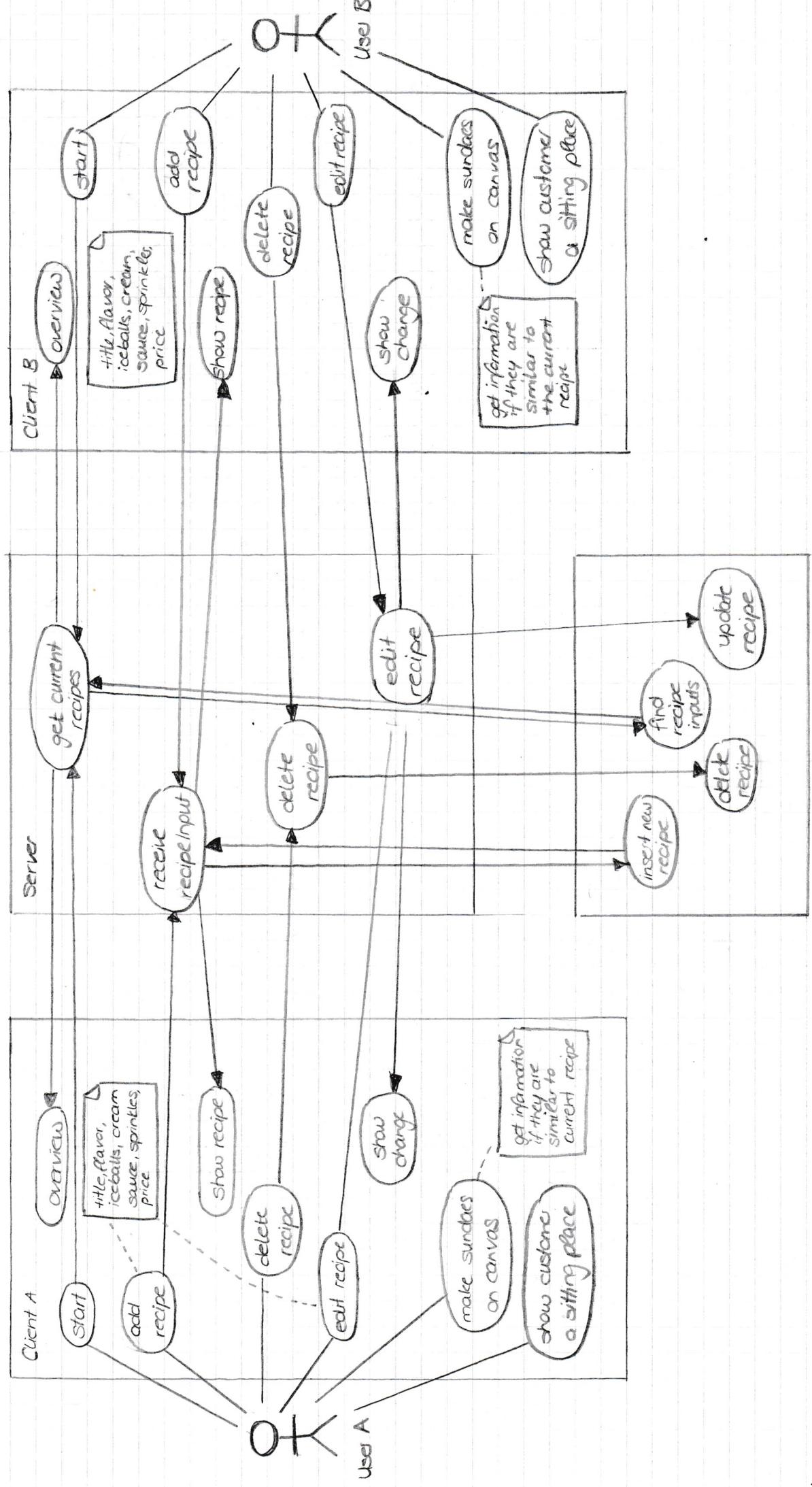


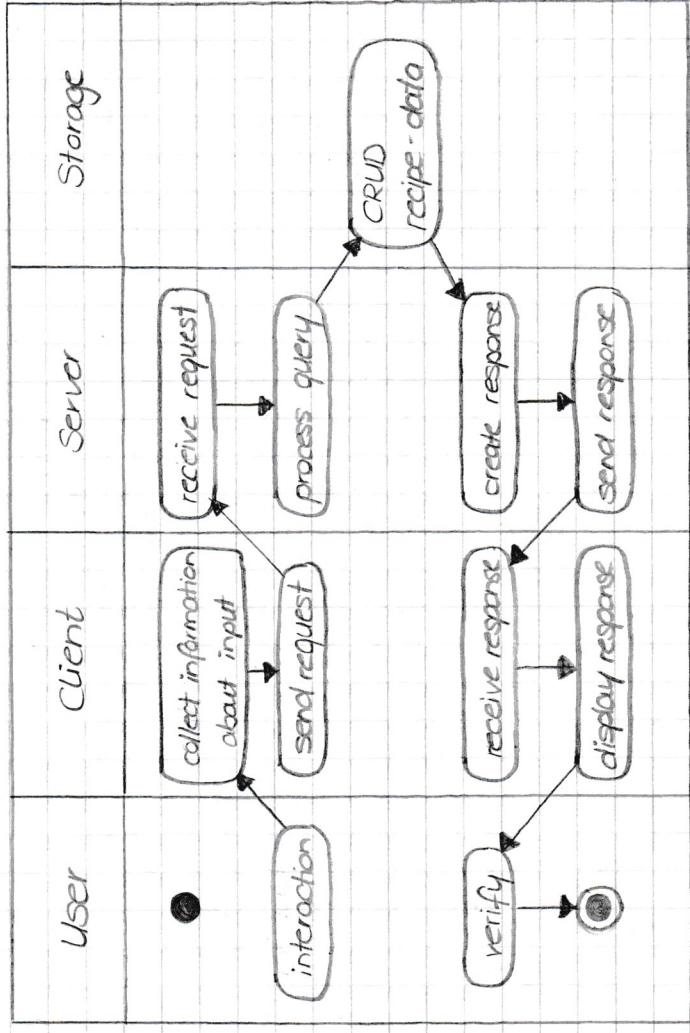
# Endabgabe Eisdealer

## Use - Case - Diagram



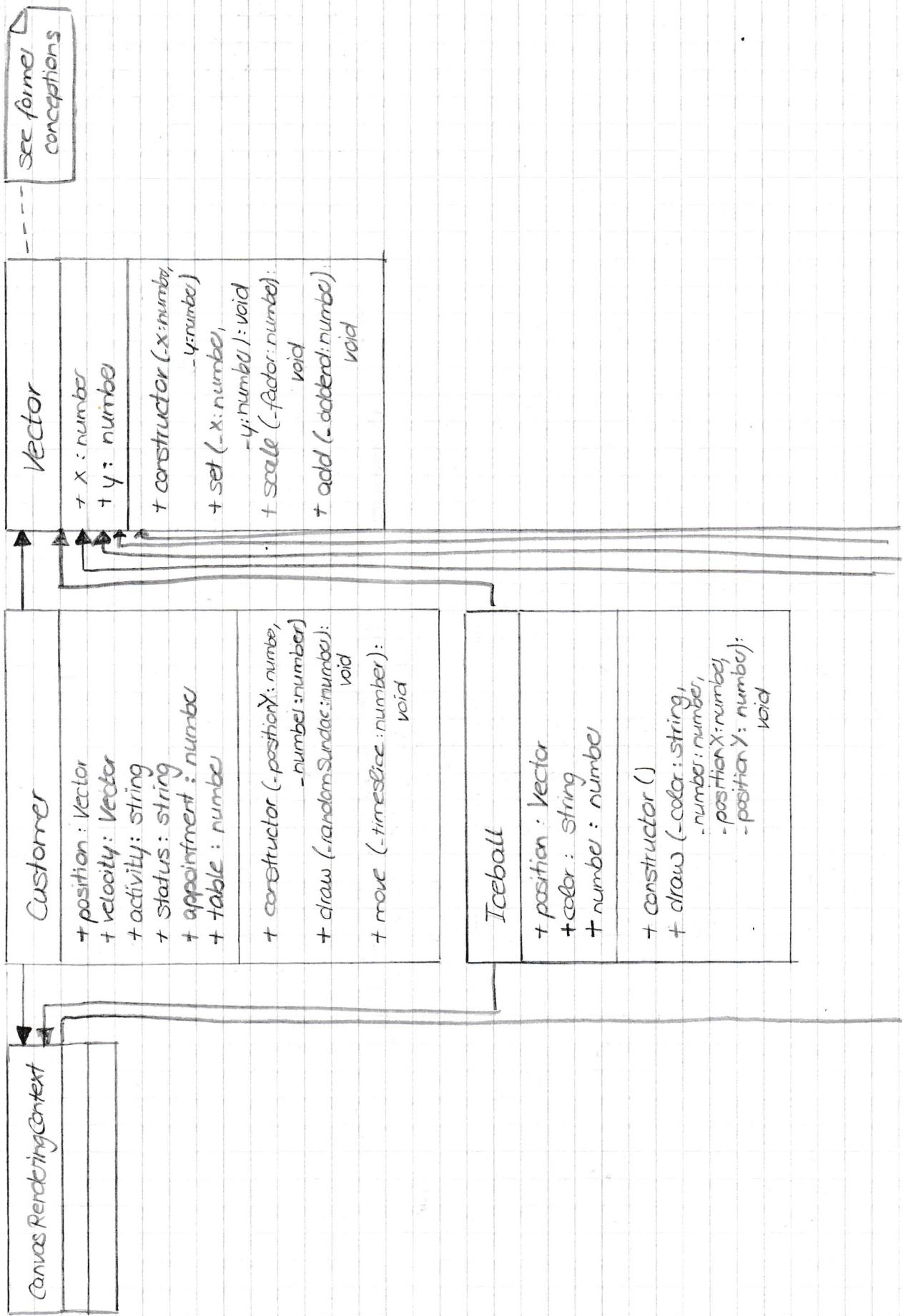
## Endabgabe Eisbeholder

## Swimlane - Activity - Diagram



## Ergebnisse Eiskehrs

### Klassendiagramm



## Cream

```
+ position : Vector  
- color : string  
- size : number  
+ state : boolean  
  
+ constructor (-state: boolean)  
+ draw (-positionX: number,  
-positionY: number):  
void
```

## Icecream

```
+ position : Vector  
+ velocity : Vector  
+ state : string  
- iceballs : string  
- color : string  
- sauce : boolean  
- whip : boolean  
- sprinkles : boolean  
- sauceColor : string
```

## Sauce

```
+ position : Vector  
+ color : string  
+ state : boolean  
  
+ constructor (-state: boolean)  
+ draw (-color : string,  
-positionX: number,  
-positionY: number):  
void
```

