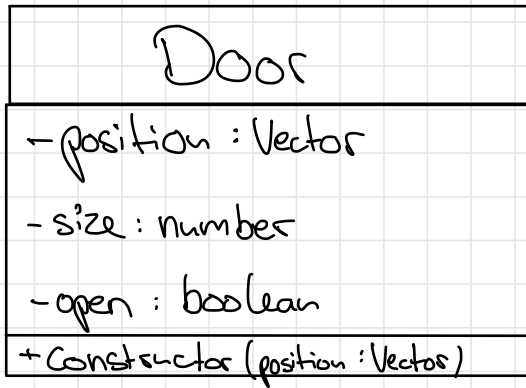
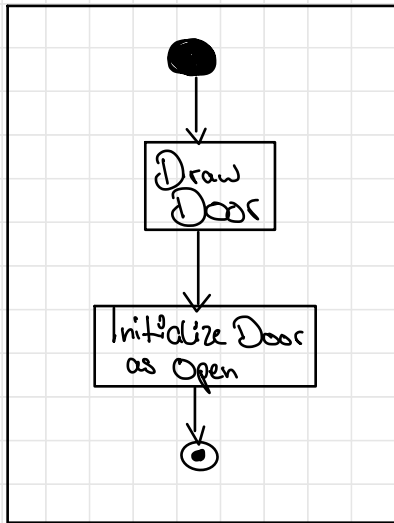
Seat

