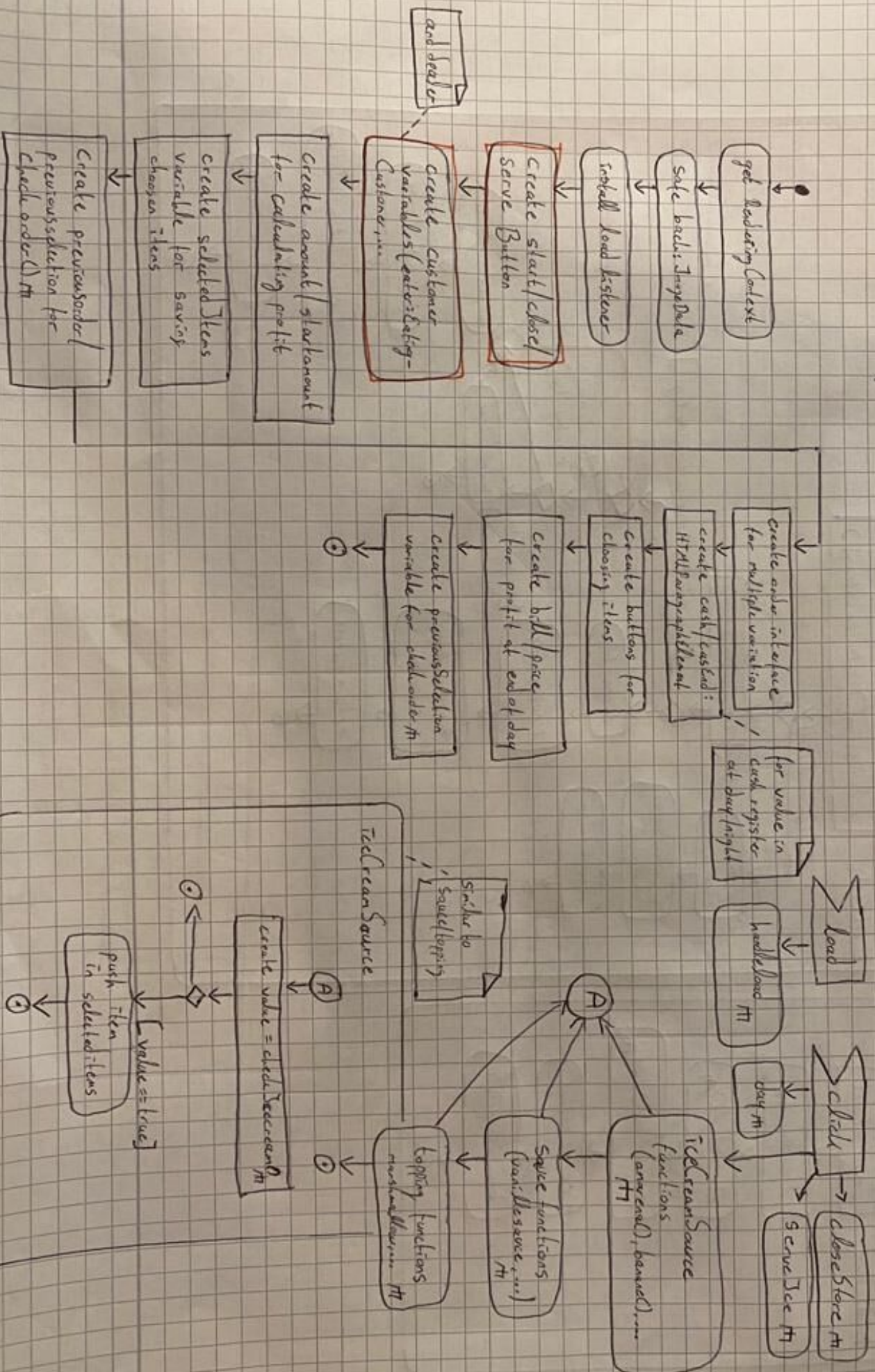
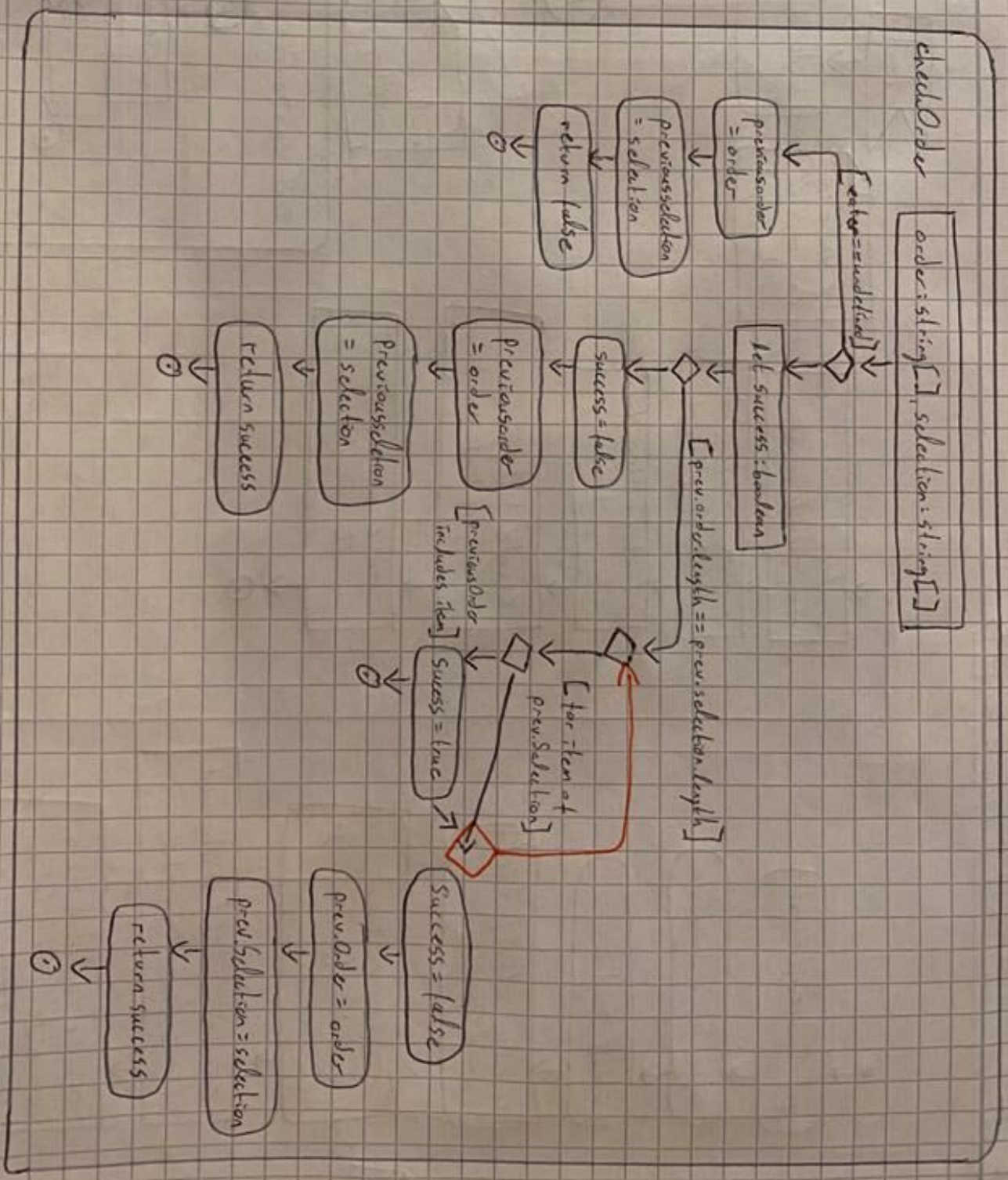
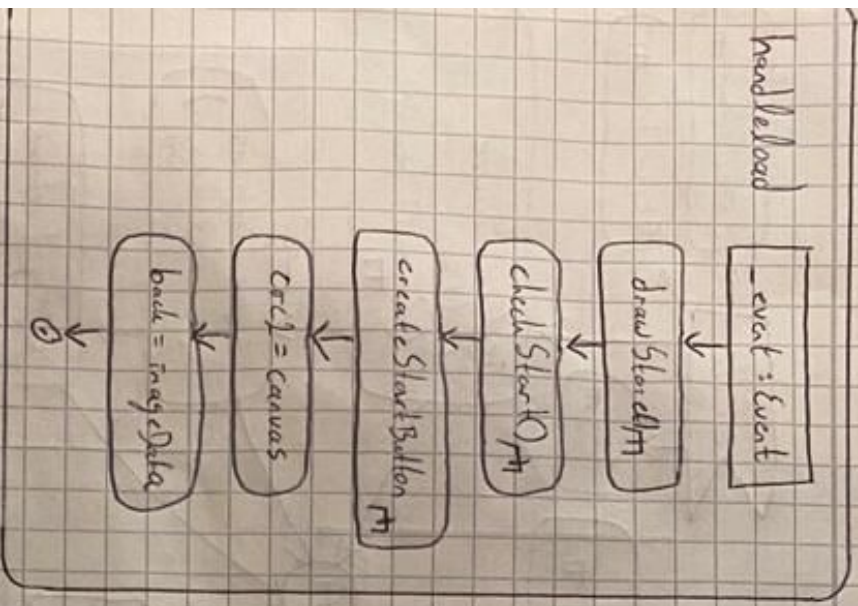


