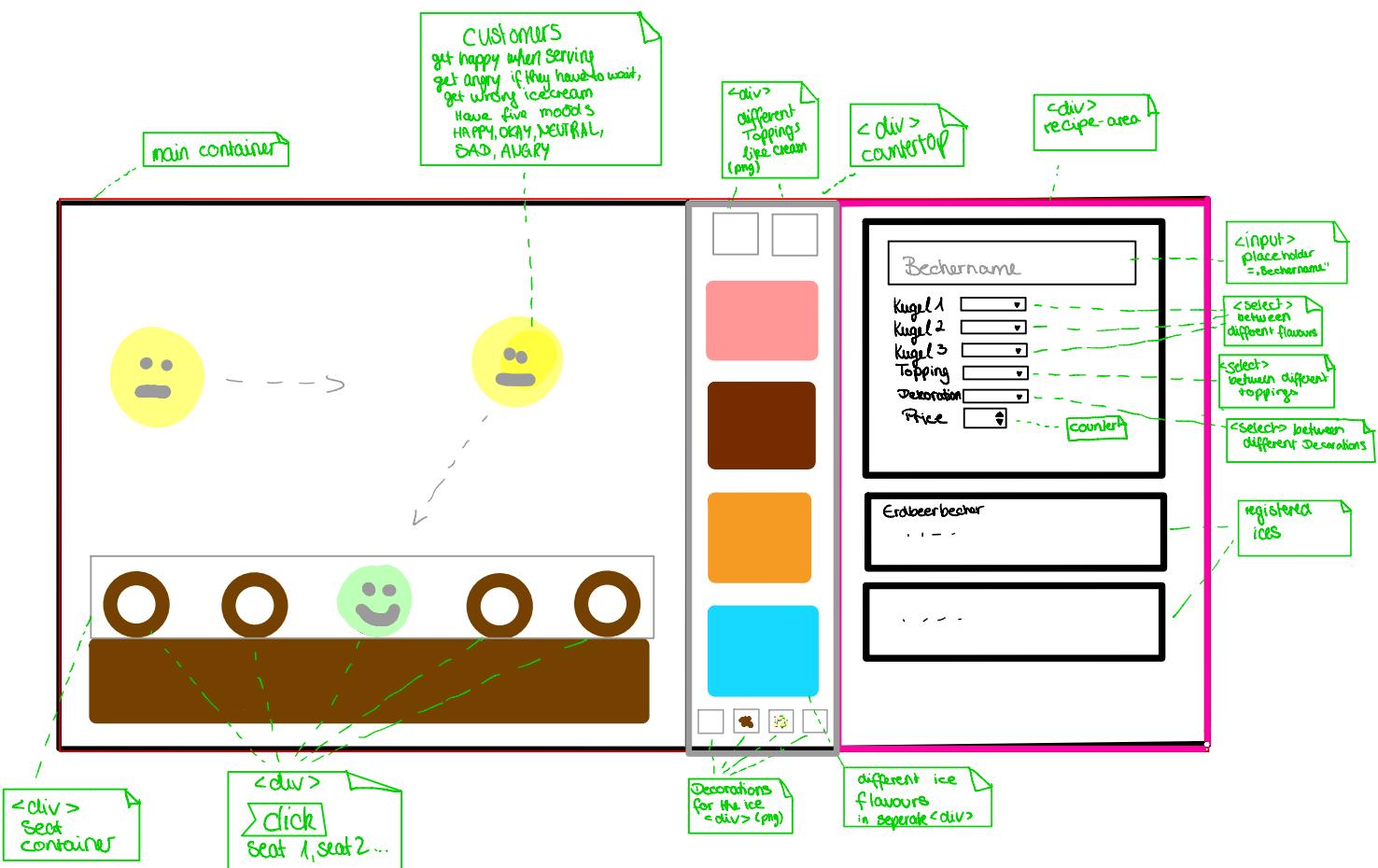


Konzept

UI - Scribble



Smiley



- different emotions with mouth
- different fill styles
 - green (HAPPY)
 - lightgreen (OKAY)
 - yellow (NEUTRAL)
 - orange (SAD)
 - red(ANGRY)

seats

seats with two arcs (lightbrown, brown)

