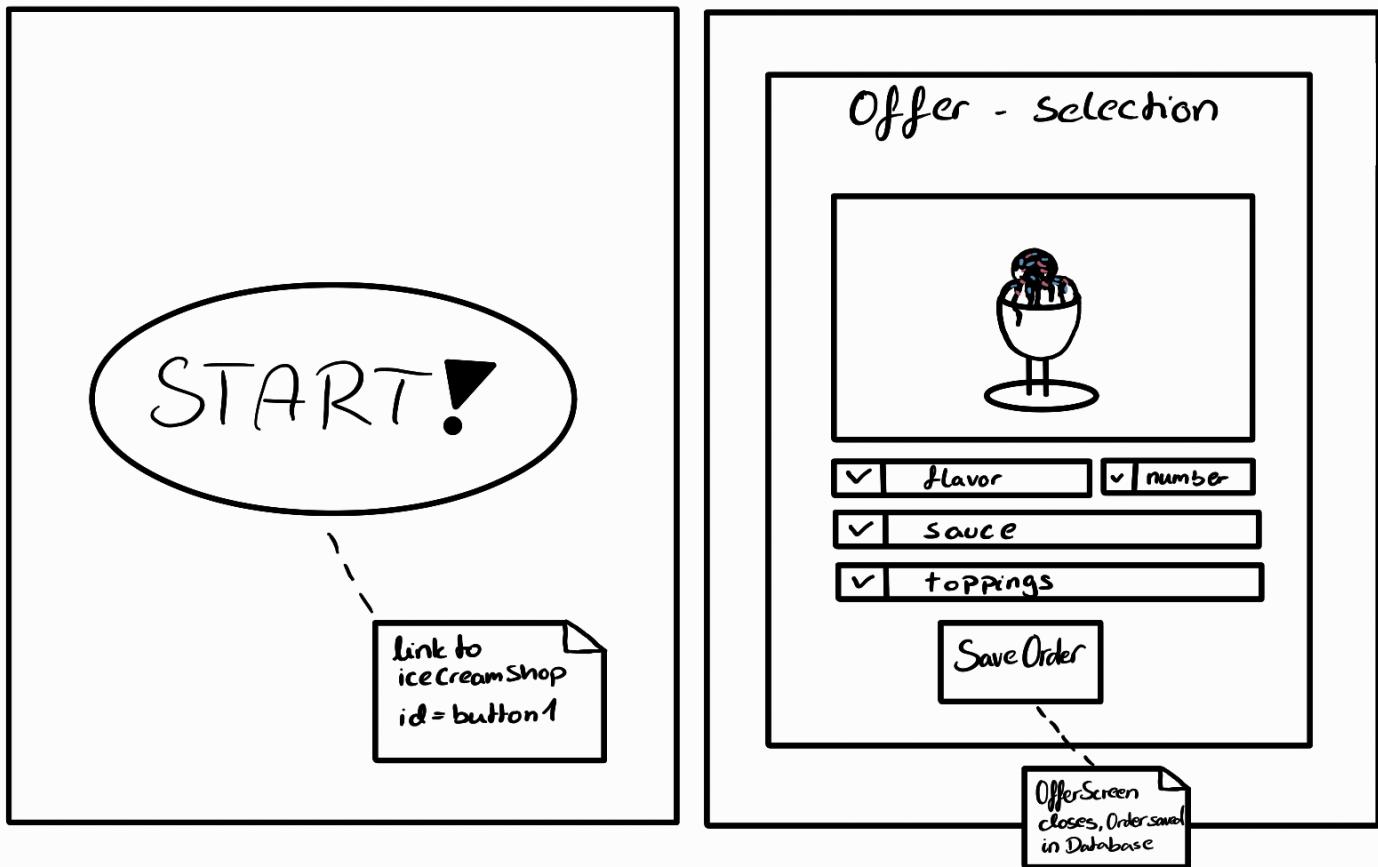
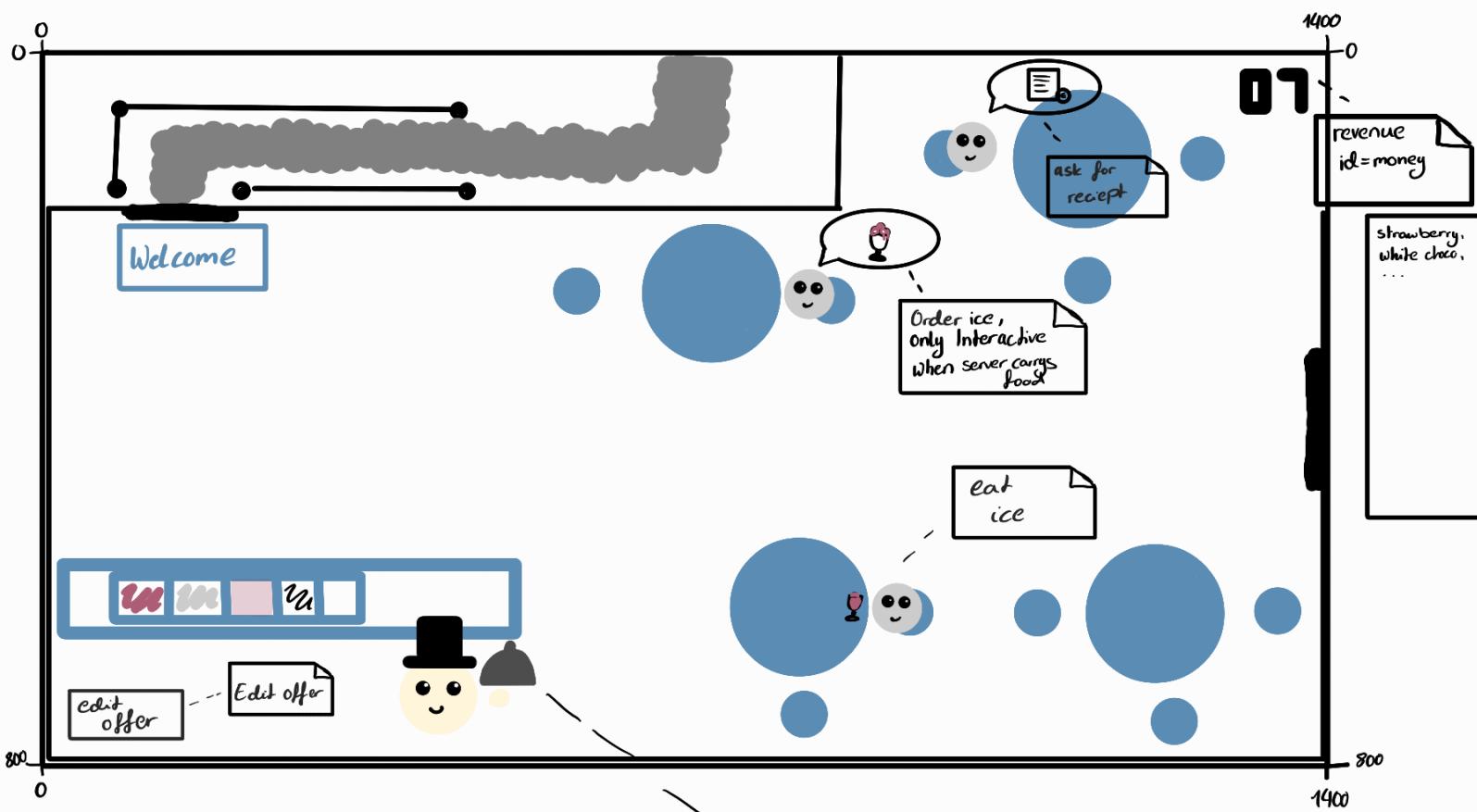
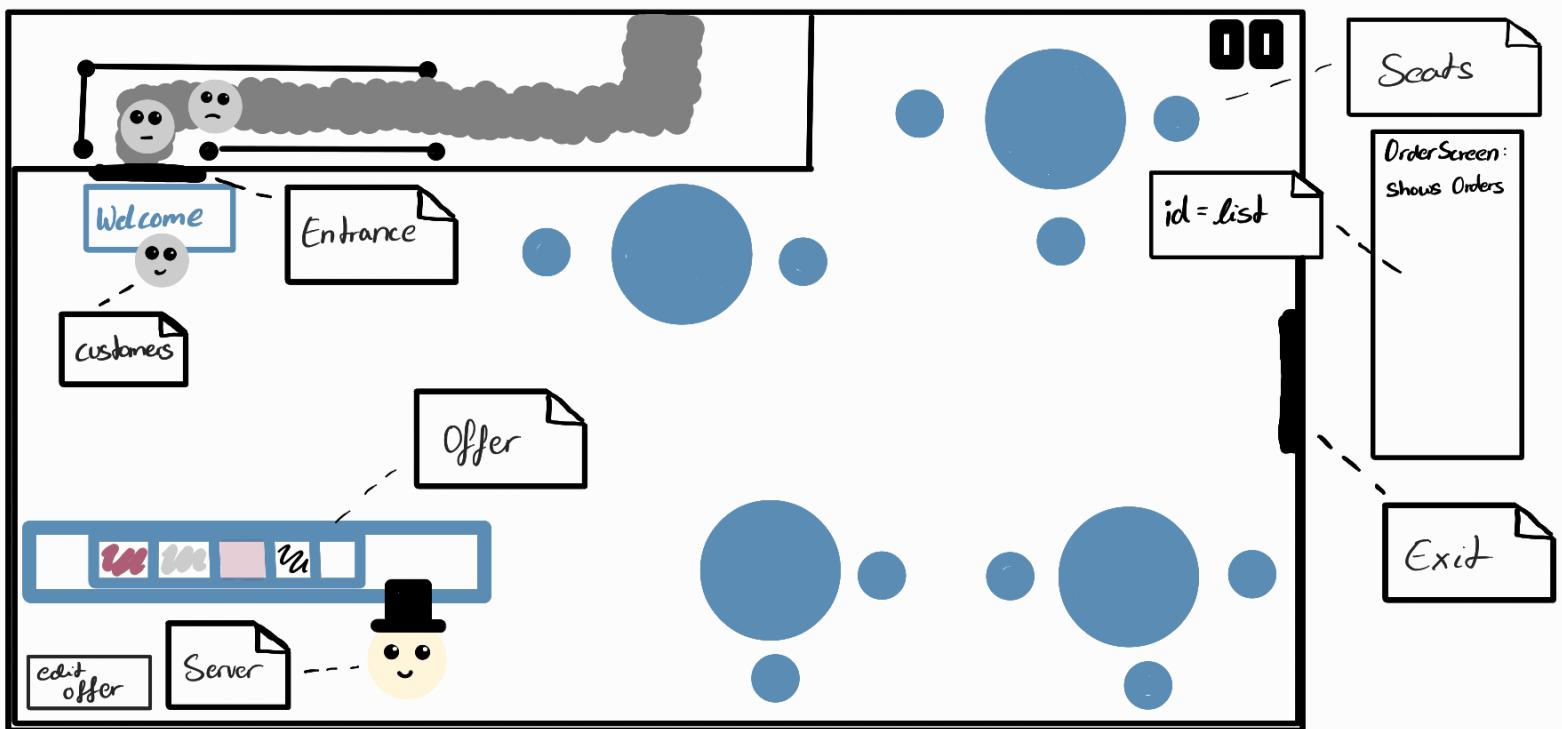


Konzeption - Endabgabe EIA 2

Skizzen





Töne:

- Wenn man die Quittung holt
- Wenn ein Kunde sauer wird und geht
- Wenn ein Tag endet / beginnt