- 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

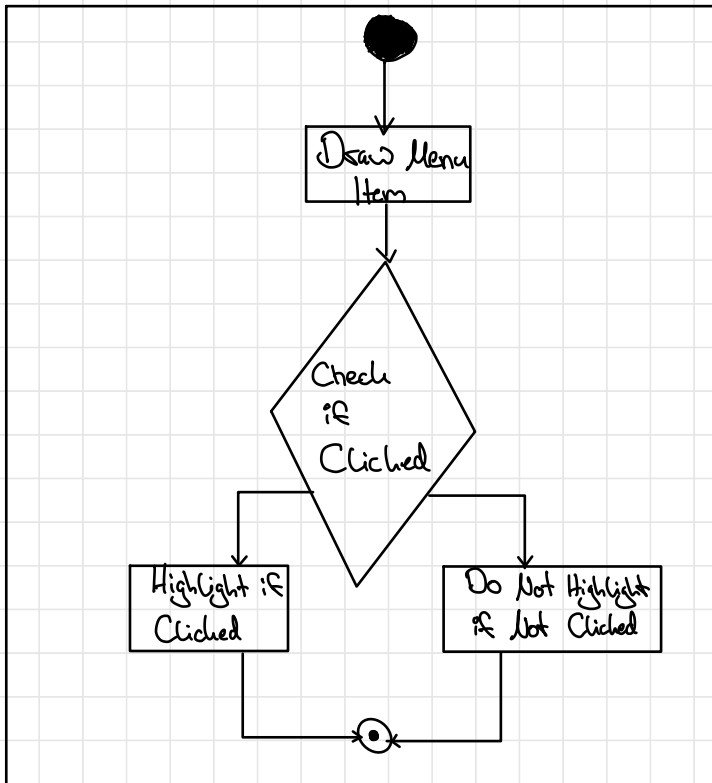


MenuItem

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

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

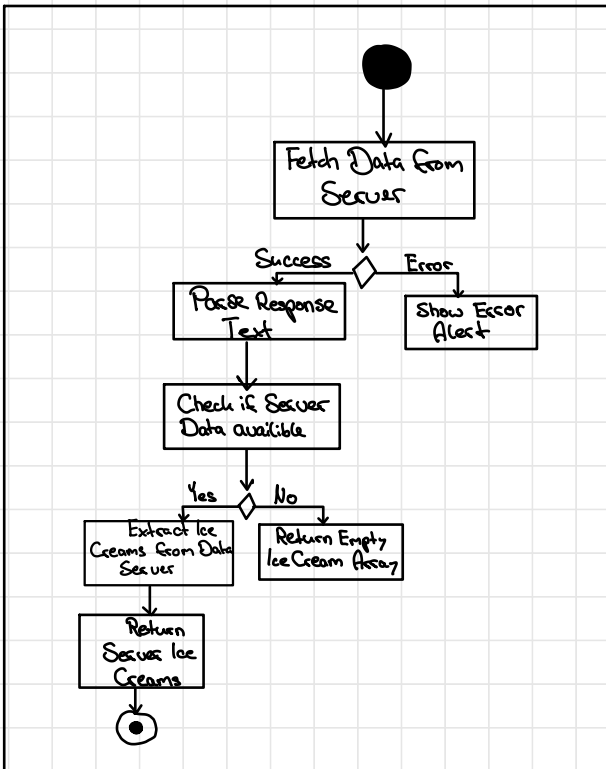
MenuItem



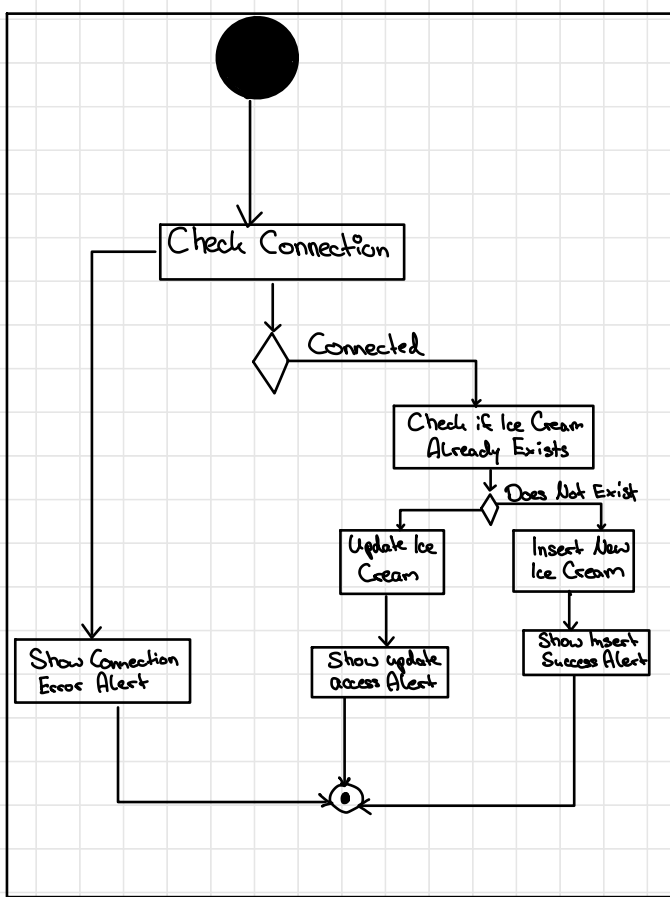
IceCream

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

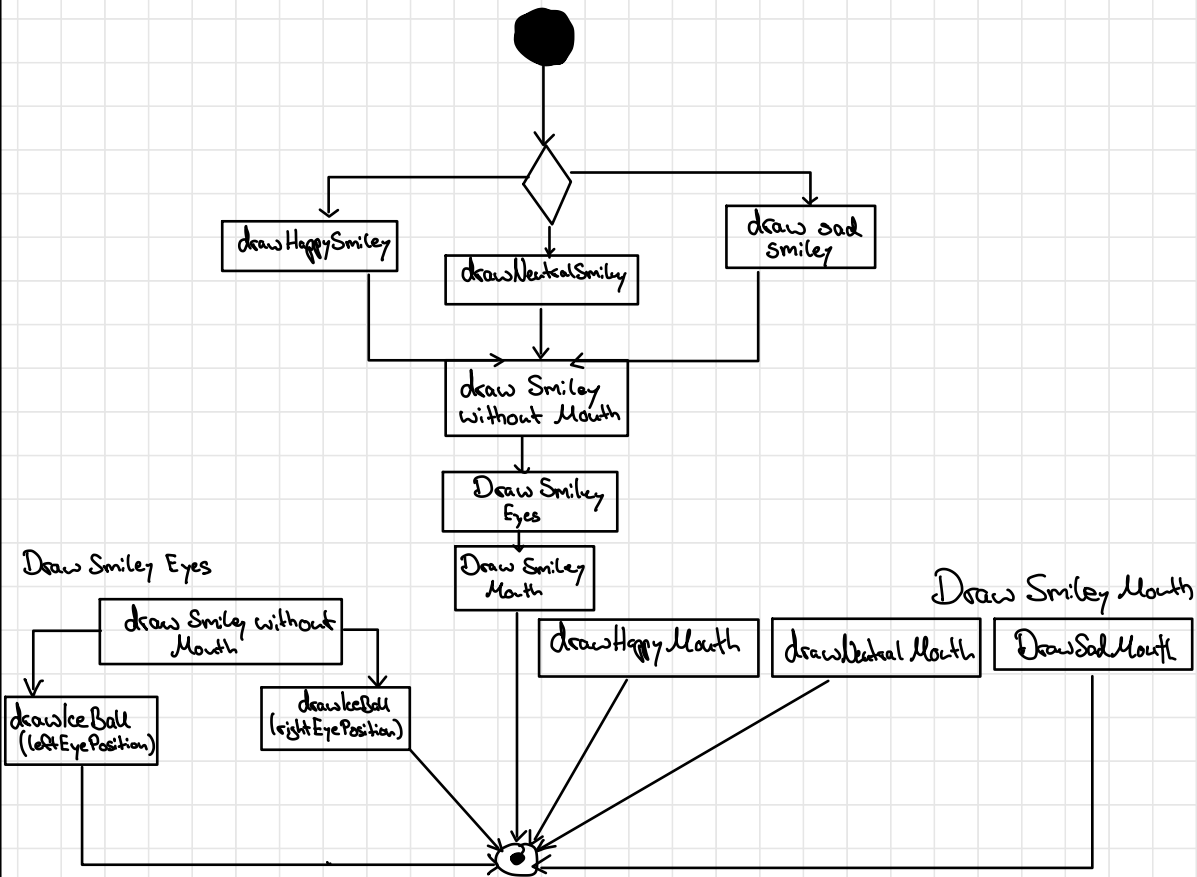
Load Data from
Server



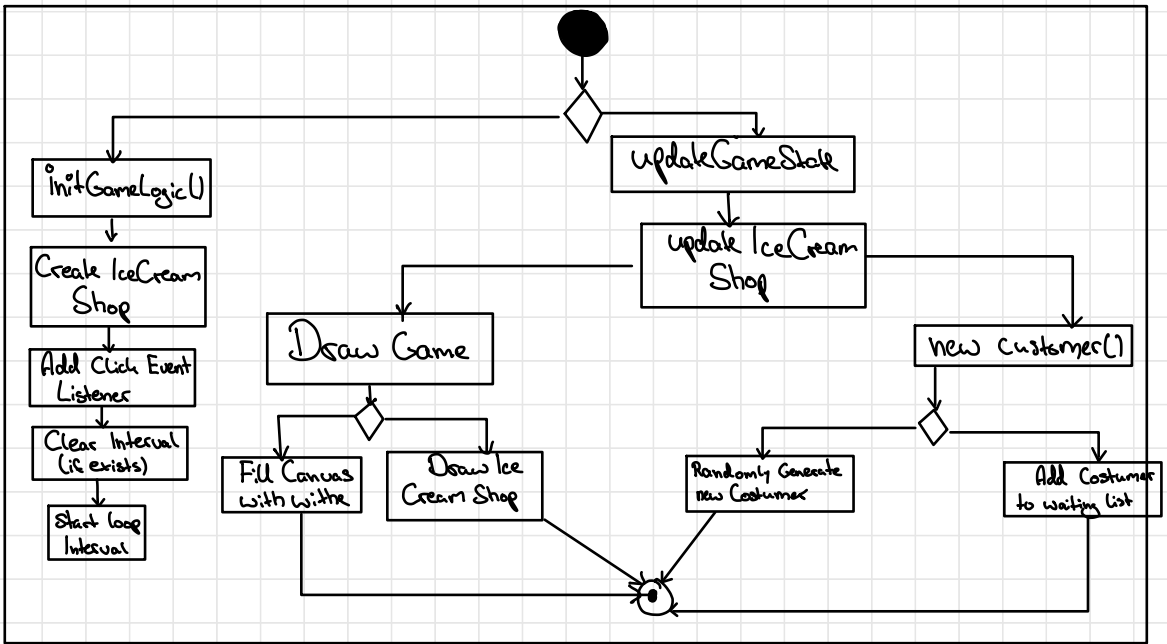
Save Ice Cream to Server



drawings



Start



Vector

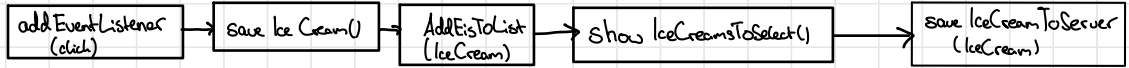
Vector

- x: number