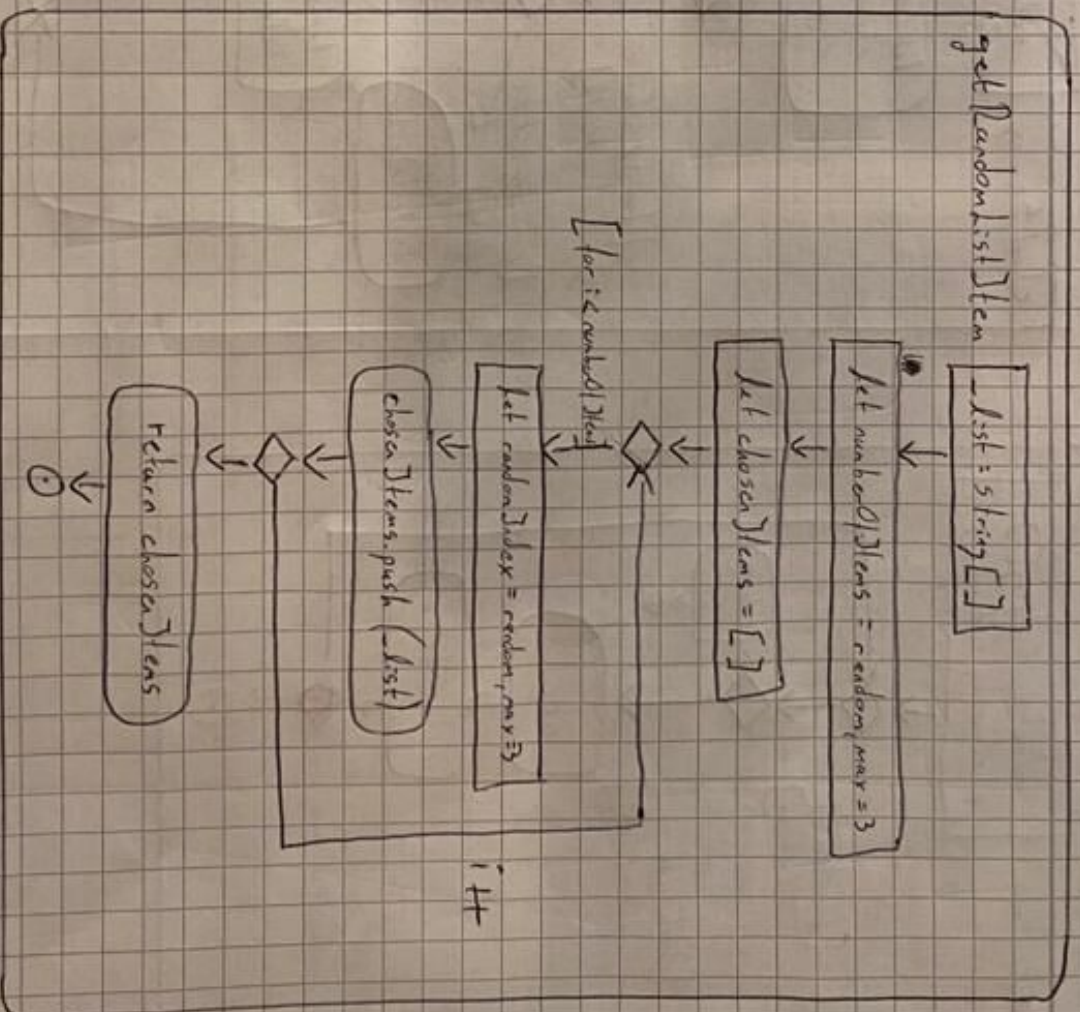
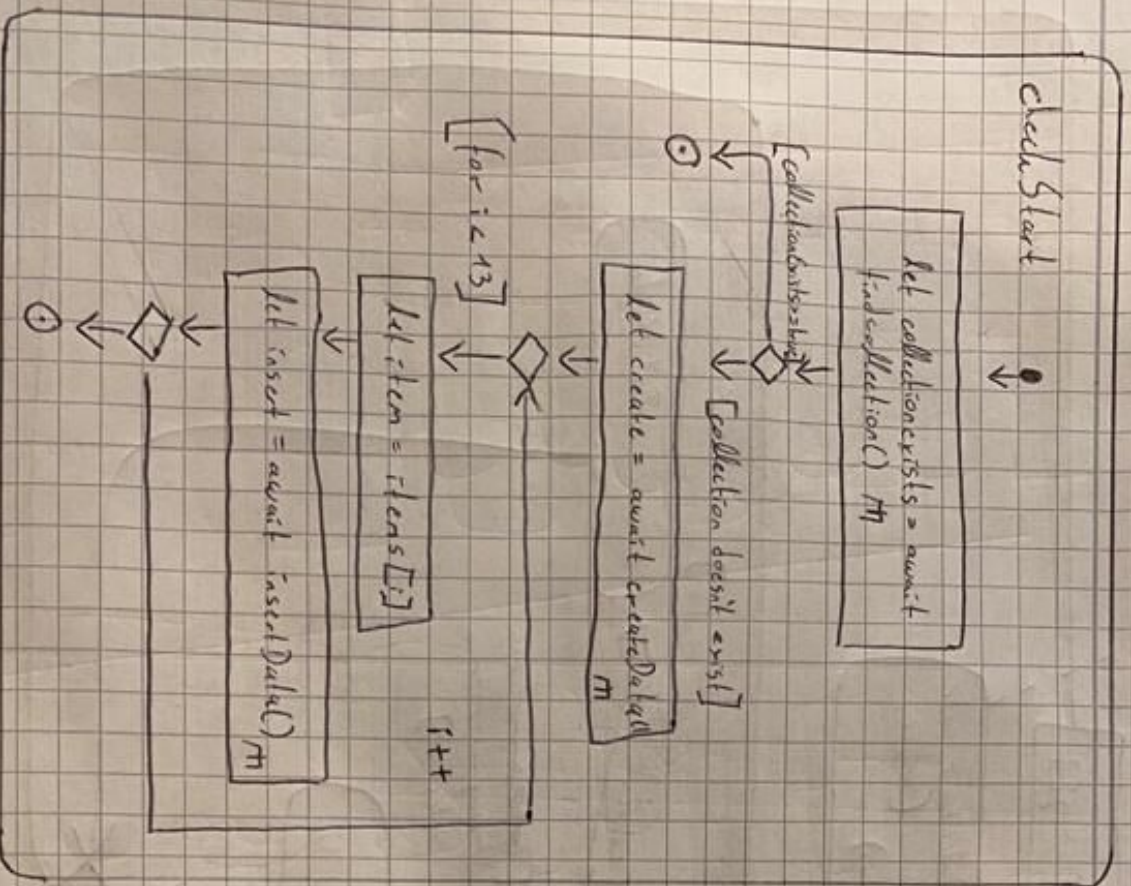
### Eisdales: Activity Diagrams scripts