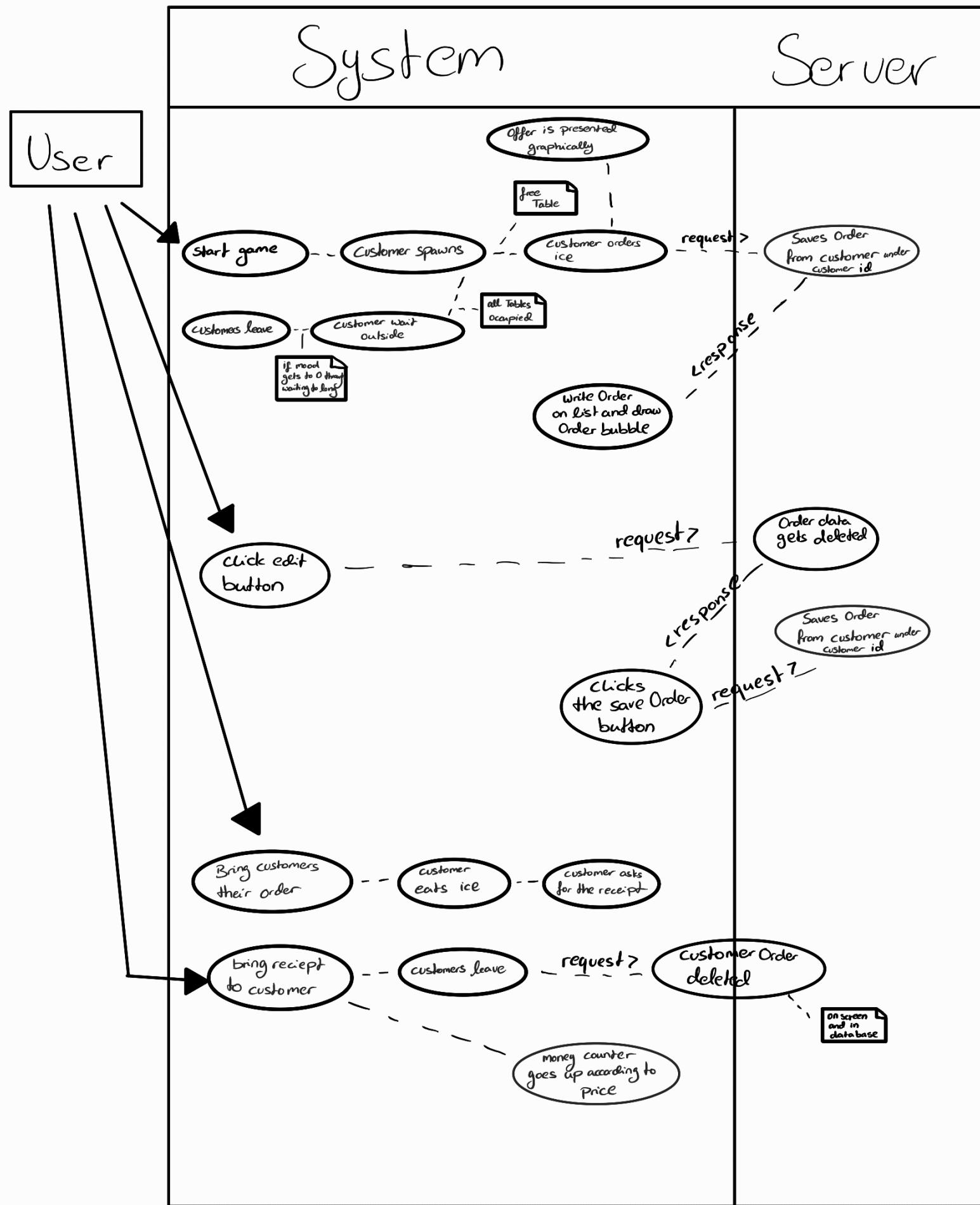
bring the
Ordered ice cream

Interaktionen:

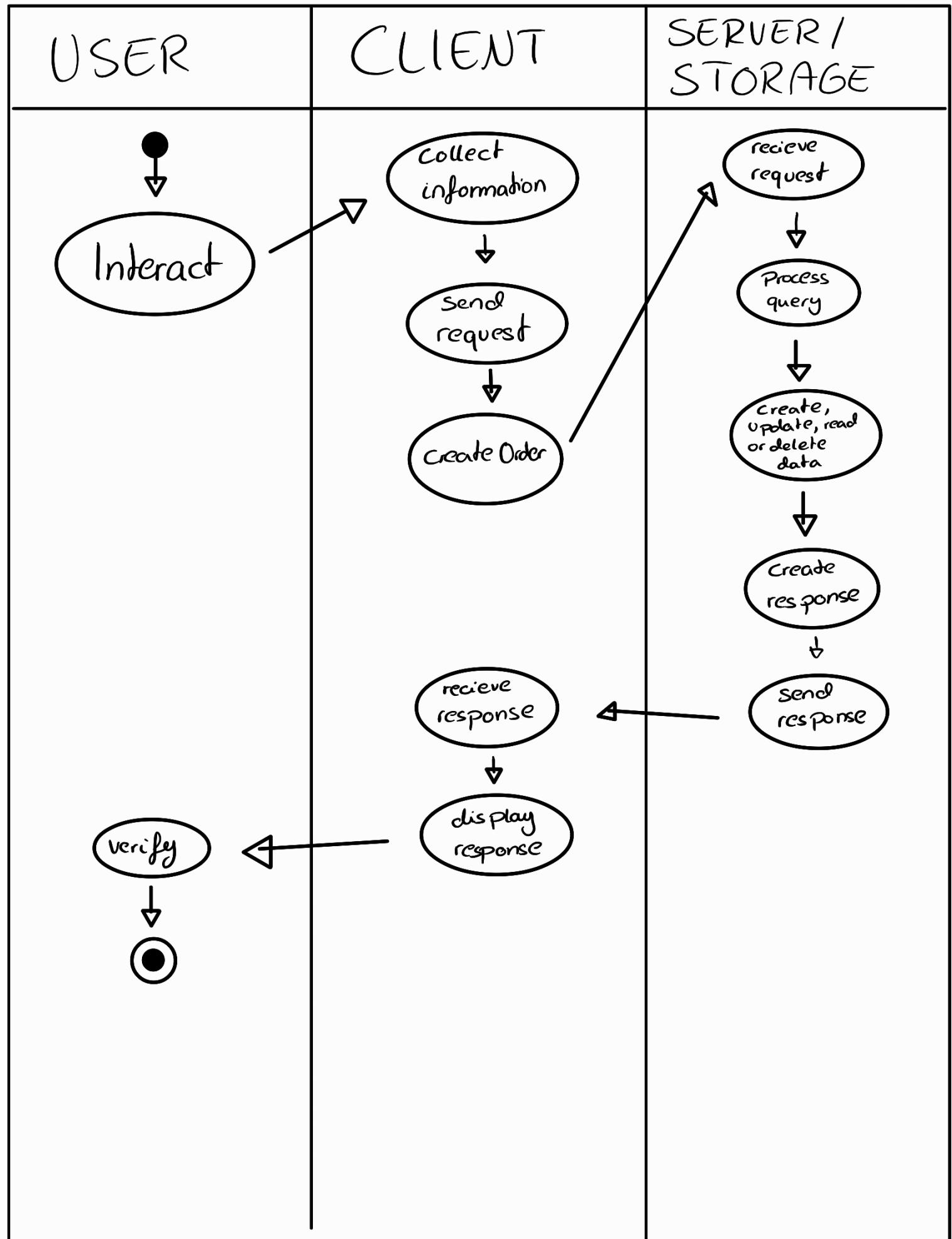
- Eis muss zum Tisch gefragt werden, man kann nur ein Eis haben.
- Mit Kunden kann ur am Tisch interagiert werden und wenn sie einen Wunsch haben.

Use Case Diagramm

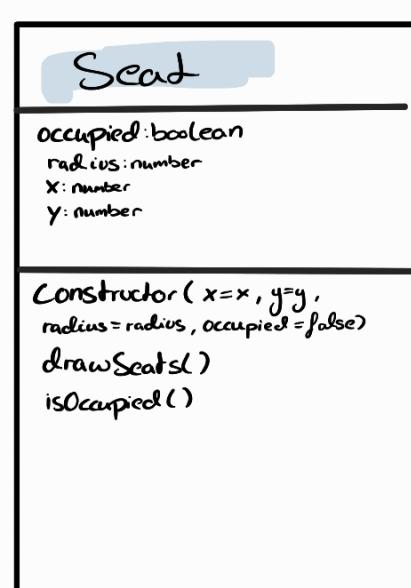
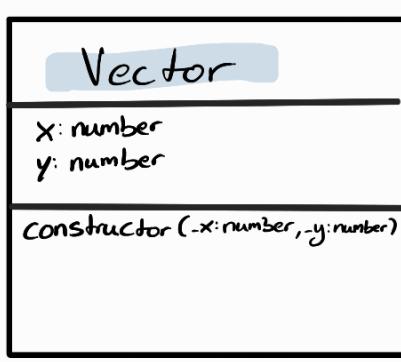
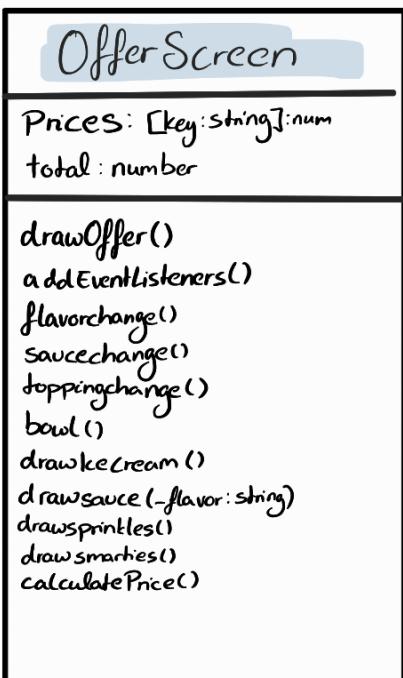
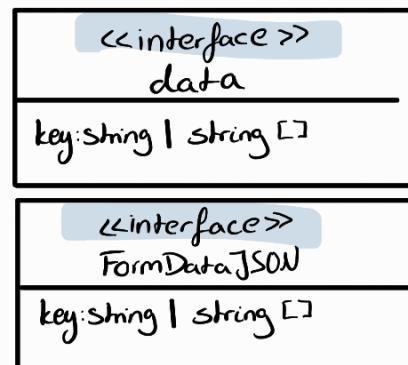
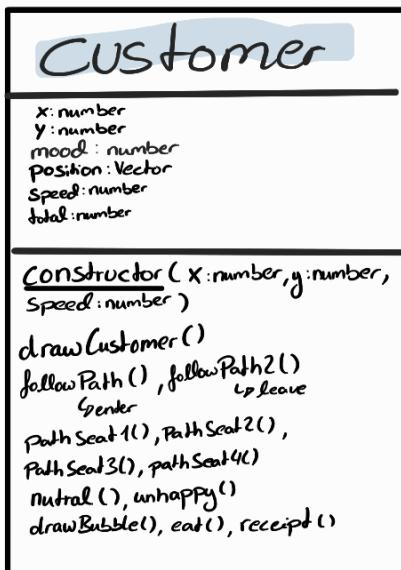
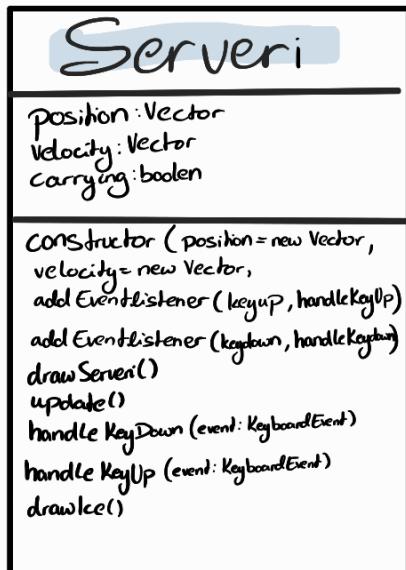
request response