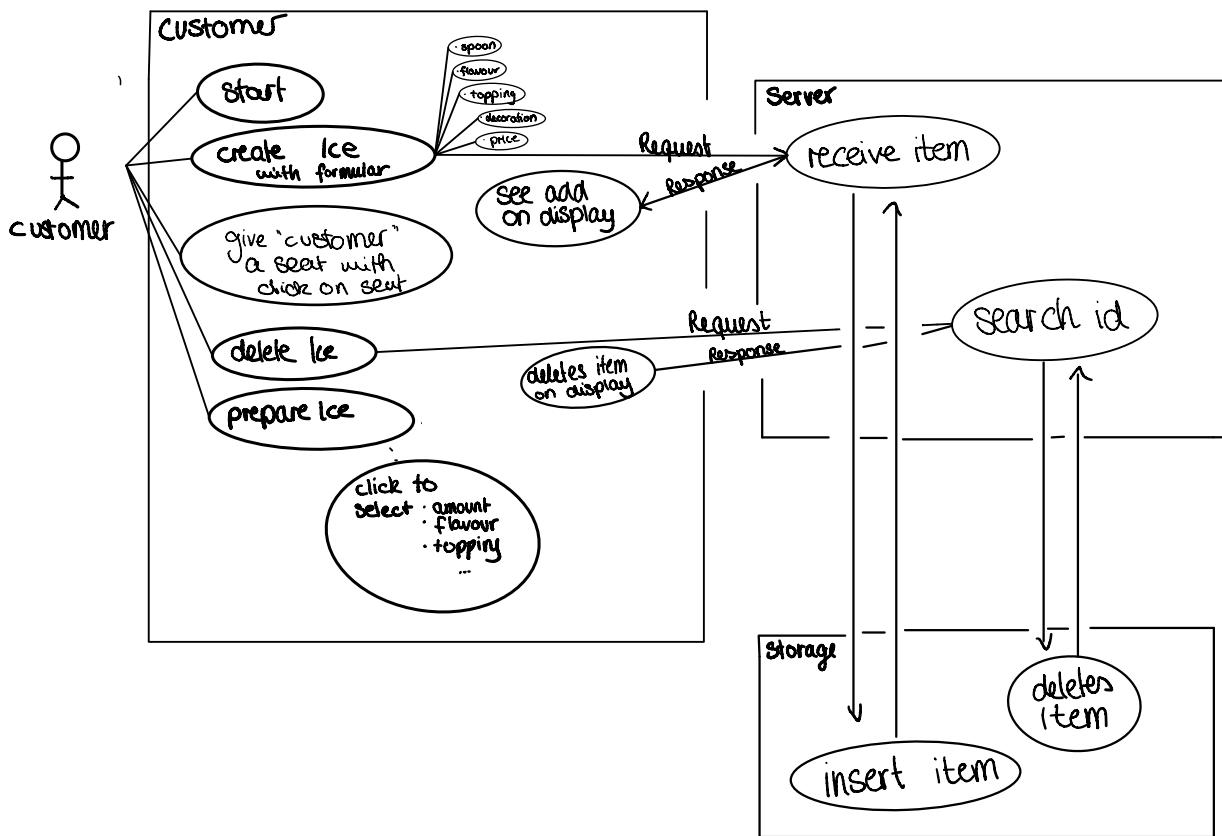


ice

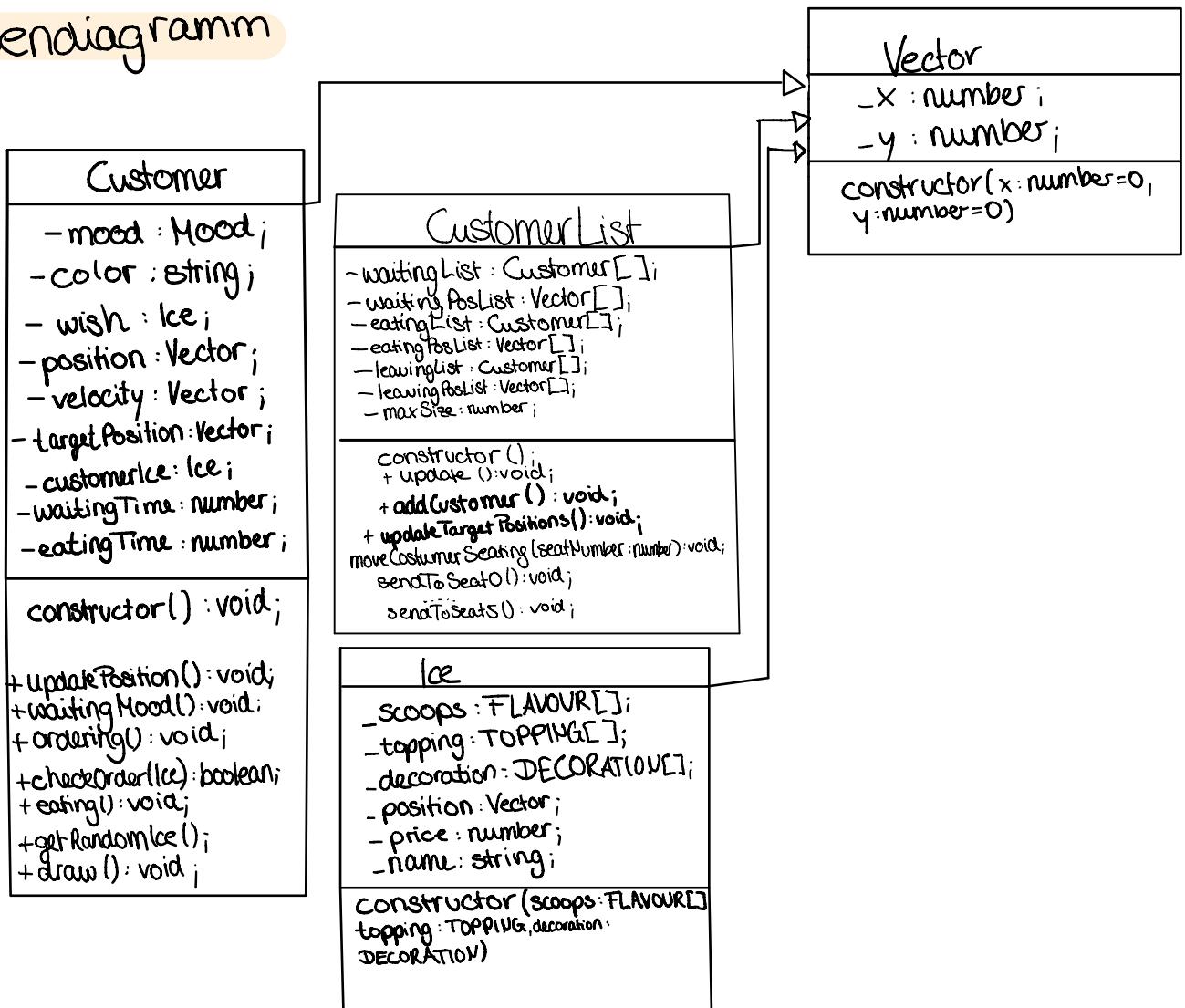


- On white arc as cup
- ice spoons (1 or 2 or max. 3)
- different colors for the spoons of ice
- you can add toppings & Decoration

Anwendungsfalldiagramm (Use-case - Diagram)

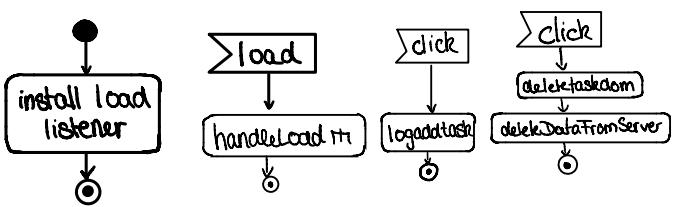


Klassendiagramm



Activity-Diagram Namespace Eisdielen

Eisdielen-Schwer-Pa



Item

```

id: number;
iceTitle: string;
Kugel1: string;
Kugel2: string;
Kugel3: string;
Topping: string;
Deco: string;
Preis: number;
    
```

