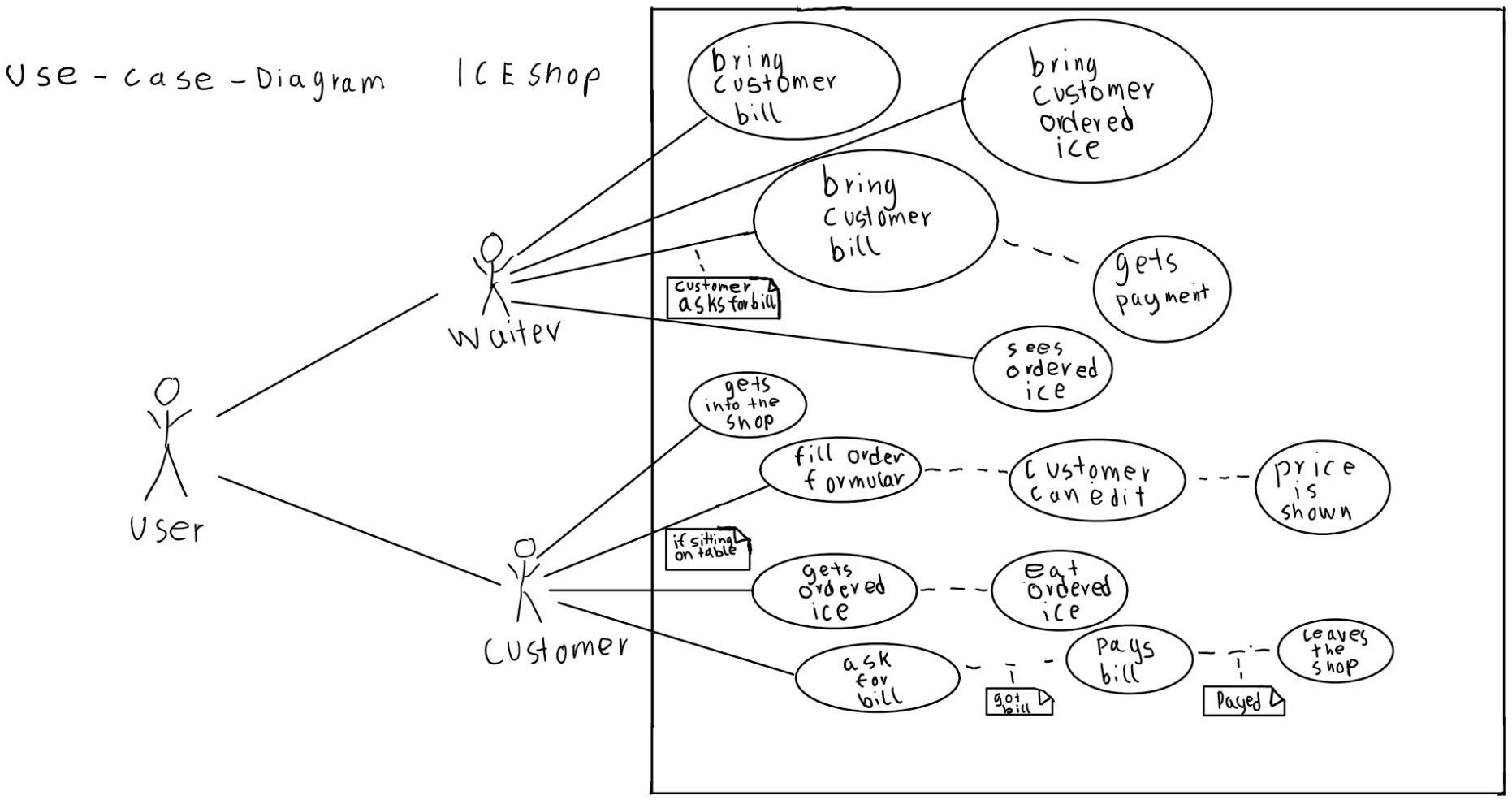