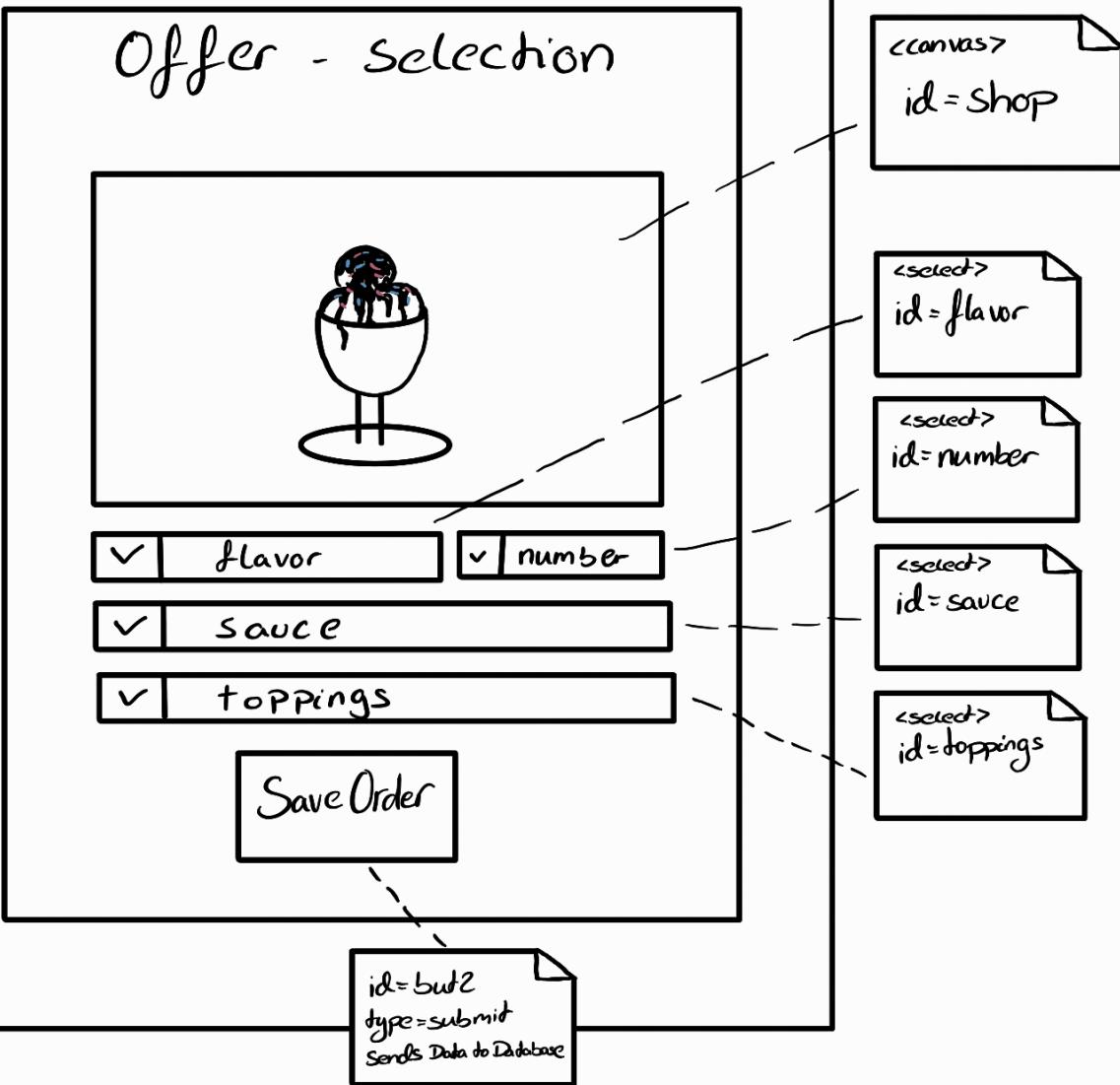
Swimlane Diagramm



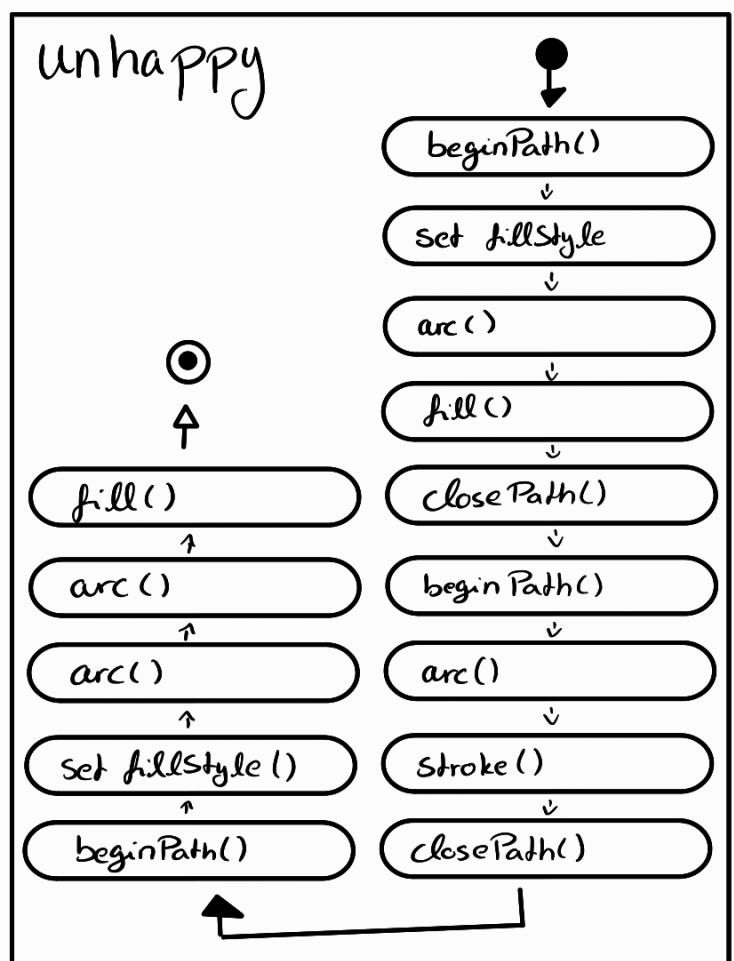
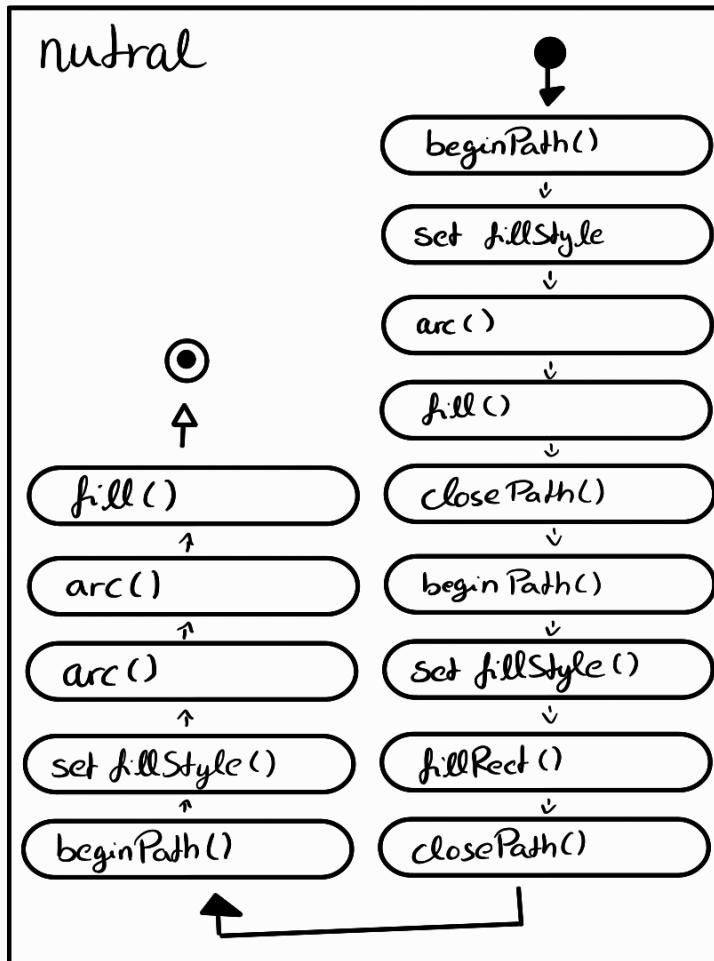
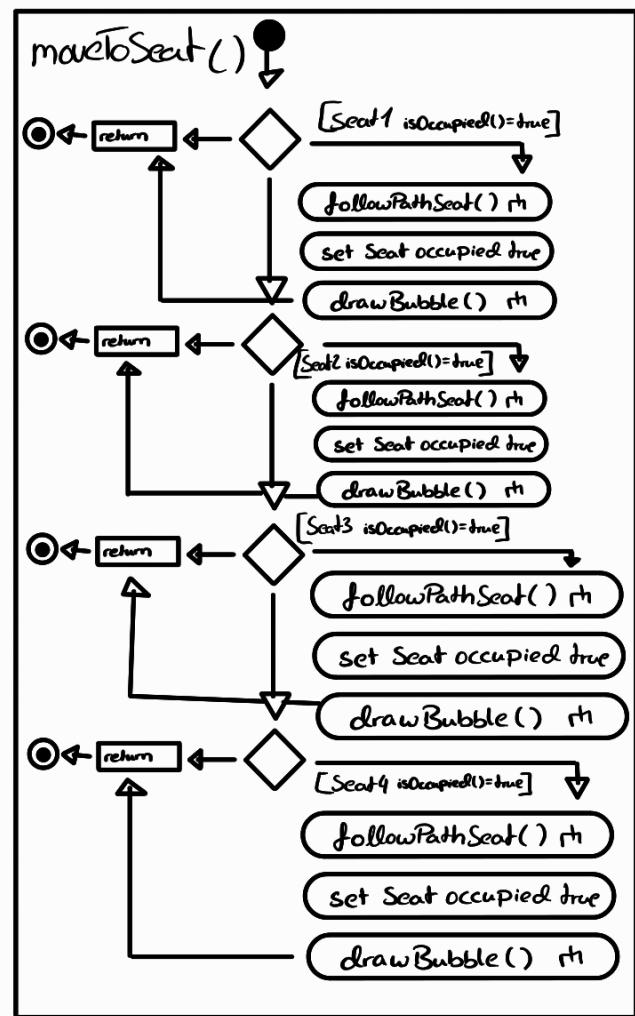
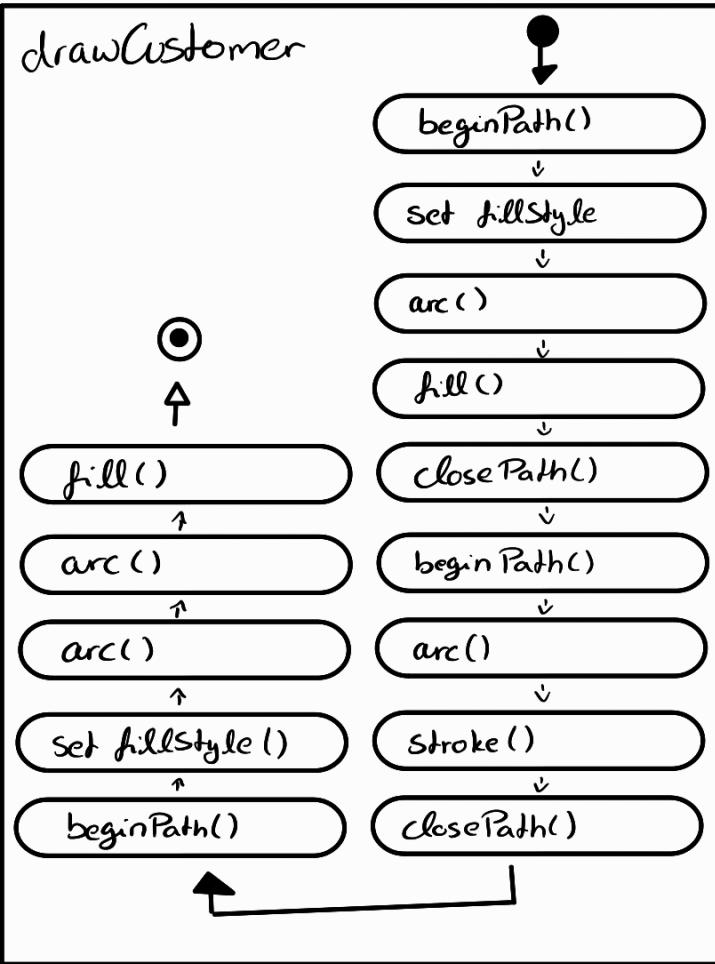
Class Diagramm