MOOD

```

'HAPPY',
'OKAY',
'NEUTRAL',
'SAD',
'ANGRY'
    
```

DECO

```

'CHERRY',
'CHOCOLATE',
'SPRINKLES',
'GLITTER'
    
```

FLAVOUR

```

'STRAWBERRY',
'CHOCOLATE',
'Lemon',
'Smurf'
    
```

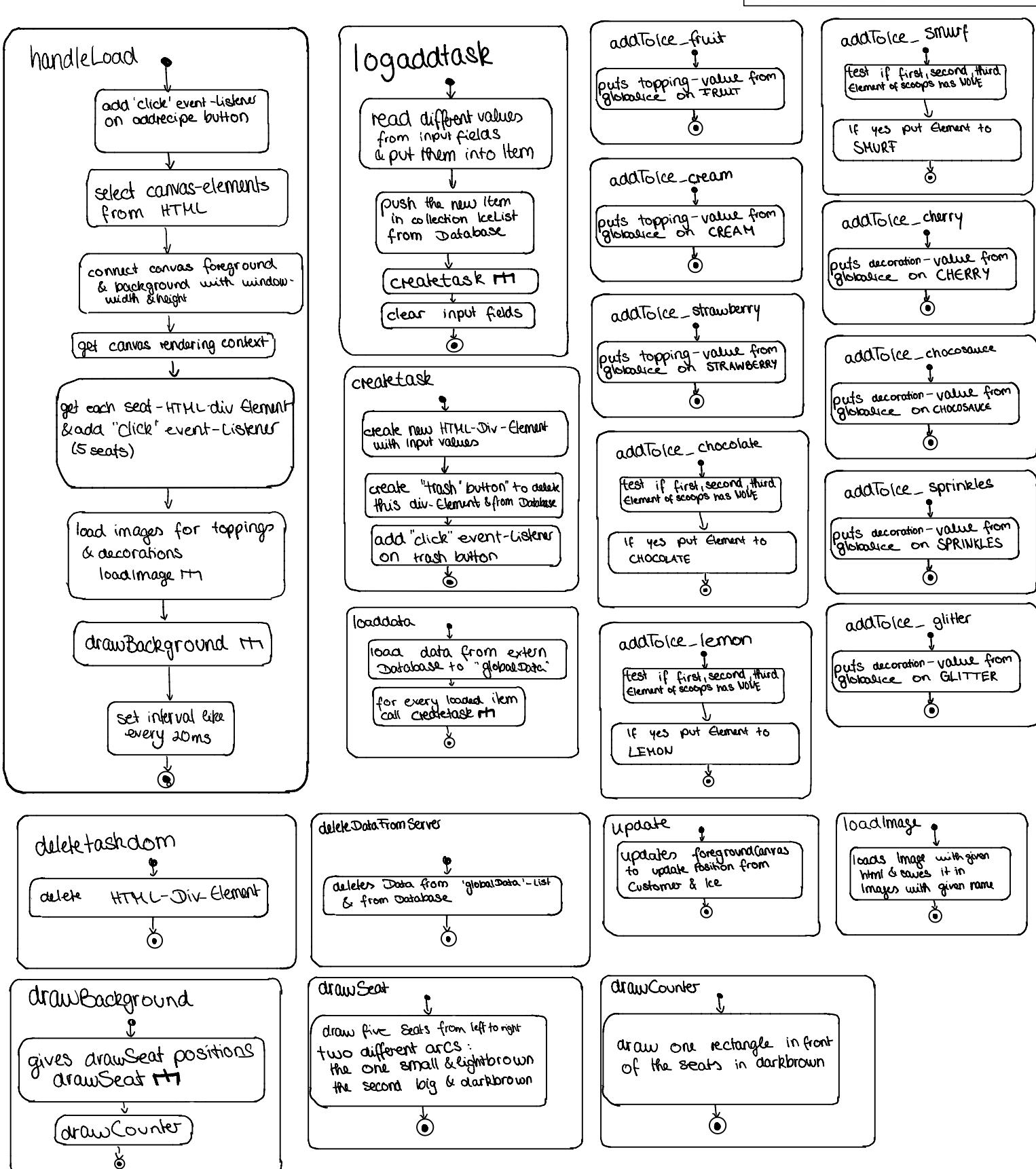
TOPPING

```

'CREAM',