- y: number

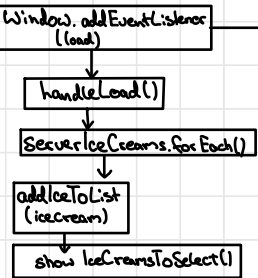
+ constructor(_x: number, _y: number)
+ set(_x: number, _y: number): void
+ add(_addend: Vector): void
+ scale(_factor: number): void
+ normalize(): void
+ static getDifference(_v0: Vector, _v1: Vector): Vector
+ getLength(): number
+ copy(): Vector

Script

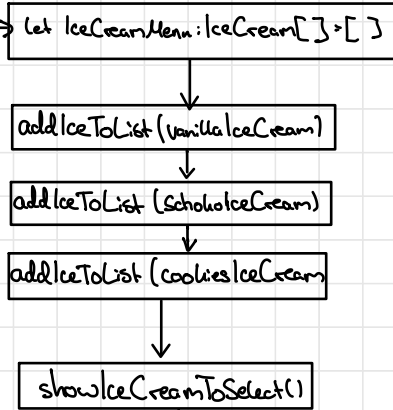
Save Ice Cream Button



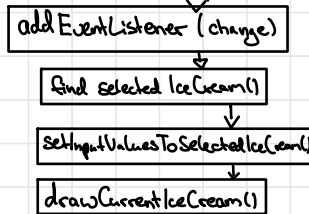
Load Event Listener (load)



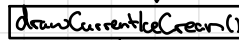
Initialize Ice Cream Menu



Saved Ice Cream Selection



Draw Current Ice Cream



Start Current Game Button