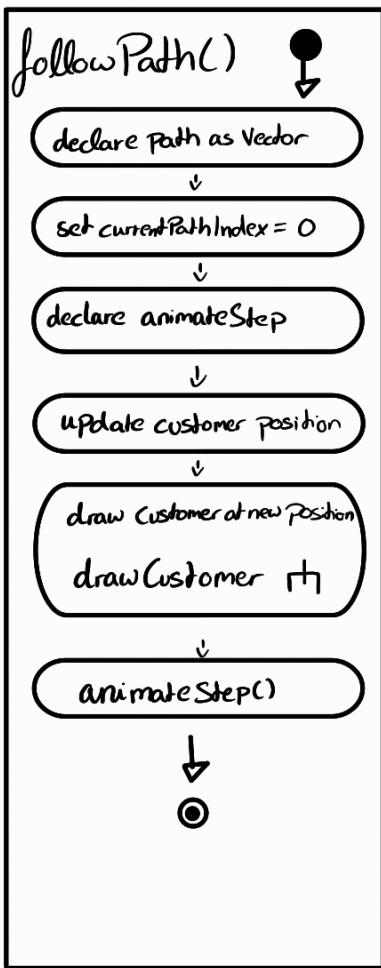
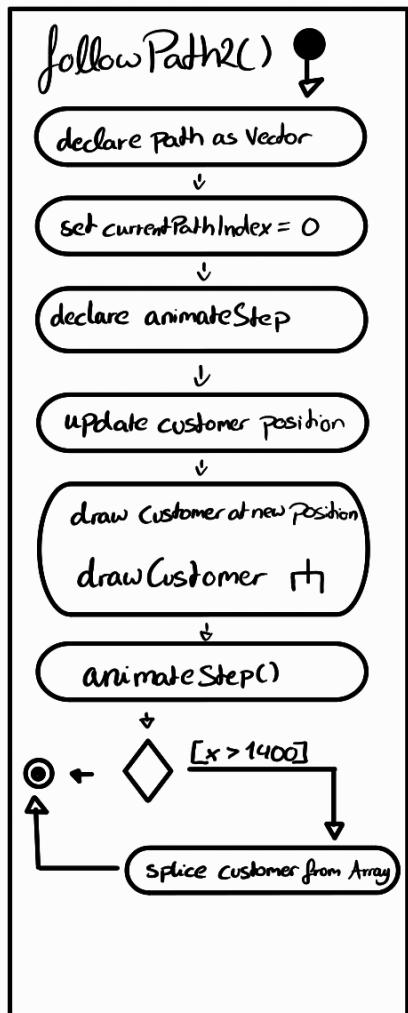
Offer Selection IDs



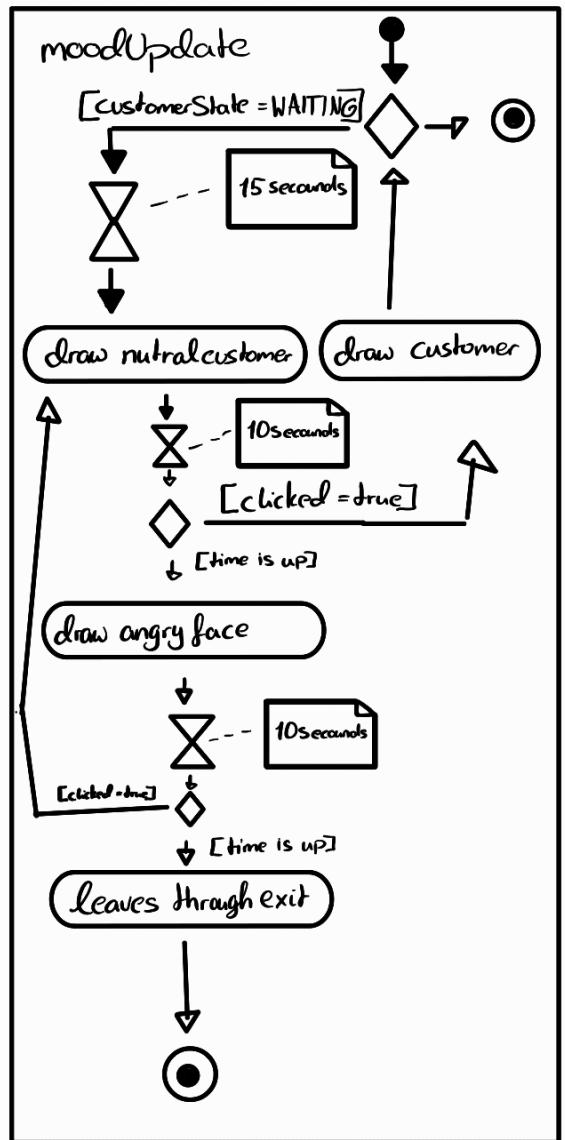
Customer.js, class customer - Activity Diagramm



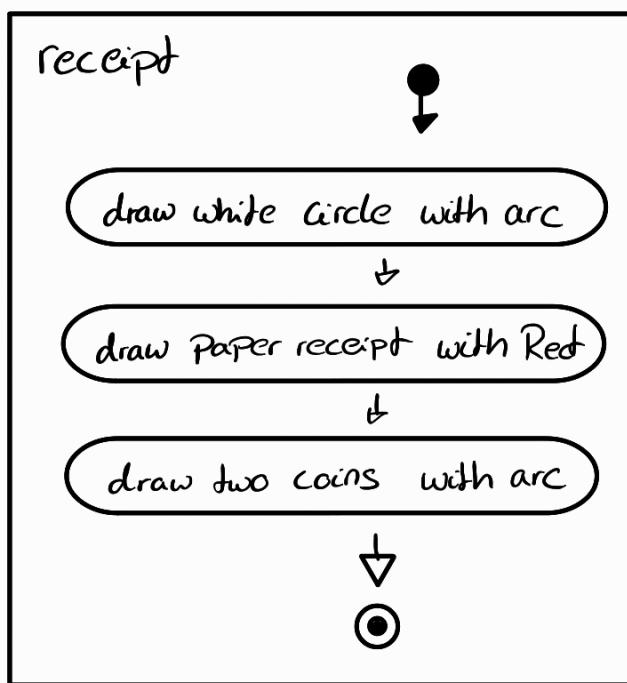
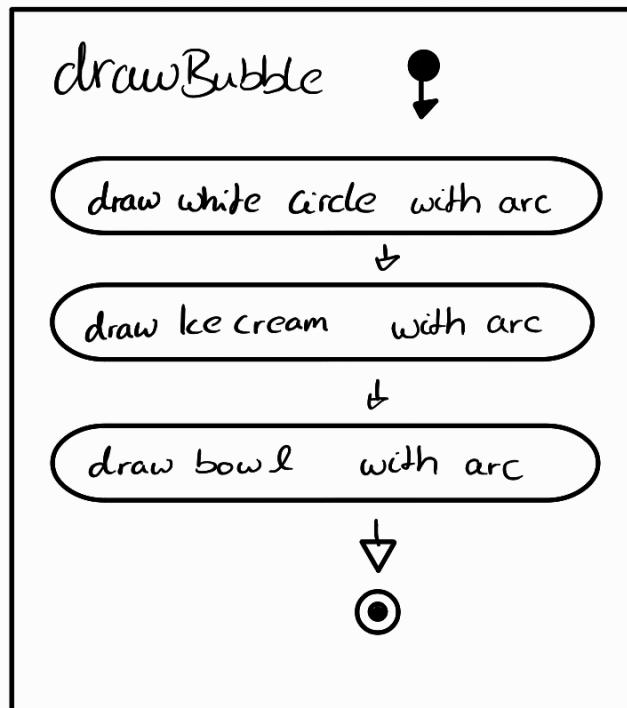
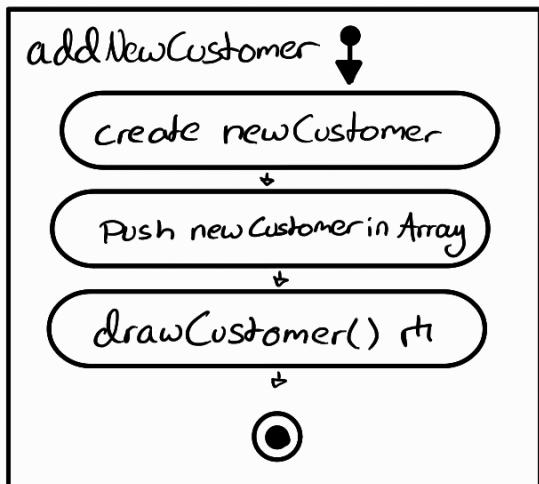
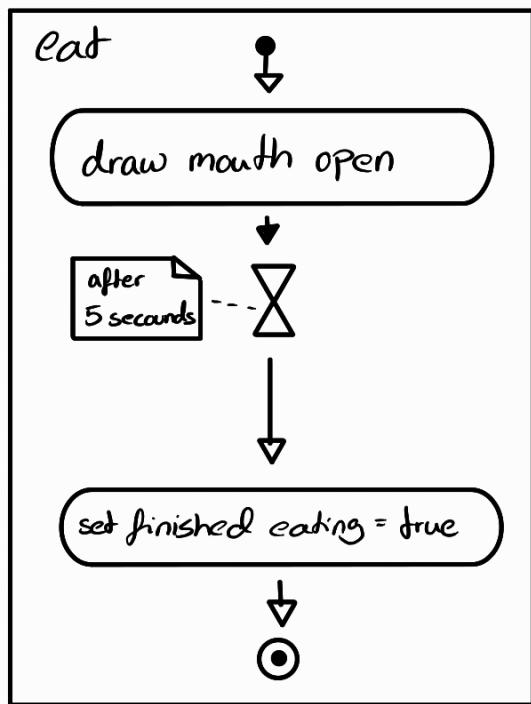
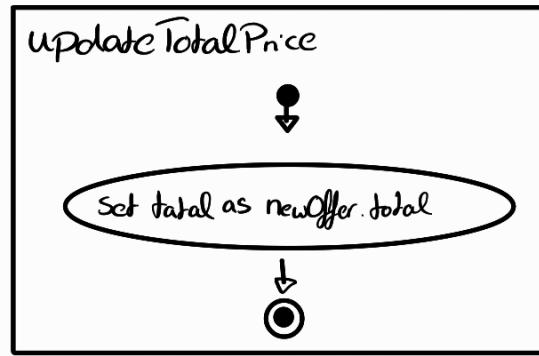
Customer.js, class Customer