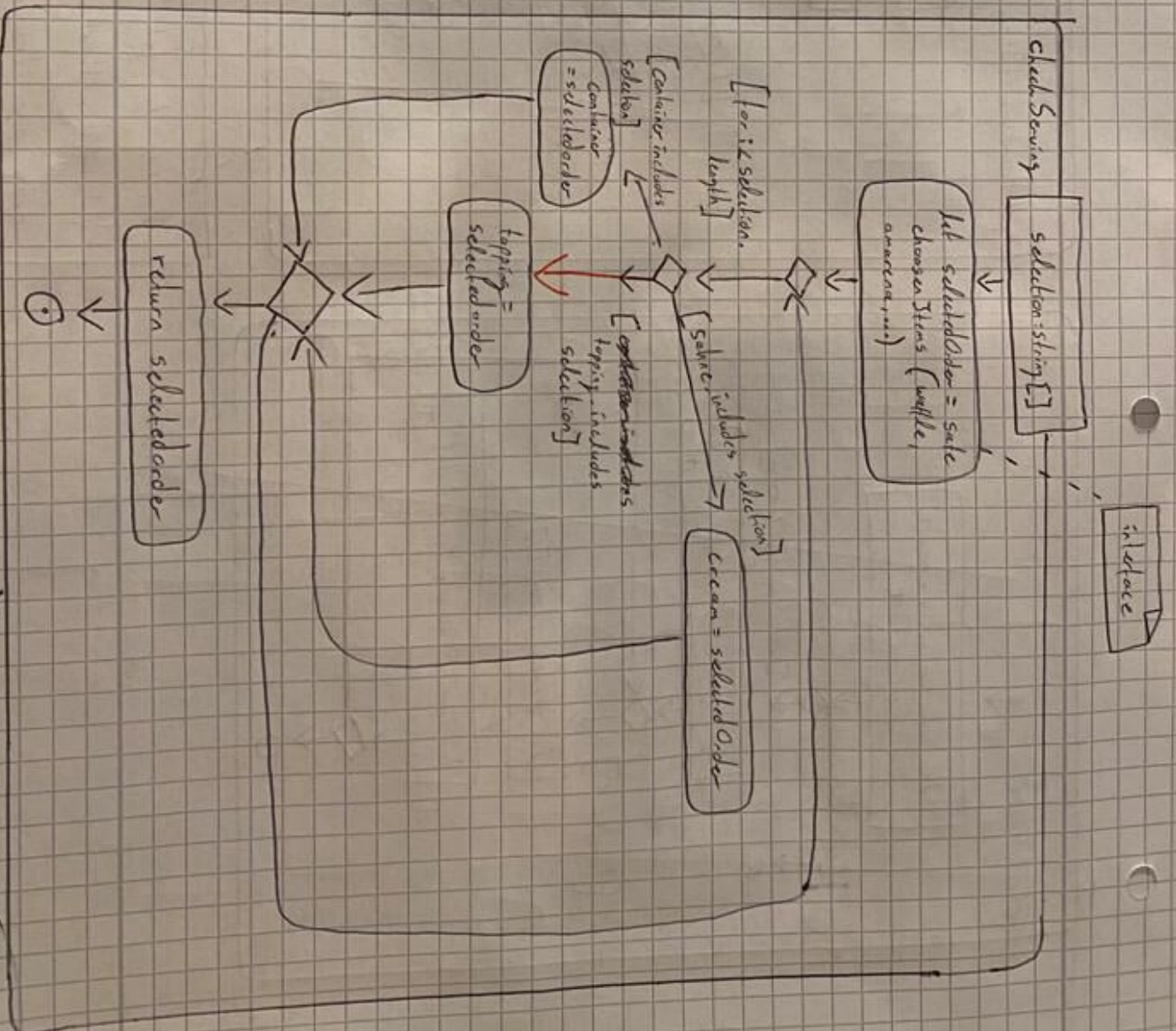
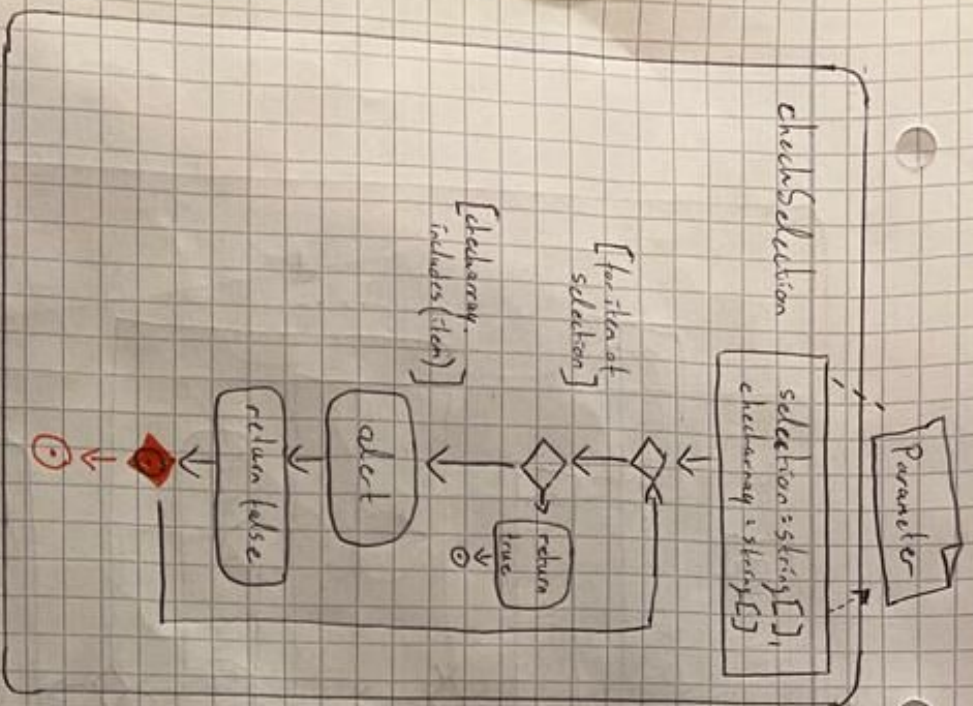