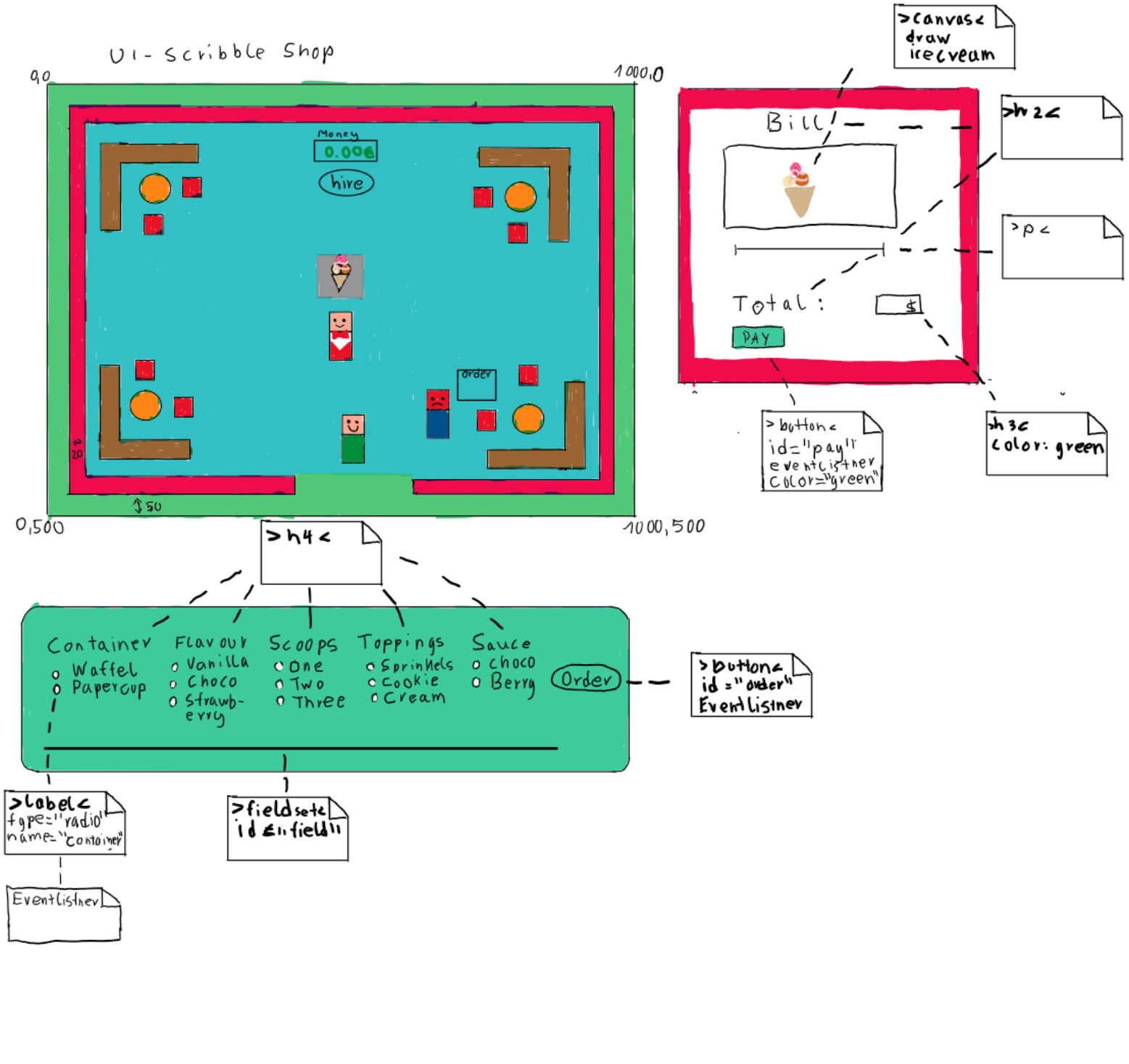