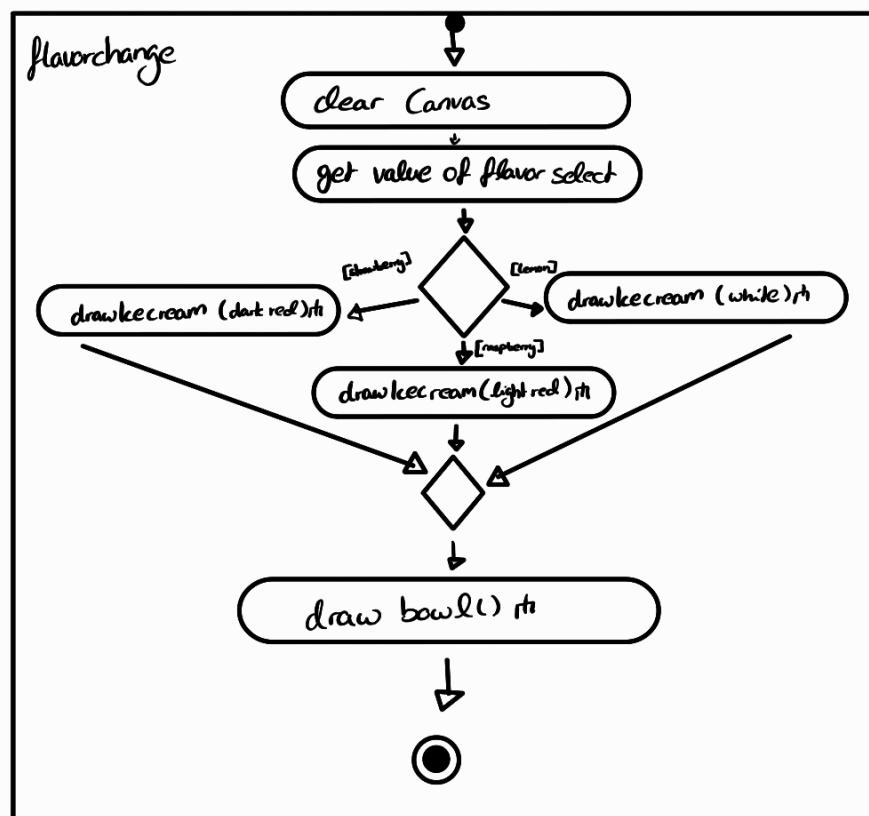
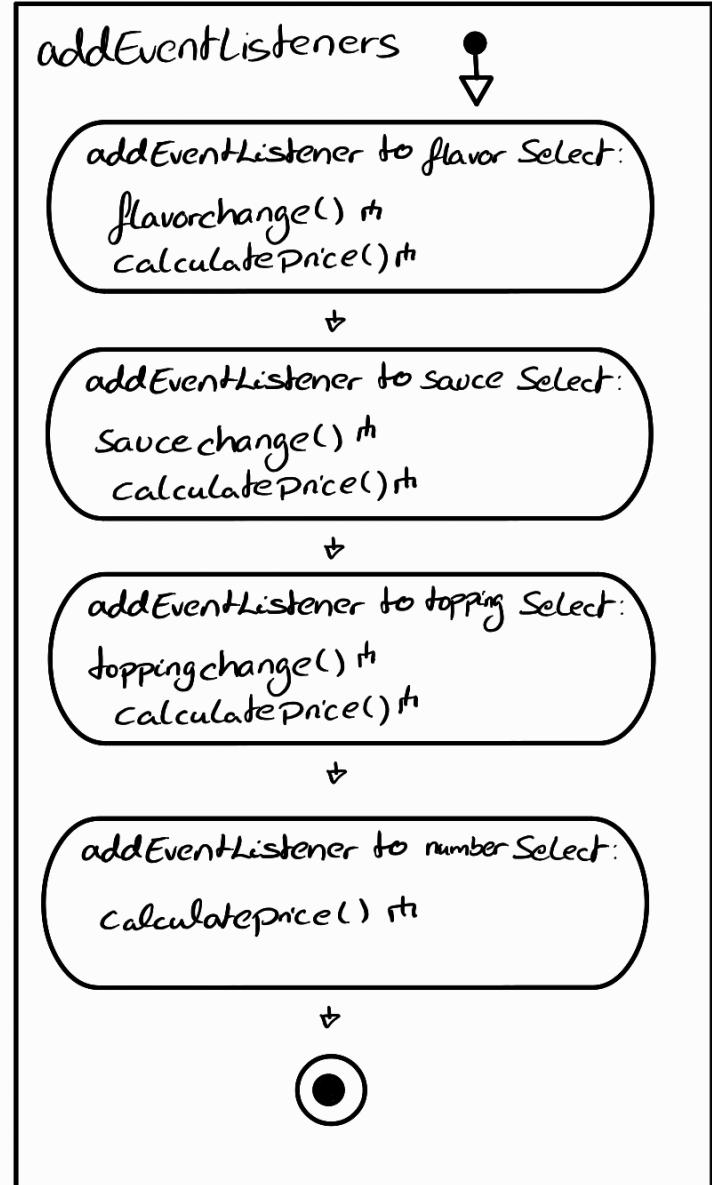
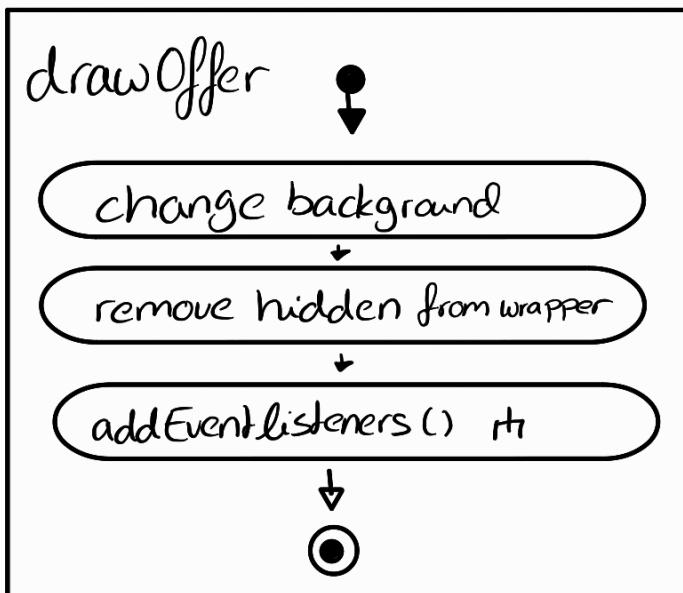
→ Only for one specific seat and customer



customer.js, class customer

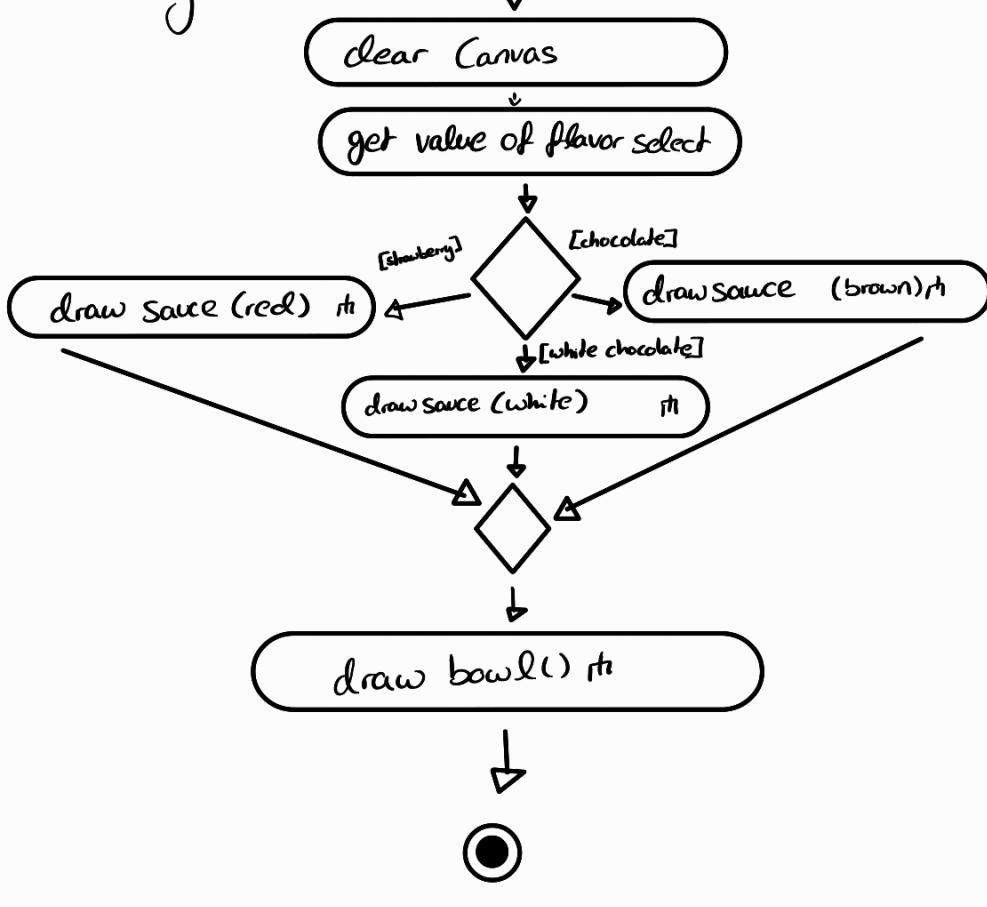


OfferScreen.js, class offer - Activity Diagram

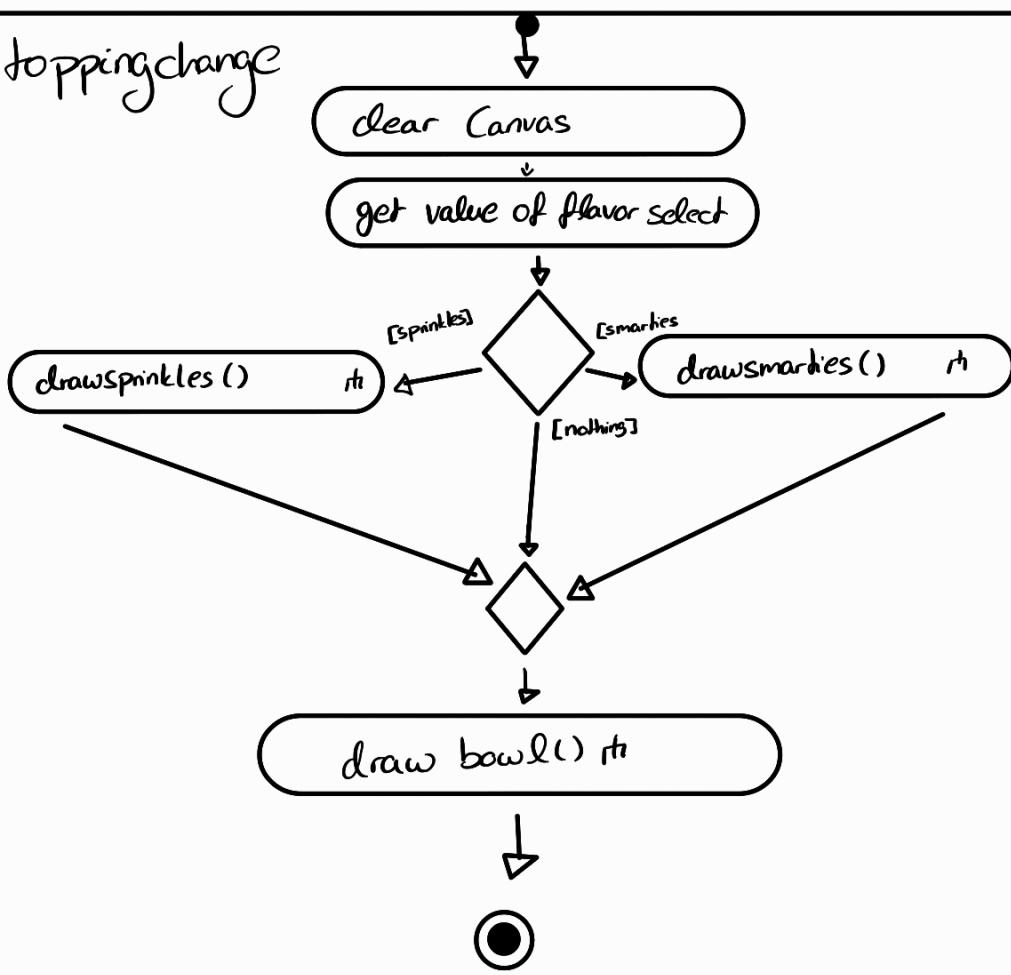


Sauce change

OfferScreen,
class offer



Topping change



offerScreen, class offer

bowl



draw bowl top



draw bowl middle



draw bowl stand



drawsauce



draw sauce through
many small circles



drawsmarties



draw smarties in
red, blue, green through
ellipses()