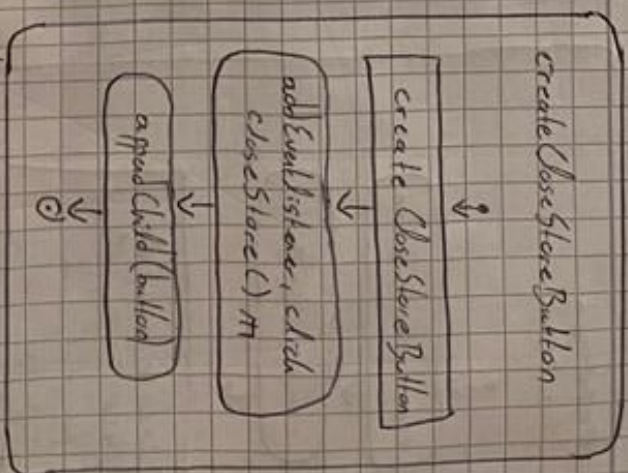
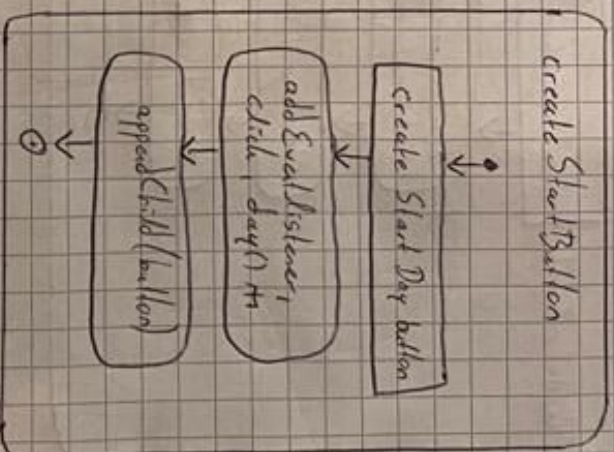
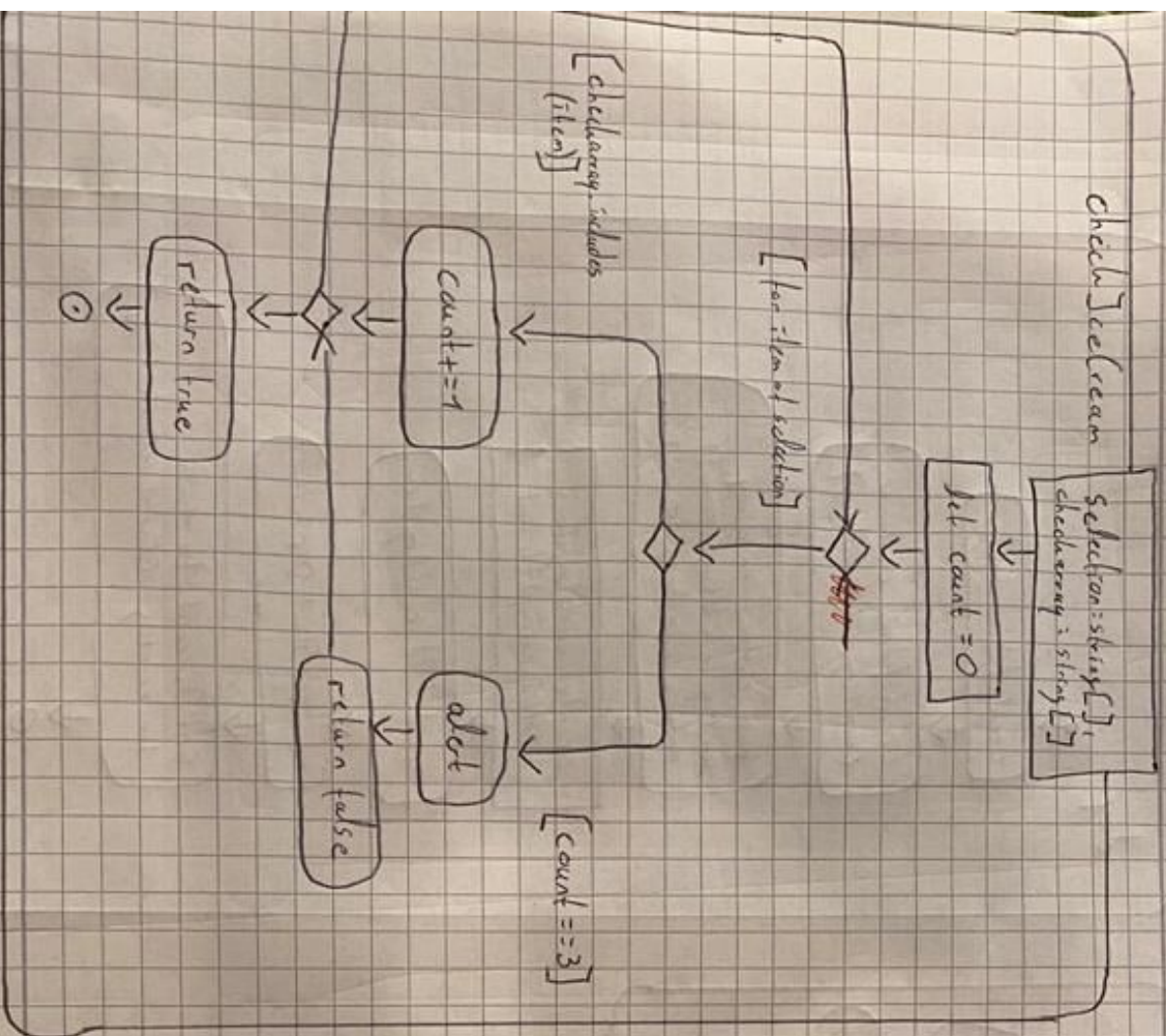