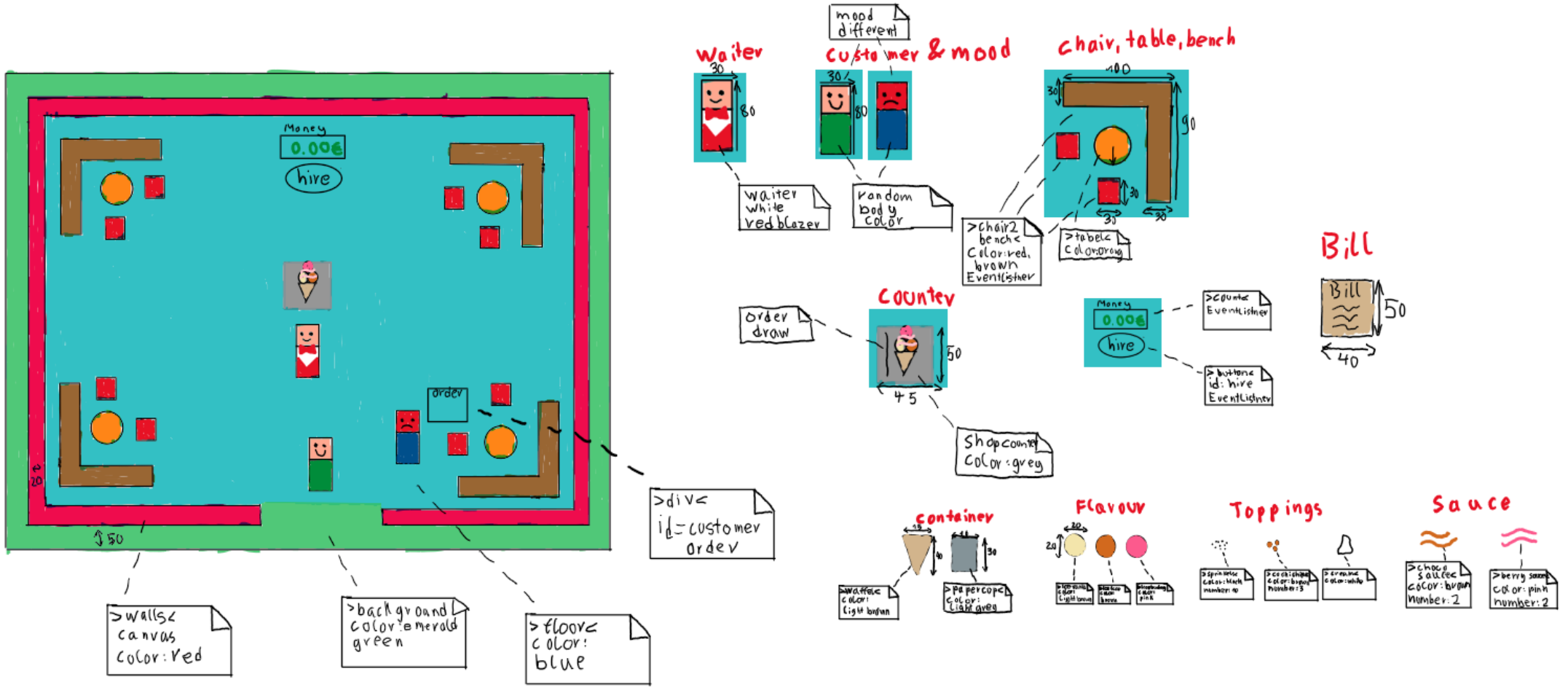