drawIcecream



draw icecream with arc top



draw Icecreamball left



draw Icecreamball right



drawsprinkles



draw small blue Rects



draw small red Rects



draw small green Rects



calculatePrice



get value from flavor select



get value from sauce select



get value from topping select



get value from number select



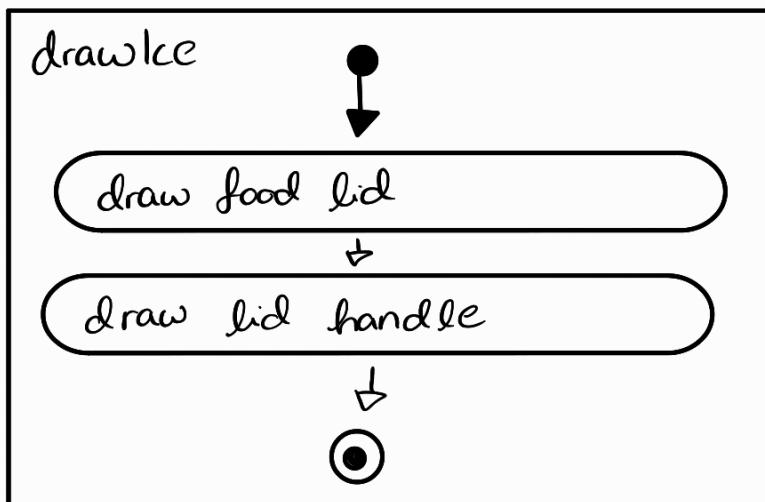
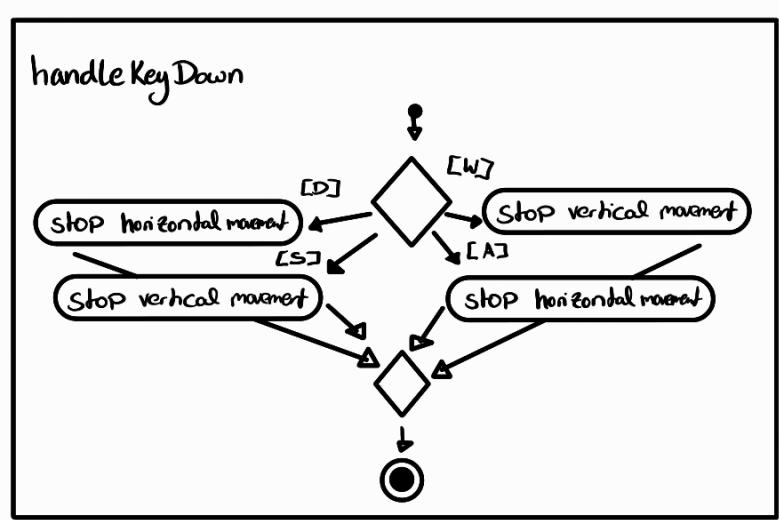
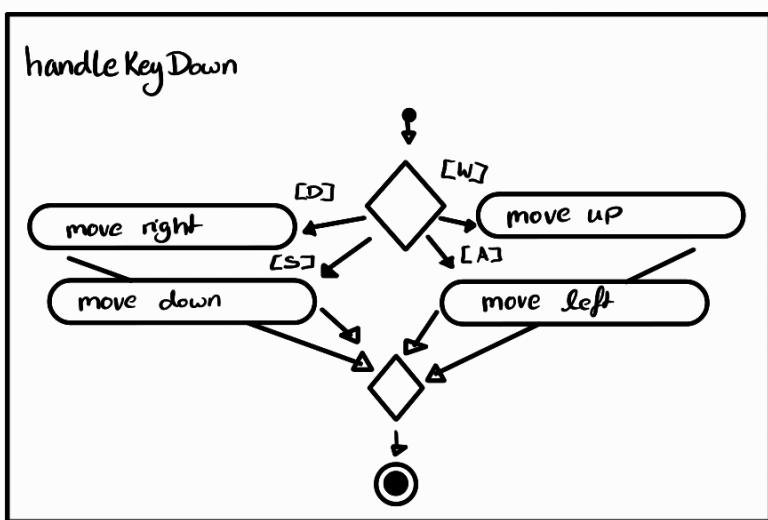
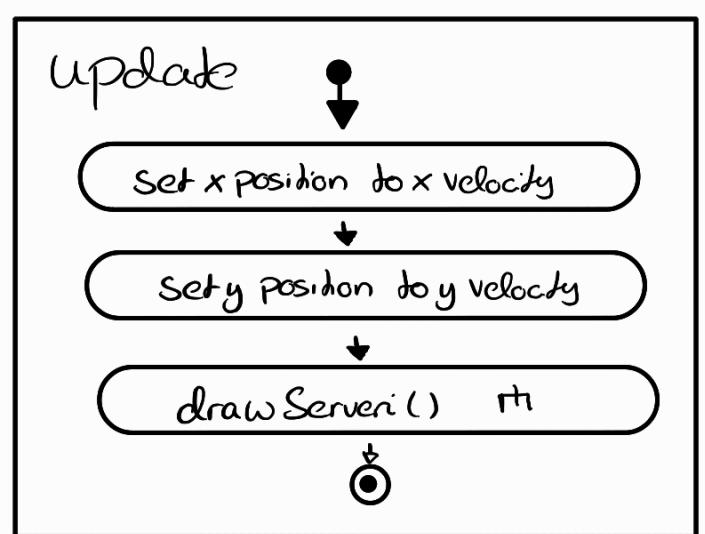
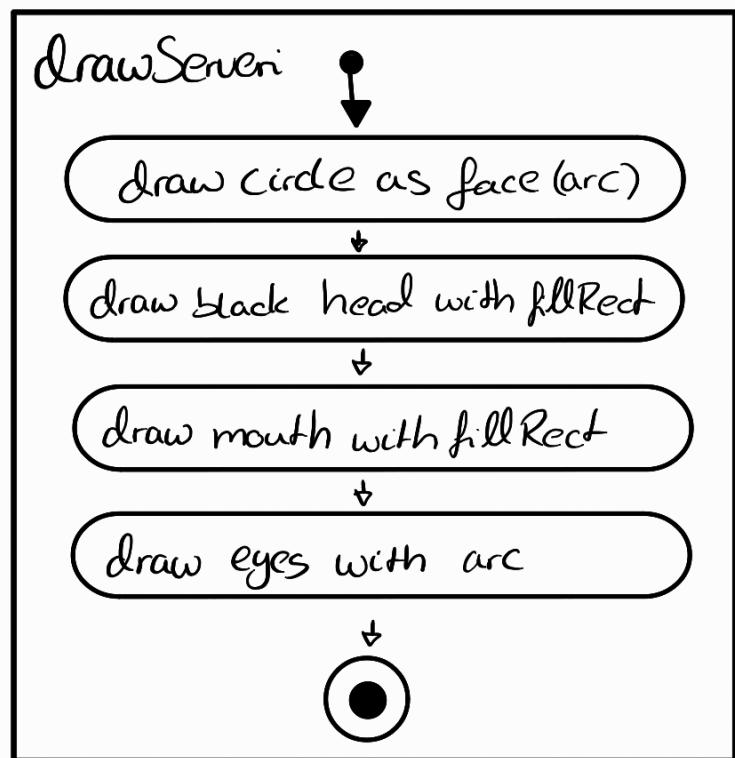
calculate total price = total