Similar to `get1RandomListItem`  
but ~~that~~ without loop, because  
only one item can be chosen

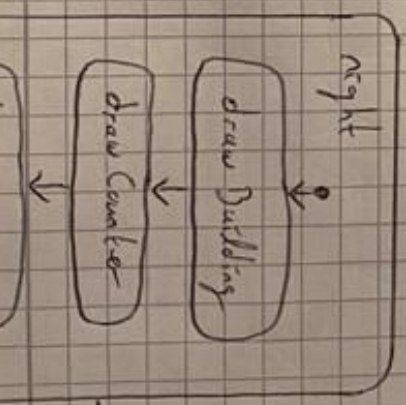






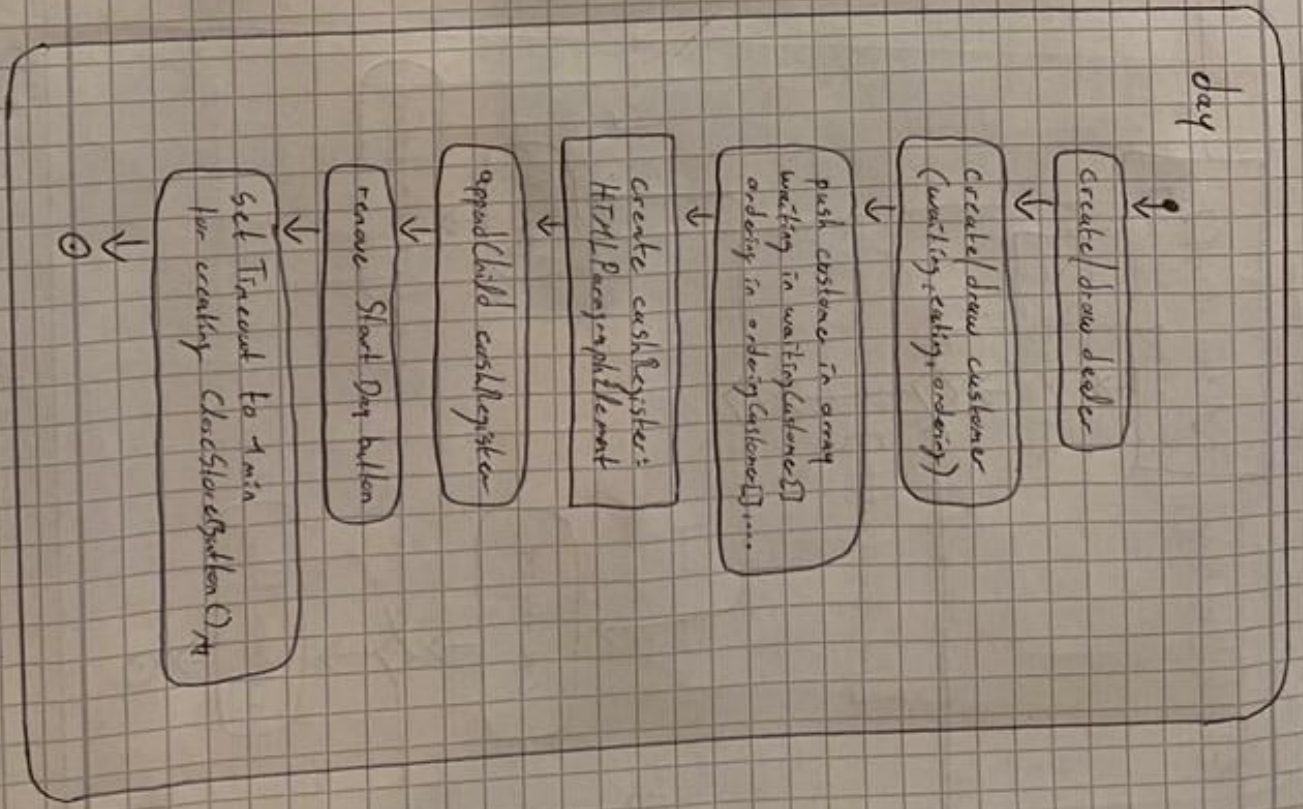
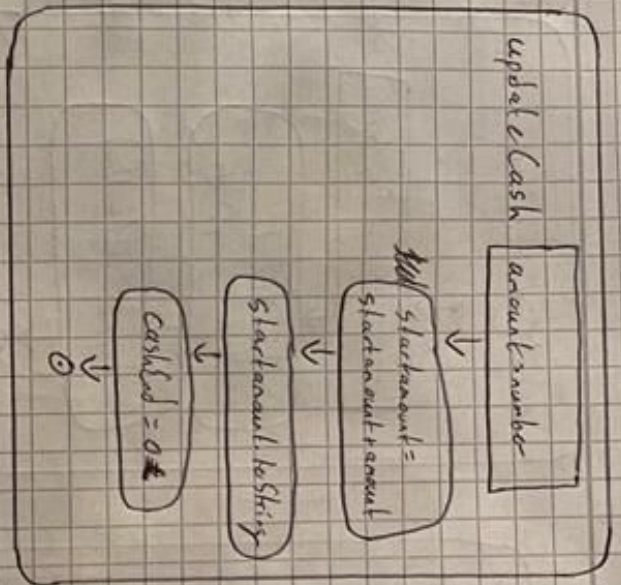
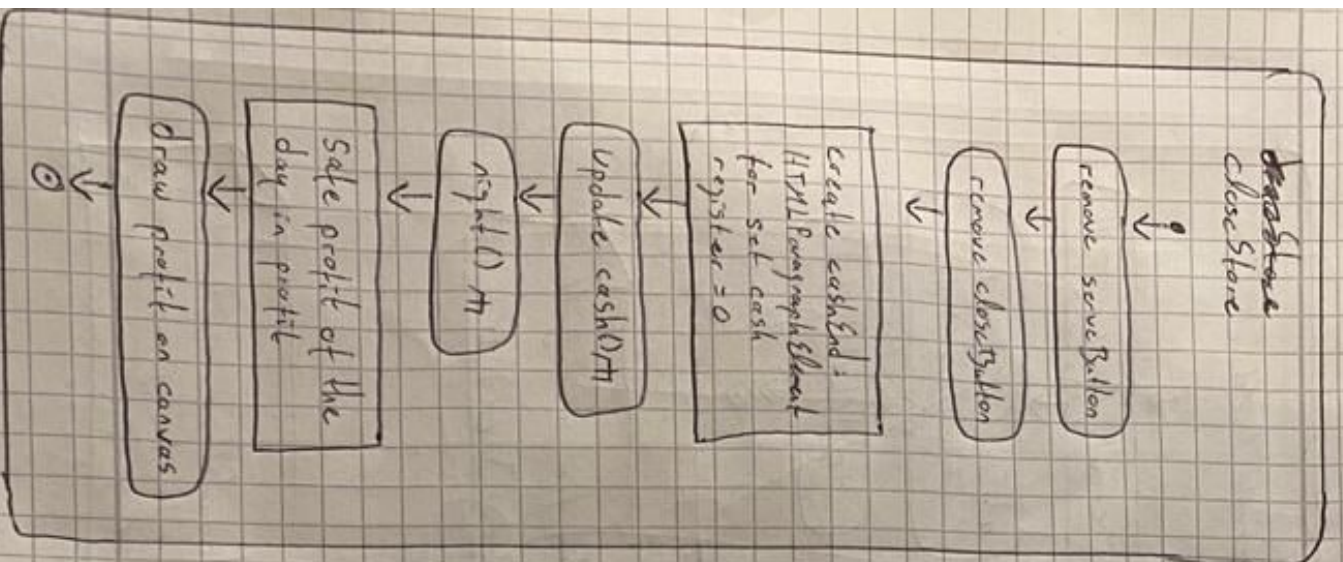