'FRUIT'
    
```

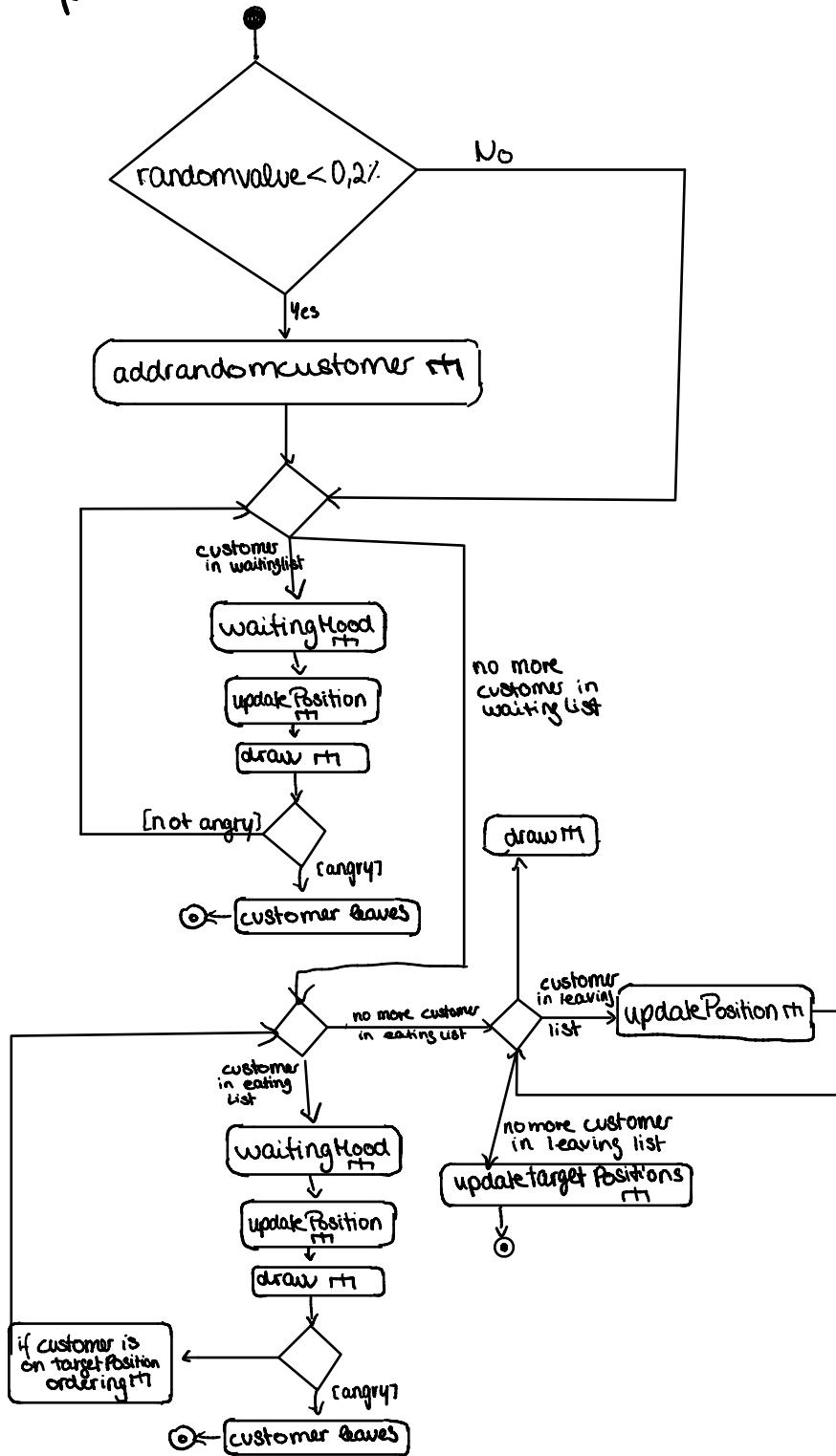
```

backgroundCtx: CanvasRenderingContext2D;
foregroundCtx: CanvasRenderingContext2D;
Customers: CustomerList;
images: {[key: string]: HTMLImageElement} = {};
globalData: { [key: string]: any } = {};