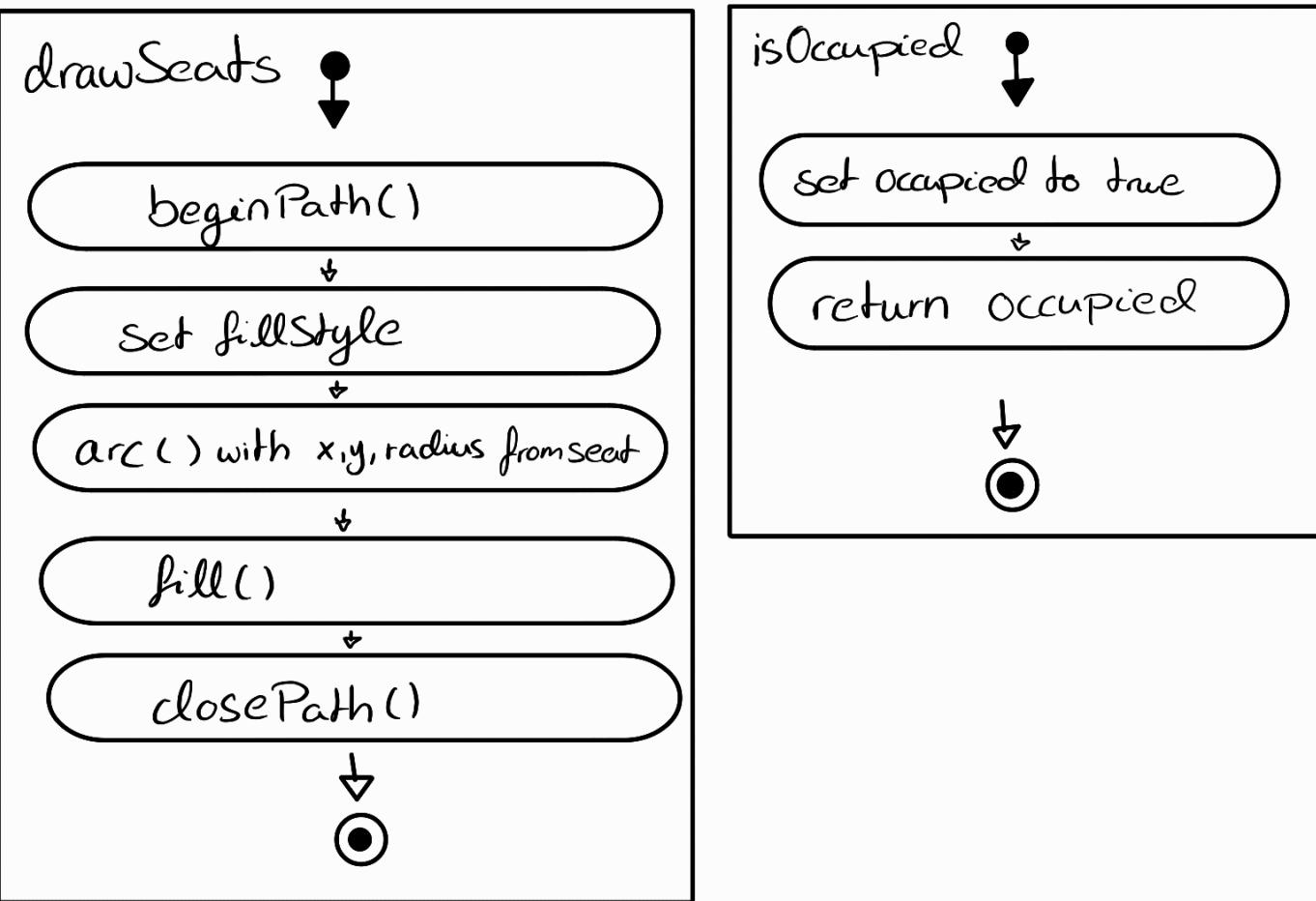
Show price on list



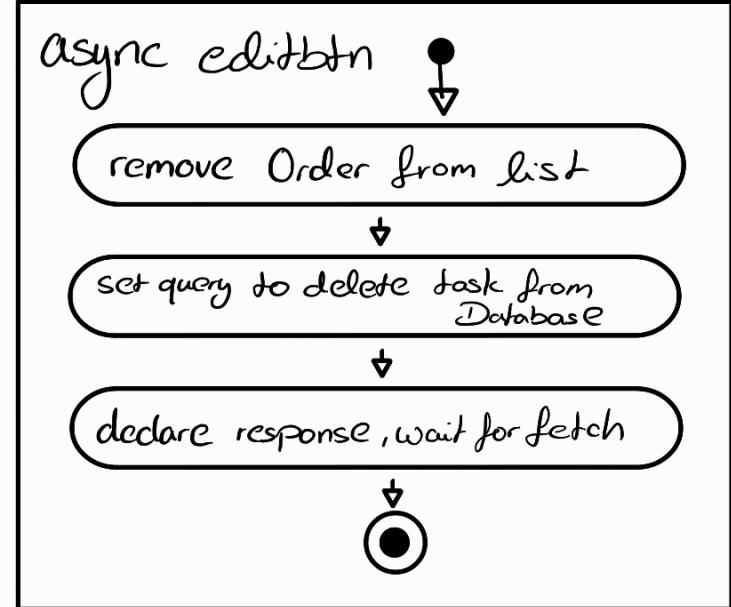
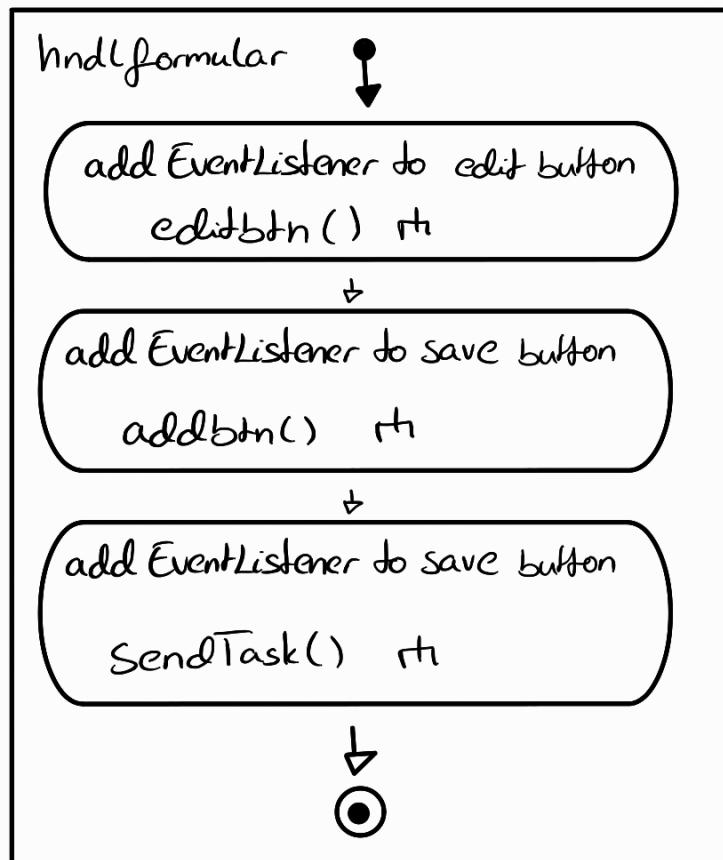
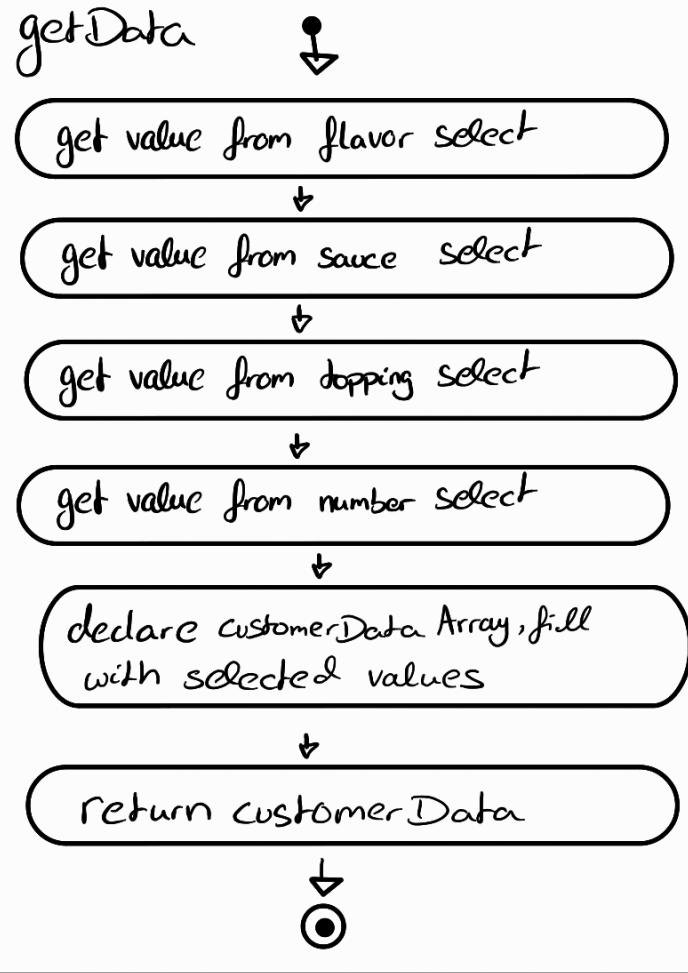
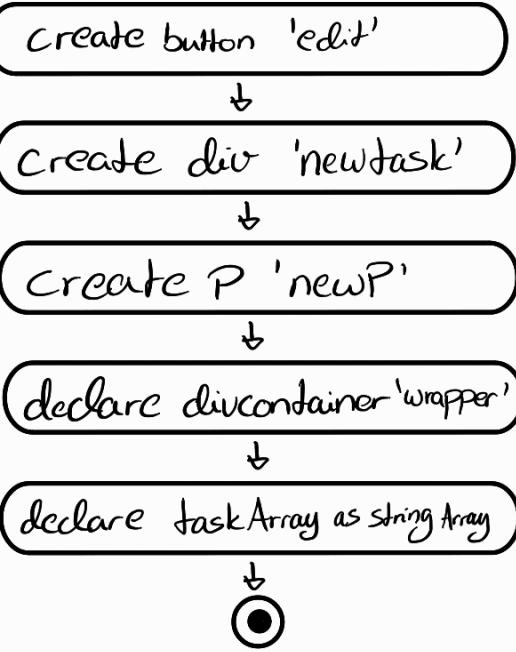
Server.ts, class Server - Activity Diagramm



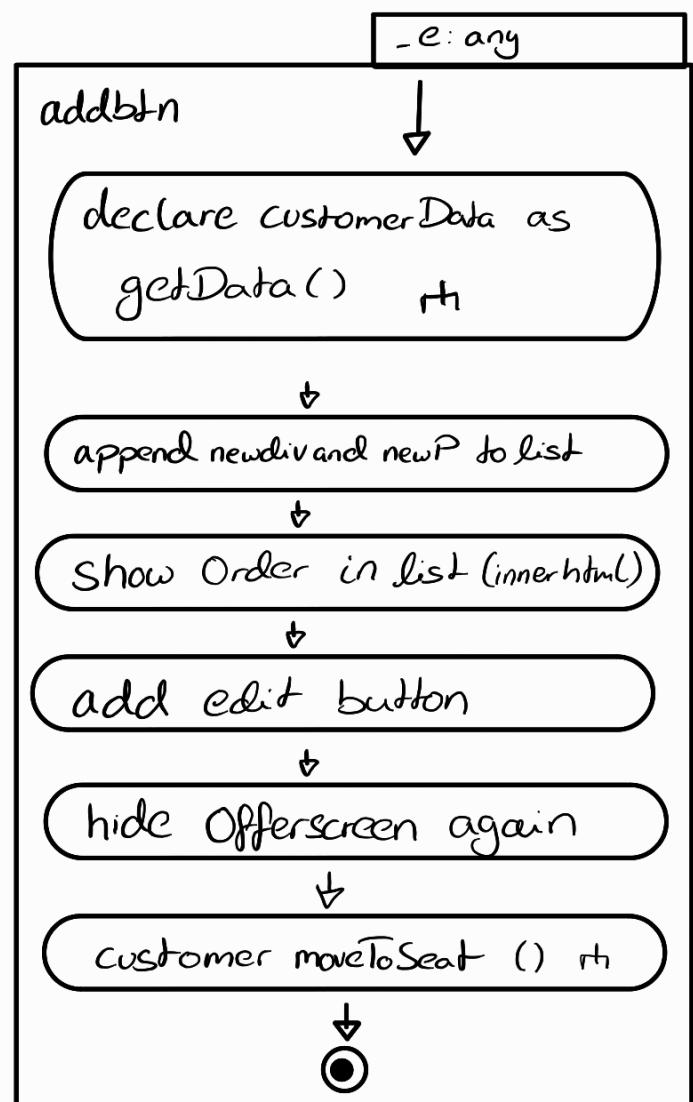
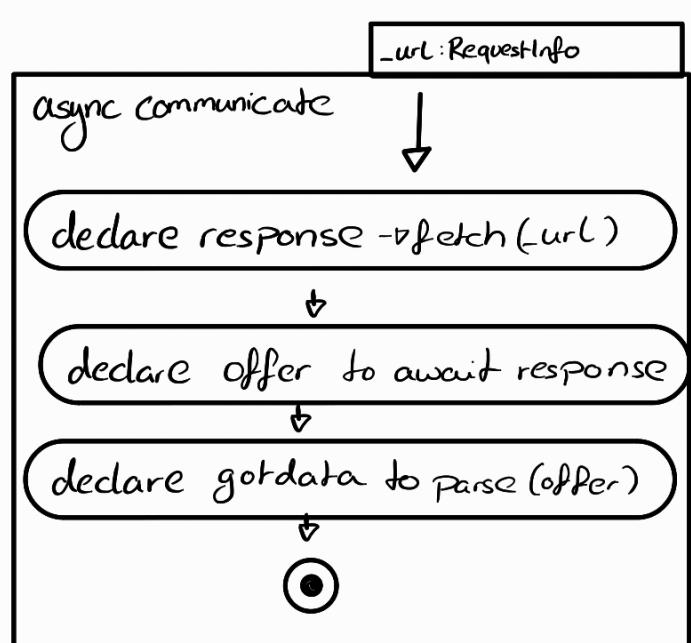
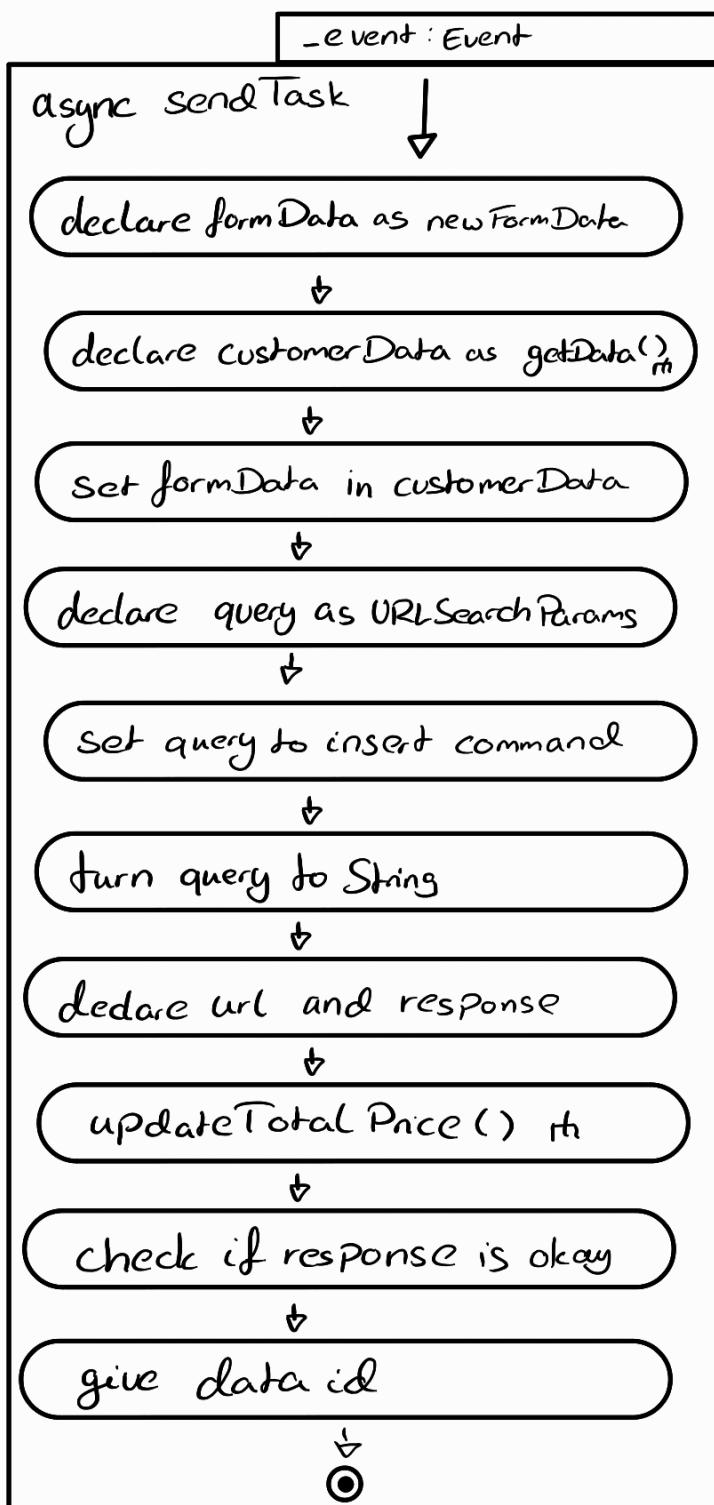
Seat.ts , class Seat - Activity Diagram