Use-case-Diagram
ICE shop
bring customer bill
bring customer ordered ice
bring customer bill
gets payment
customer asks for bill
Waiter
sees ordered ice
gets into the shop
fill order formular
customer can edit
price is shown
if sitting on table
User
gets ordered ice
eat ordered ice
Customer
ask for bill
got bill
pays bill
Payed
leaves the shop

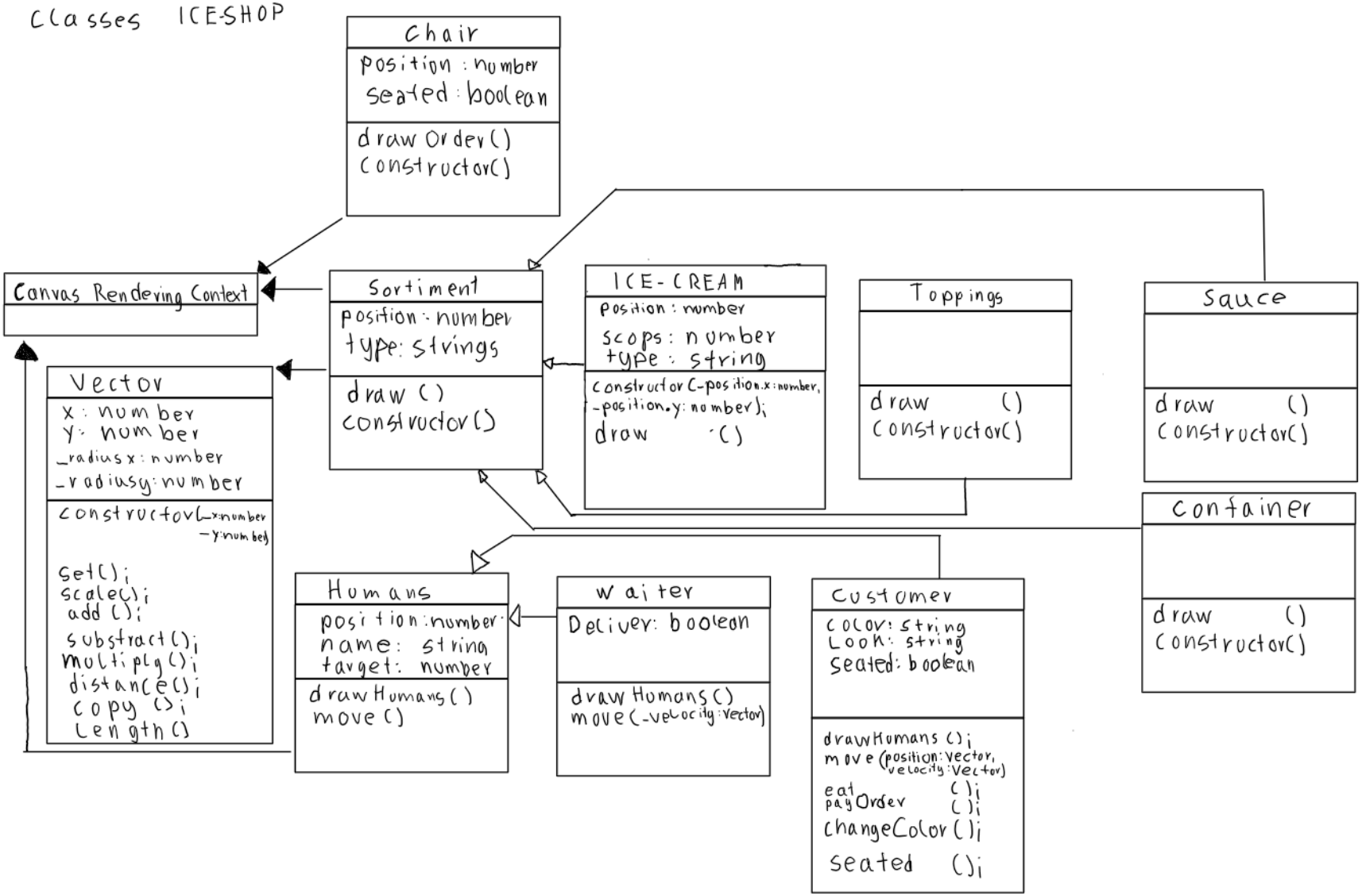
DataStructure

Category	Name: string	Price: number
Ice Cream	Vanille Ice Cream Chocolate Ice Cream Strawberry Ice Cream	1.20 1.20 1.20
Sauce	Sprinkels Cocki Cream	0.50 0.50 0.50
Toppings	Chocolate Sauce Berry Sauce	0.30 0.30