Similar for serveButton  
serveIce() in



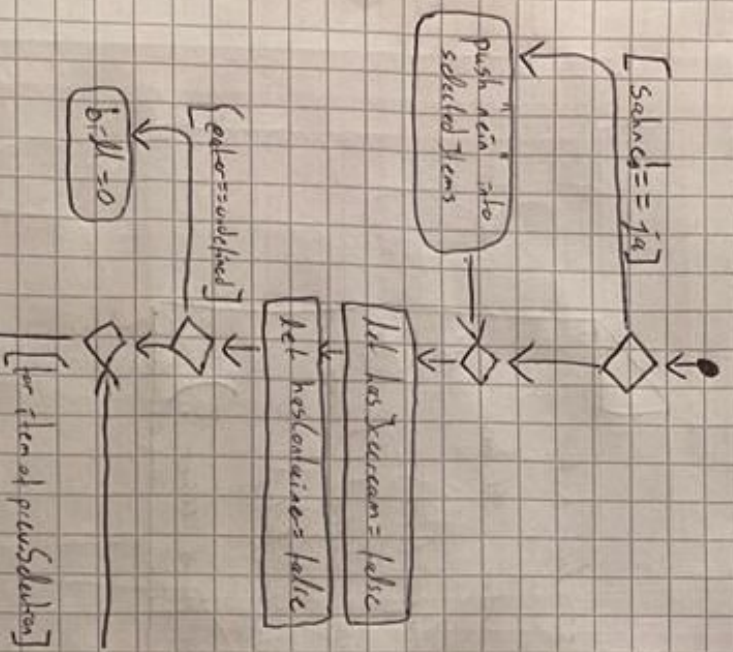
drawStore similar but  
white background instead  
of grey