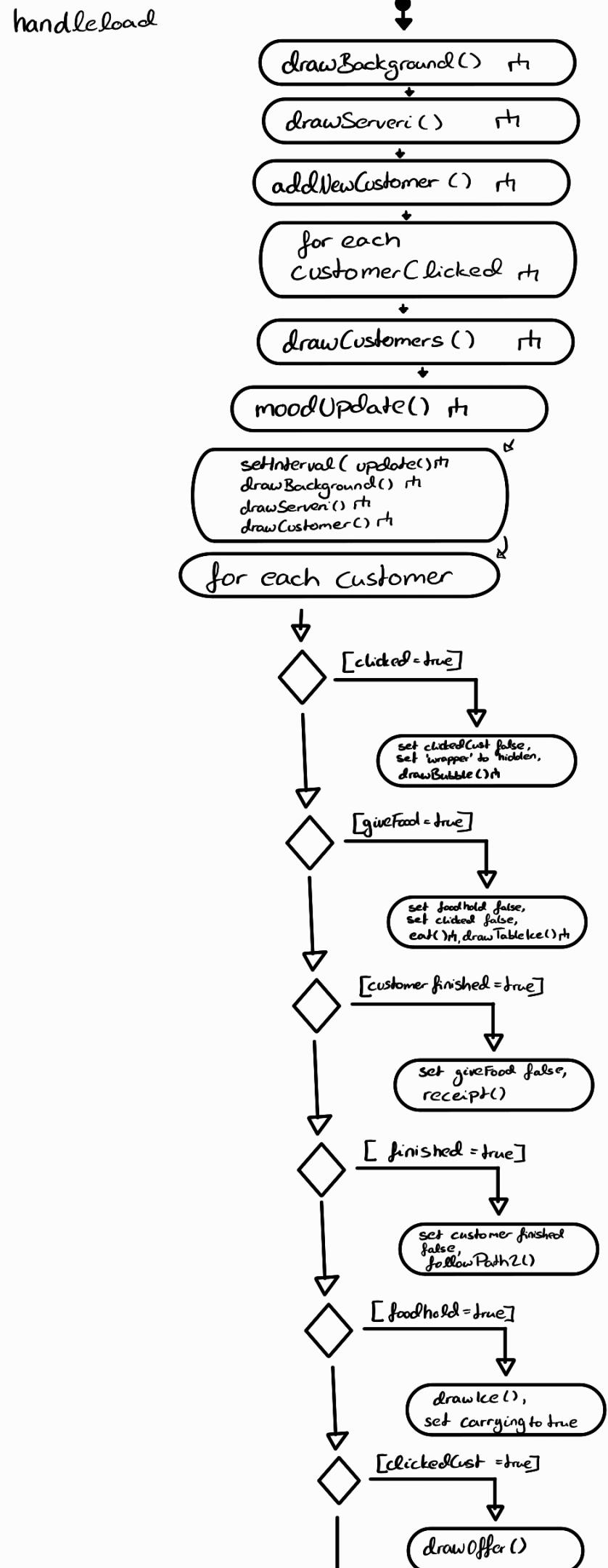
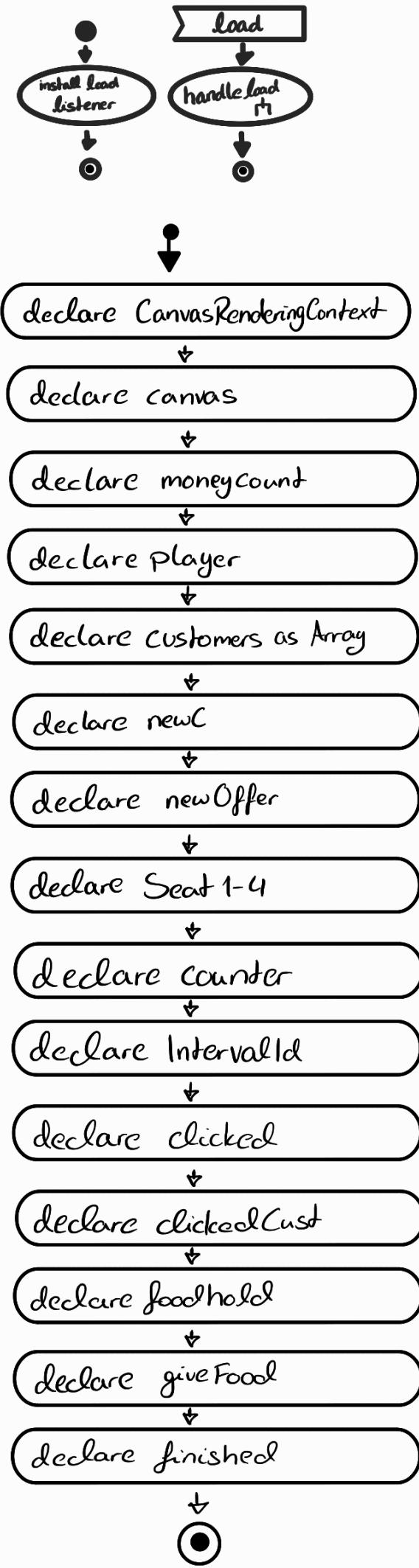
Data.js - Activity Diagram



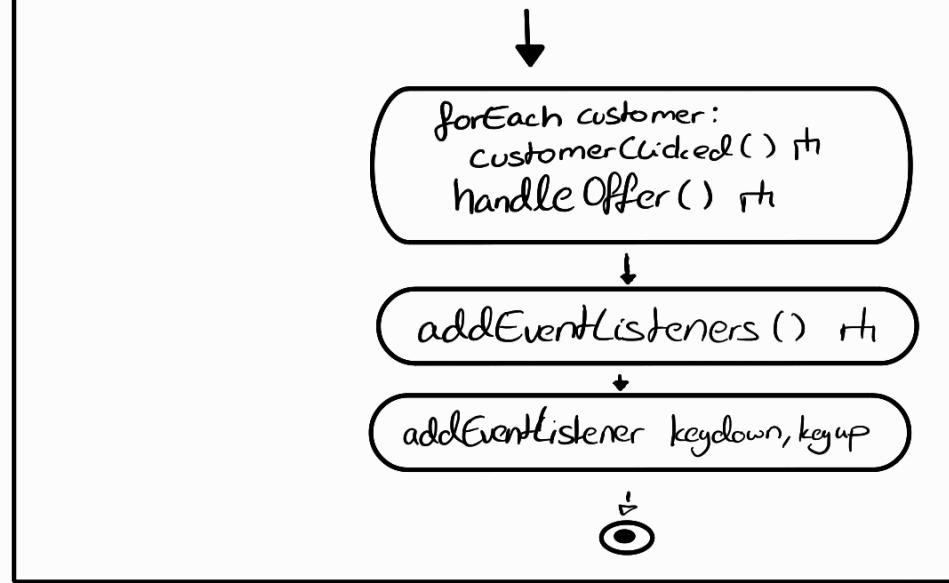
Data.js



IceCreamShop.ts



IceCreamShop.ts



draw Background



drawOutside() +



drawRestaurant() +



drawTable() +



drawSeats() +



drawOutside



draw grass with Rect()



draw Path withRect()



declare crc2: RenderingContext2D
declare canvas: HTMLCanvasElement

declare moneyCount

declare player

declare customers[]

declare newOffer

declare seats

declare counter

declare intervalID, clicked,
clickedCost, foodHold, giveFood,
finished

IceCreamShop.ts

drawRestaurant



draw floor with Rect()



draw doors with Rect()



drawTable



set fillStyle()



draw Table with chairs
using arc()



draw Icecream counter using Rect()



draw Welcome mat



drawTableIce



draw Icecream with
bowl in smaller
on the table



handleOffer



handleFormular() +
addEventListener to saveOffer butt.



set clicked to true



handleLoad() +



saveData() +



clearRect() to clear canvas



SaveData



get value from flavor select



get value from sauce select



get value from toppings select



get value from number select



declare customerData with
flavor, sauce, toppings, number



sendTask(customerData)



IceCreamShop.ts