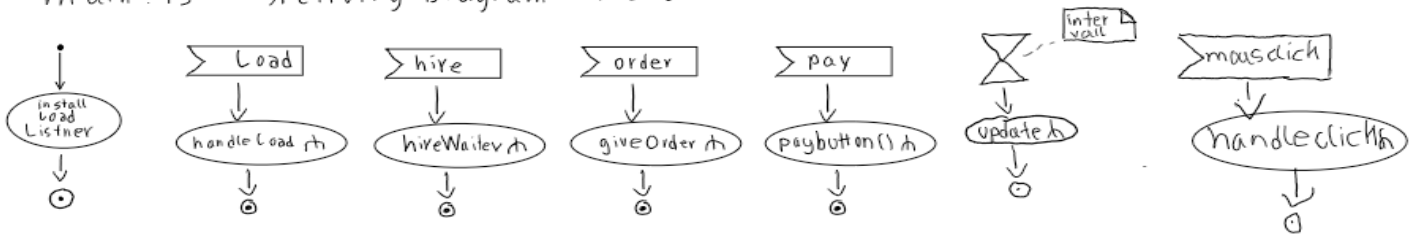

UI - Scribble Shop
0,0
1000,0
Money
0.00€
hire
order
20
50
0,500
1000,500
>canvas<
draw
icecream
Bill
Total :
$
PAY
>h2<
>p<
>button<
id="pay"
eventlistner
color="green"
>h3<
color: green
>h4<
Container
Waffel
Papercup
Flavour
Vanilla
Choco
Strawb-
erry
Scoops
One
Two
Three
Toppings
Sprinkels
Cookie
Cream
Sauce
choco
Berry
Order
>button<
id = "order"
Eventlistner
>label<
type="radio"
name="container"
Eventlisther
>fieldset<
id ="field"

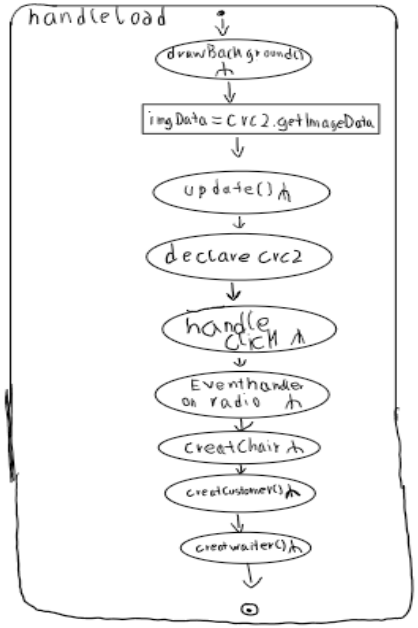

Money
0.00€
hire
order
20
50
>walls<
canvas
color: red
>background
color: emerald
green
>floor<
color:
blue
>div<
id = customer
order
Waiter
30
80
waiter
white
red blazer
mood
different
customer & mood
30
80
random
body
color
chair, table, bench
100
30
90
30
30
30
>chair2
bench<
color: red,
brown
Eventlistner
>table<
color: orang
Bill
Bill
50
40
Counter
order
draw
50
45
Shopcounter
color: grey
Money
0.00€
hire
>counter<
Eventlistner
>button<
id: hire
Eventlistner
container
15
40
30
>waffle<
color:
light brown
>papercope<
color:
light grey
Flavour
20
20
Toppings
Sauce
>choco
sauce<
color: brown
number: 2
>berry sauce<
color: pink
number: 2