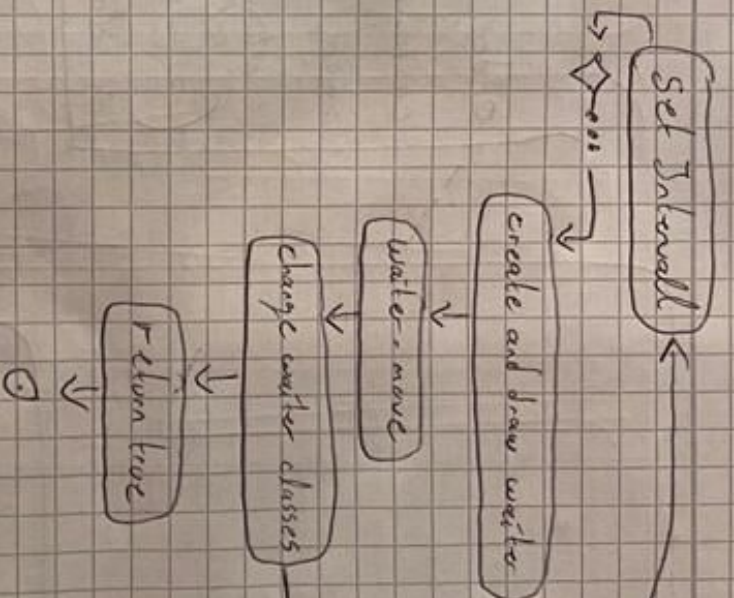




Seve Bee

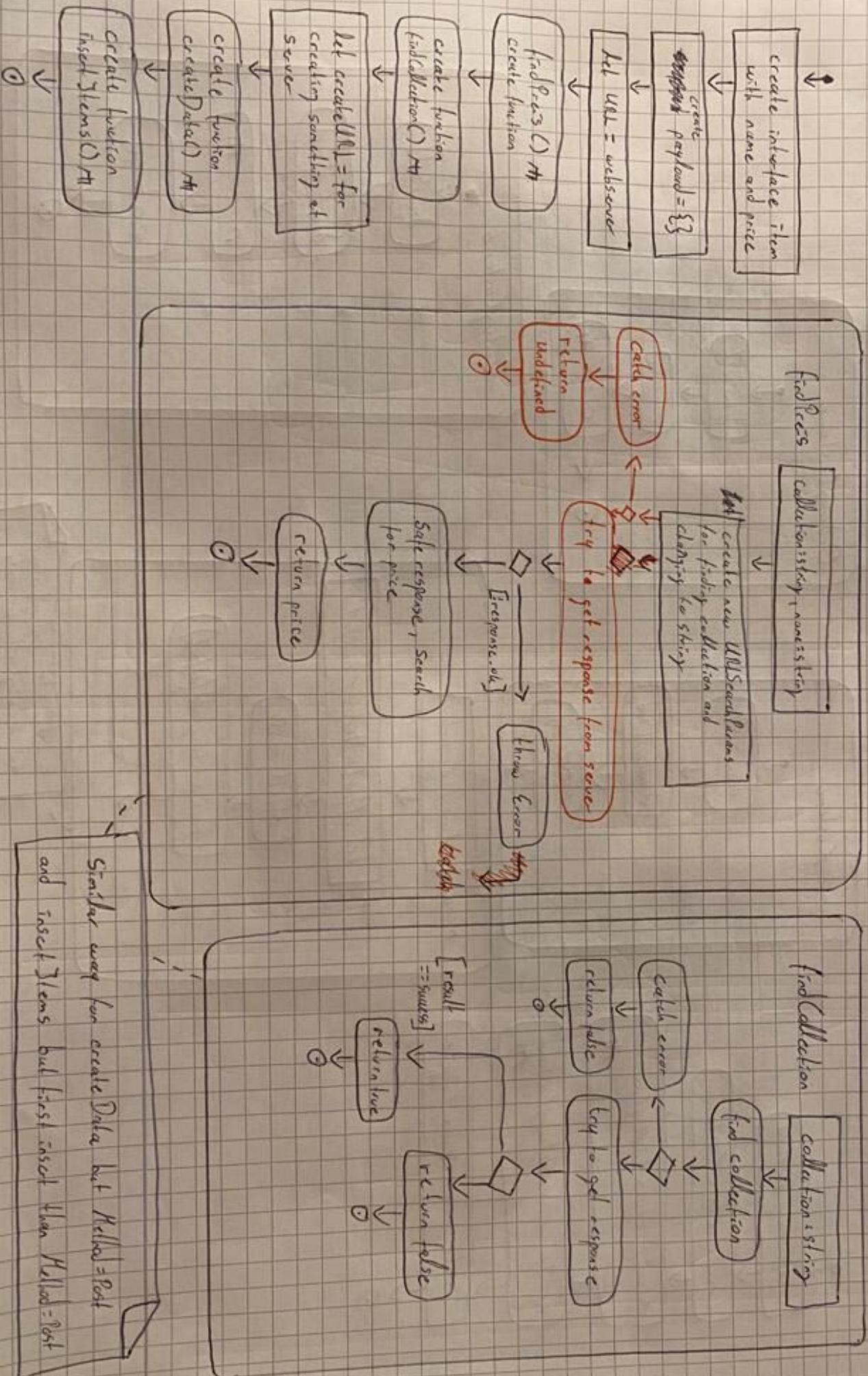


## Set 3/4 small





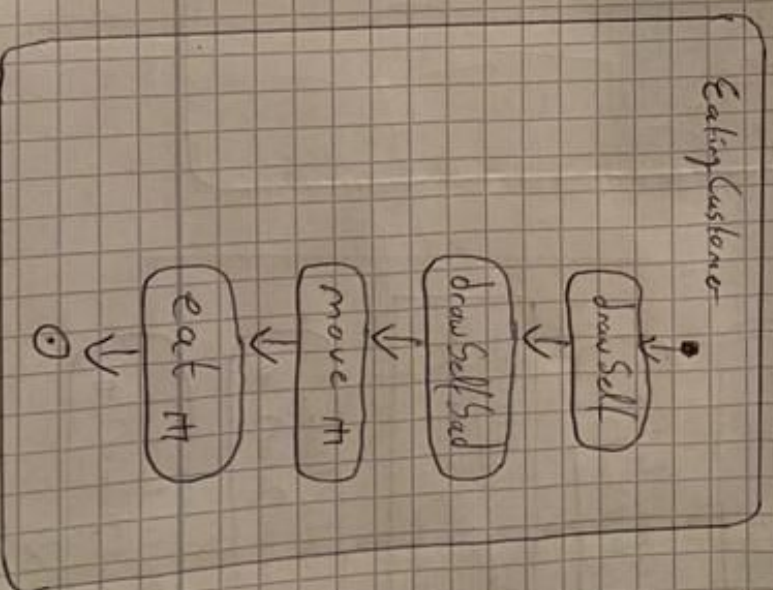
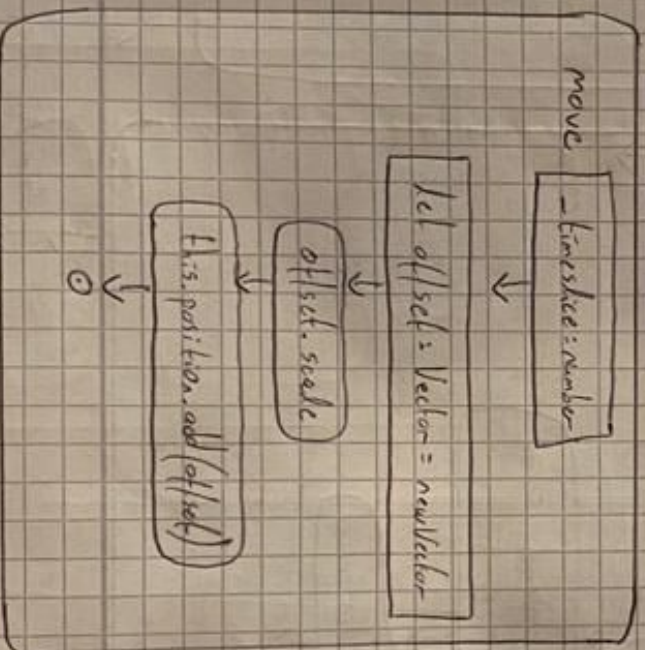
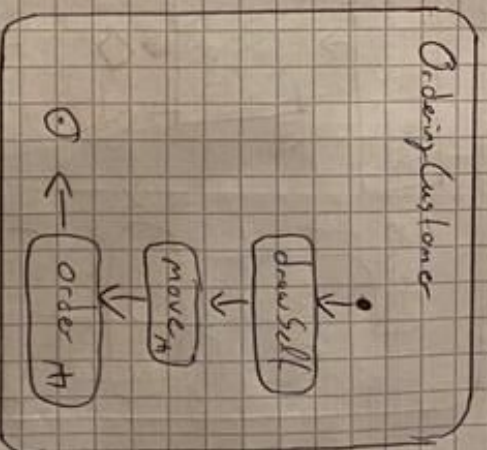
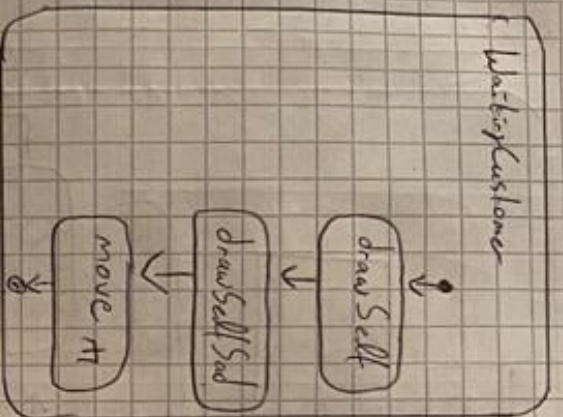
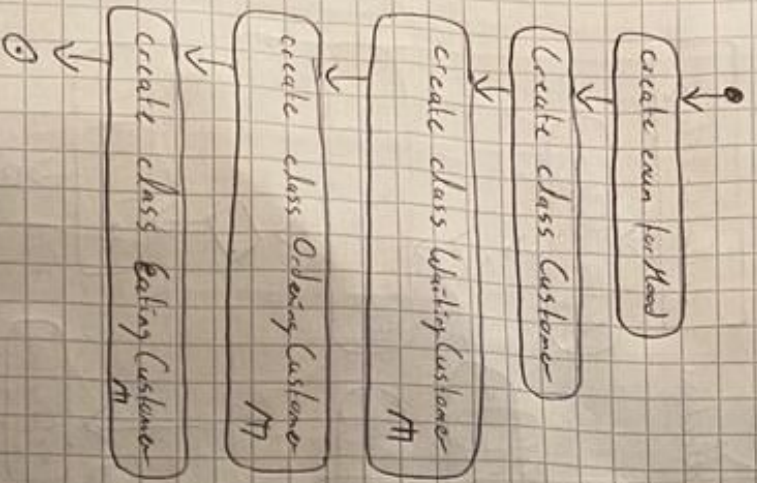
# UML Activity Diagram: server side