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```

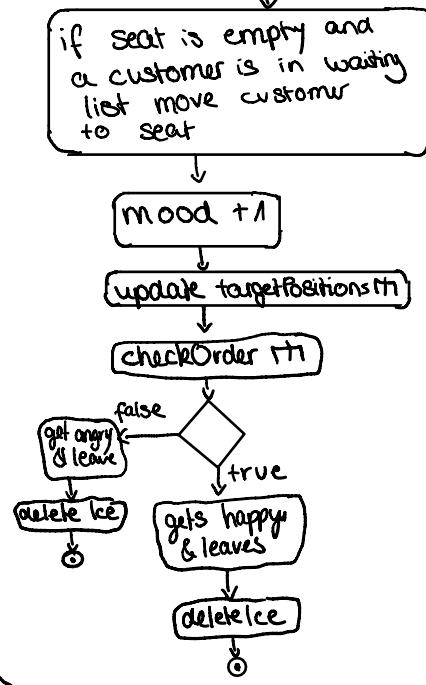


CustomerList

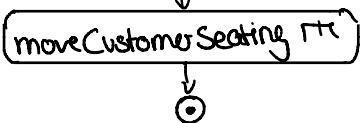
+ update



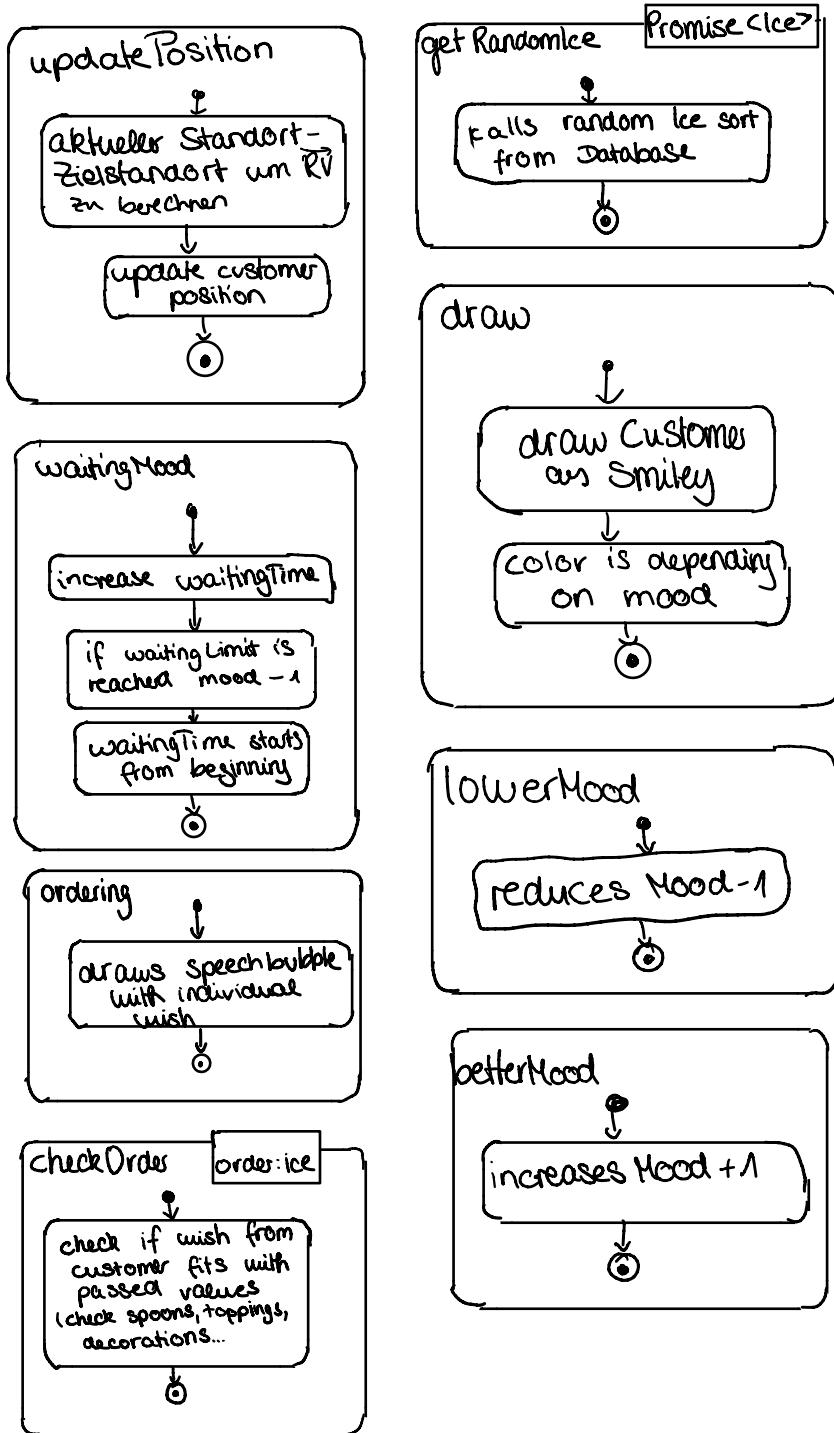
moveCustomerSeating



SendToSeat(0-S)



Customer



Ice