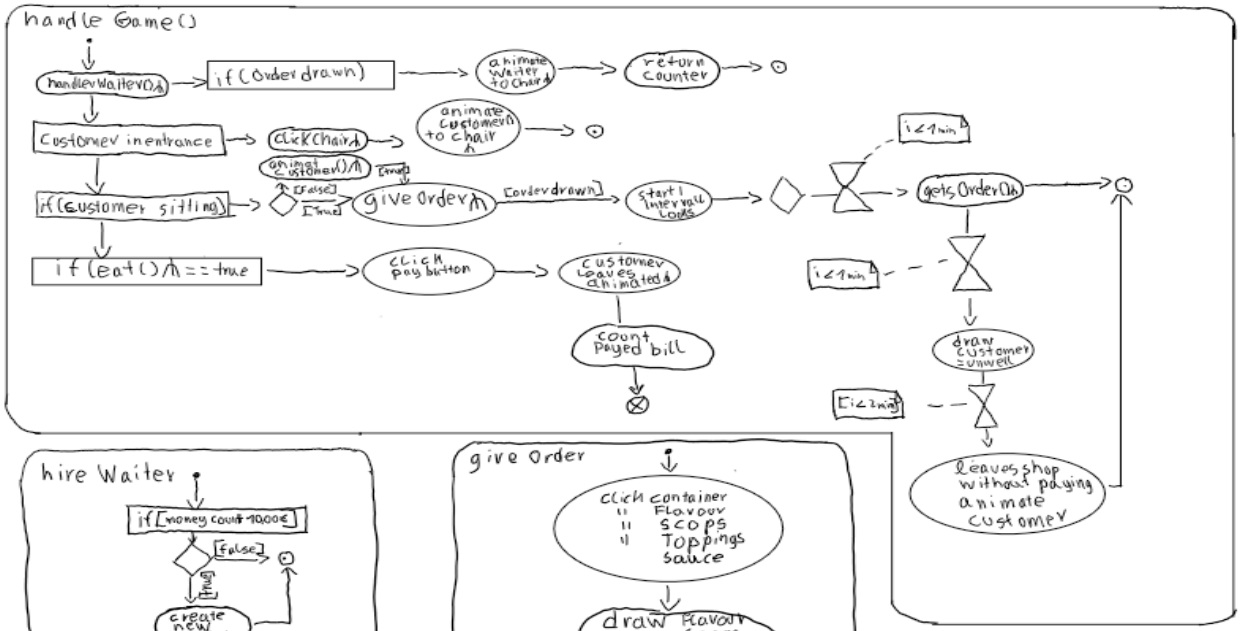
Classes ICE-SHOP

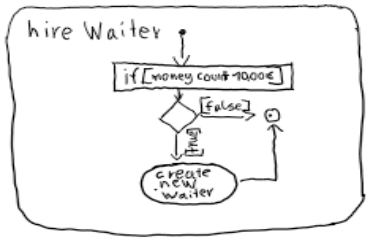


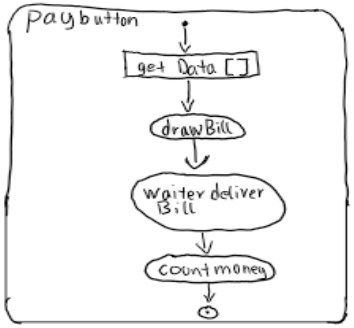
main.ts Activity Diagram ICE-SHOP

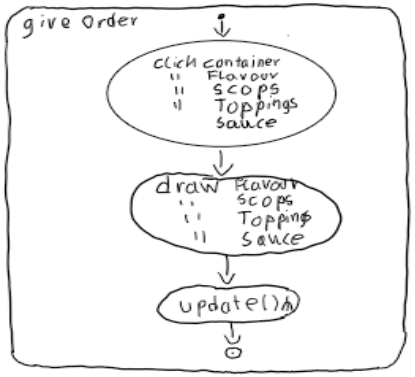


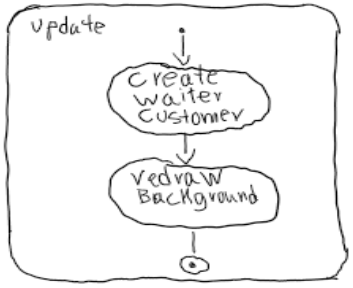


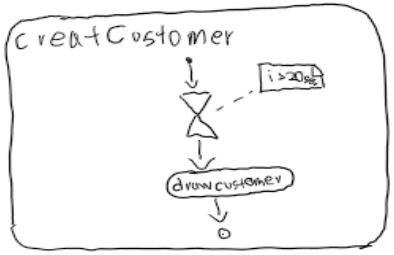