Similar way for create Data but Method = Post and insert Items but first insert then Method = Post

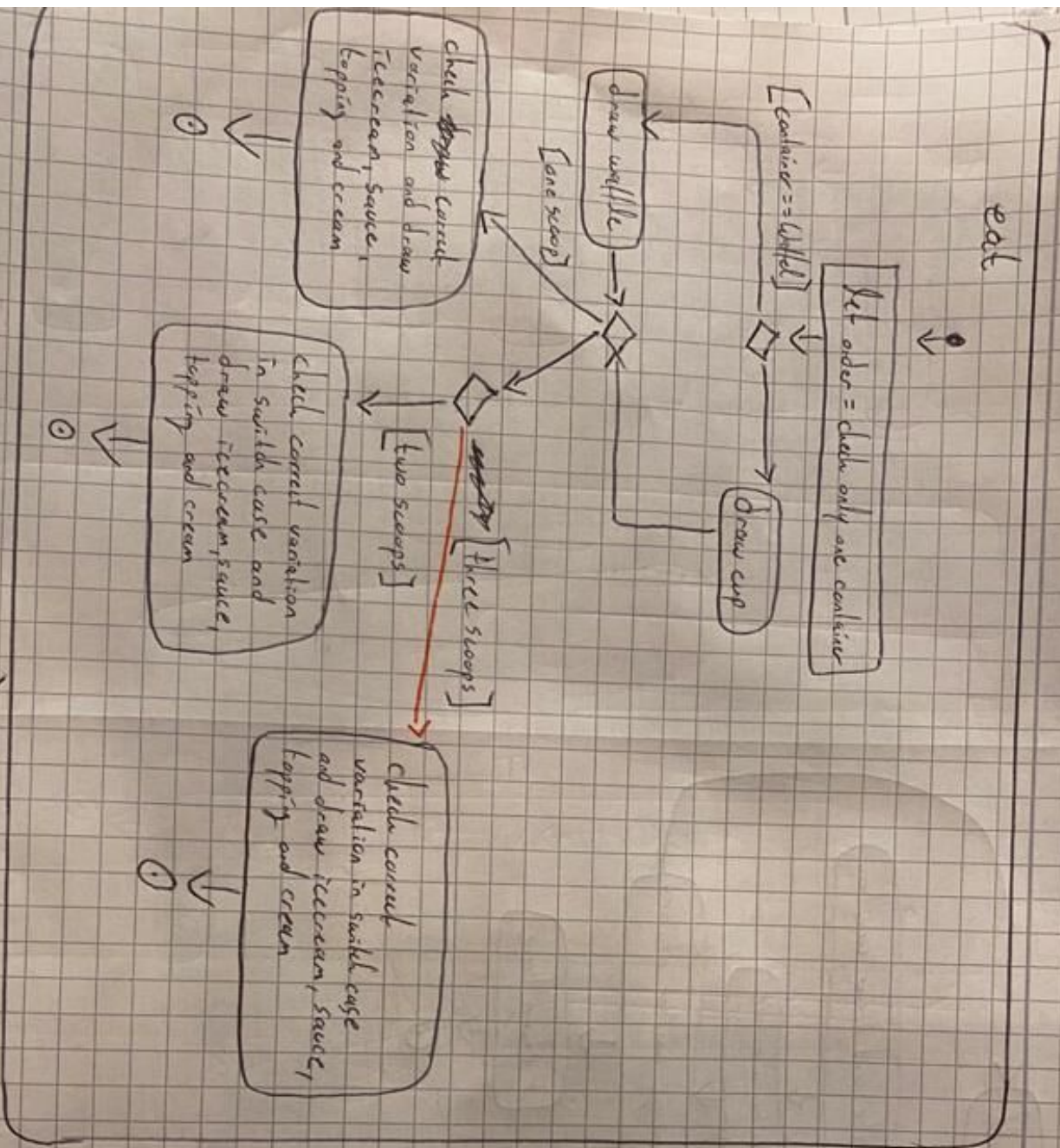


# Activity Diagram: Waiting Customers



Similar to eatingCustomer and orderingCustomer only other call options





Order is similar but customers order will be saved in arrays for checking with selected items (is order identical to user selection from user?)