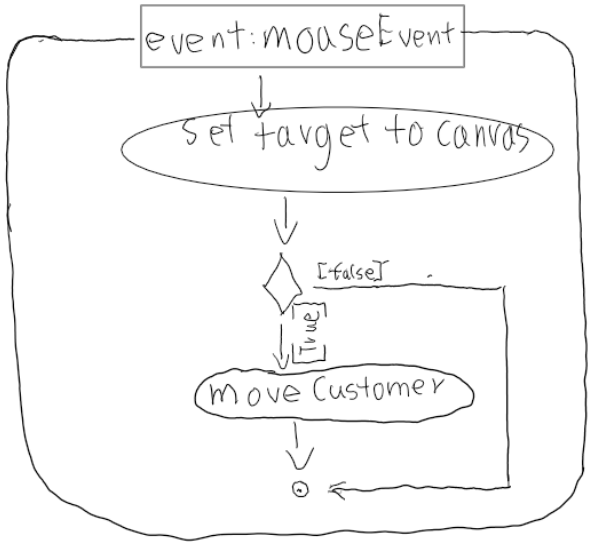


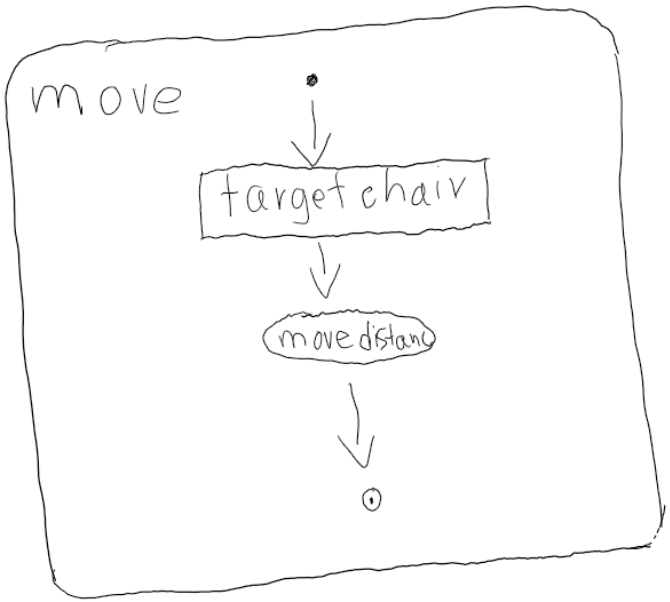


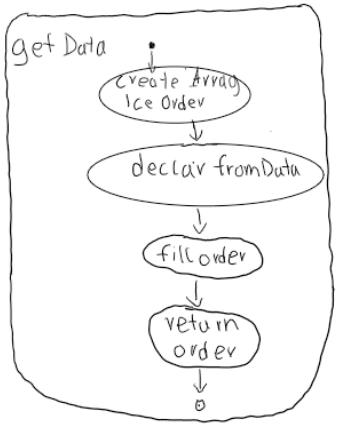







event:mouseEvent
set target to canvas
[false]
[true]
move Customer


move
target chair
move distance


get Data
create Array
Ice Order
declair fromData
fill order
return
order