## constructor (-x : number,

```
-y : number,
```

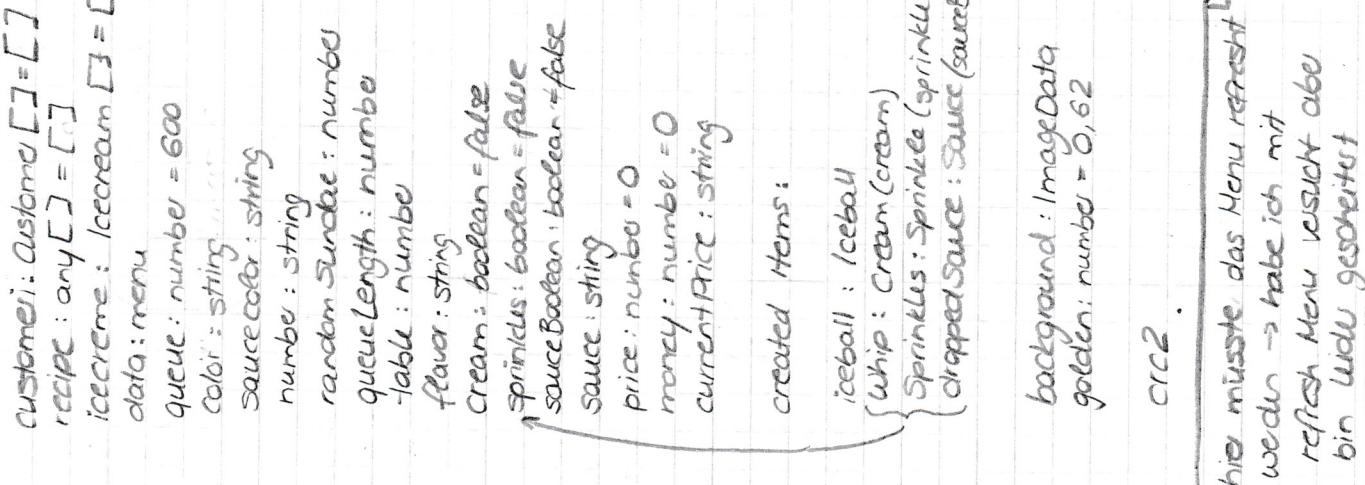
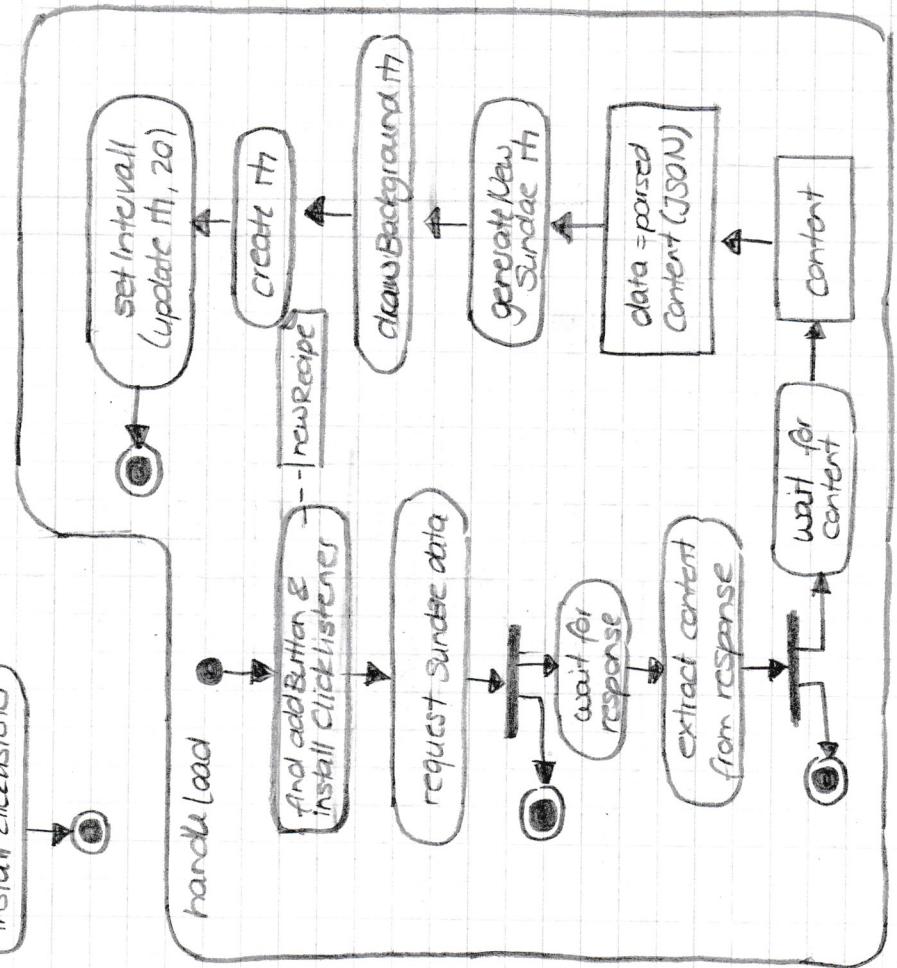
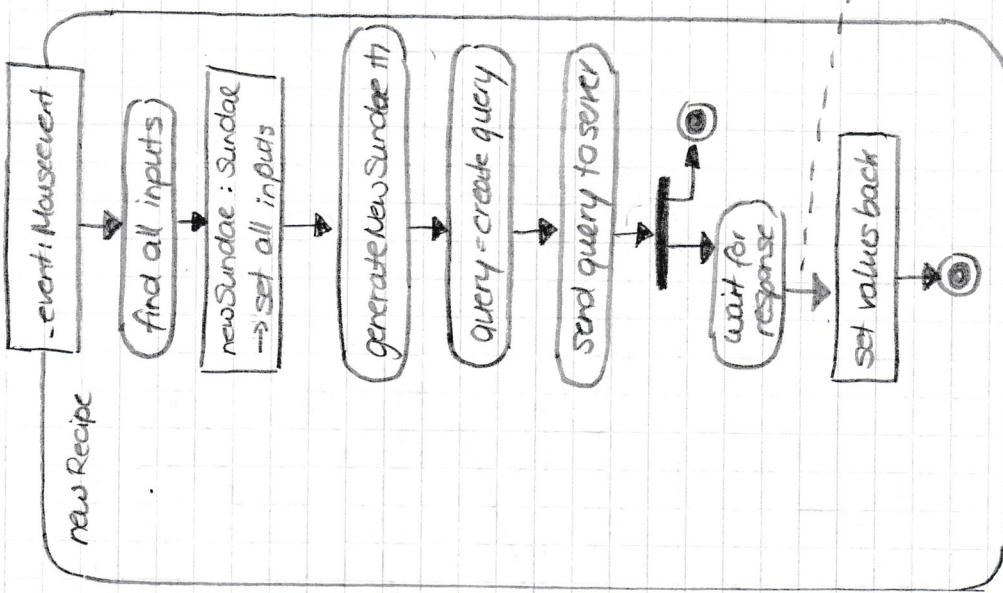
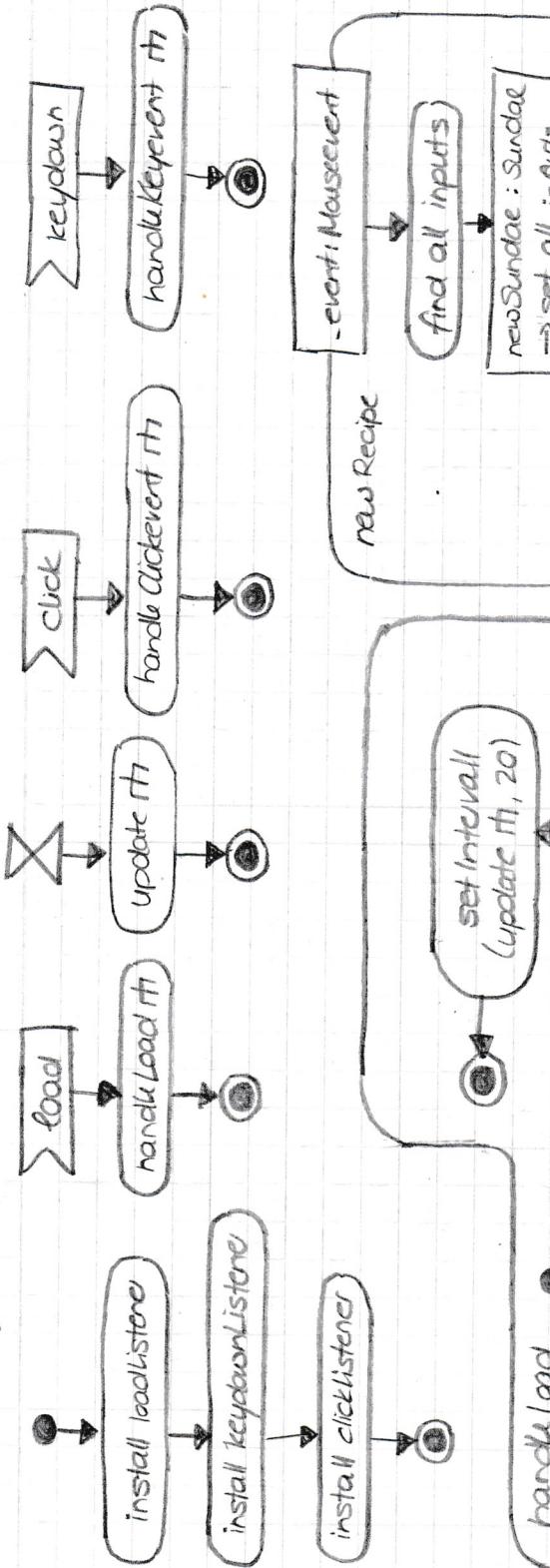
```
-number : number,  
-flavor : string,  
-sauce : boolean,  
-sauccolor : string,  
-oreanstake : boolean,  
-sprinkles : boolean)  
+ draw (-strokeColor : string):  
void  
+ move (-timeslice : number):  
void
```

## Sprinkle

```
+ position : Vector  
- color : string  
+ state : boolean  
  
+ constructor (-state: boolean)  
+ draw (-positionX: number,  
-positionY: number):  
void
```

## Endabgabe Eisdealler

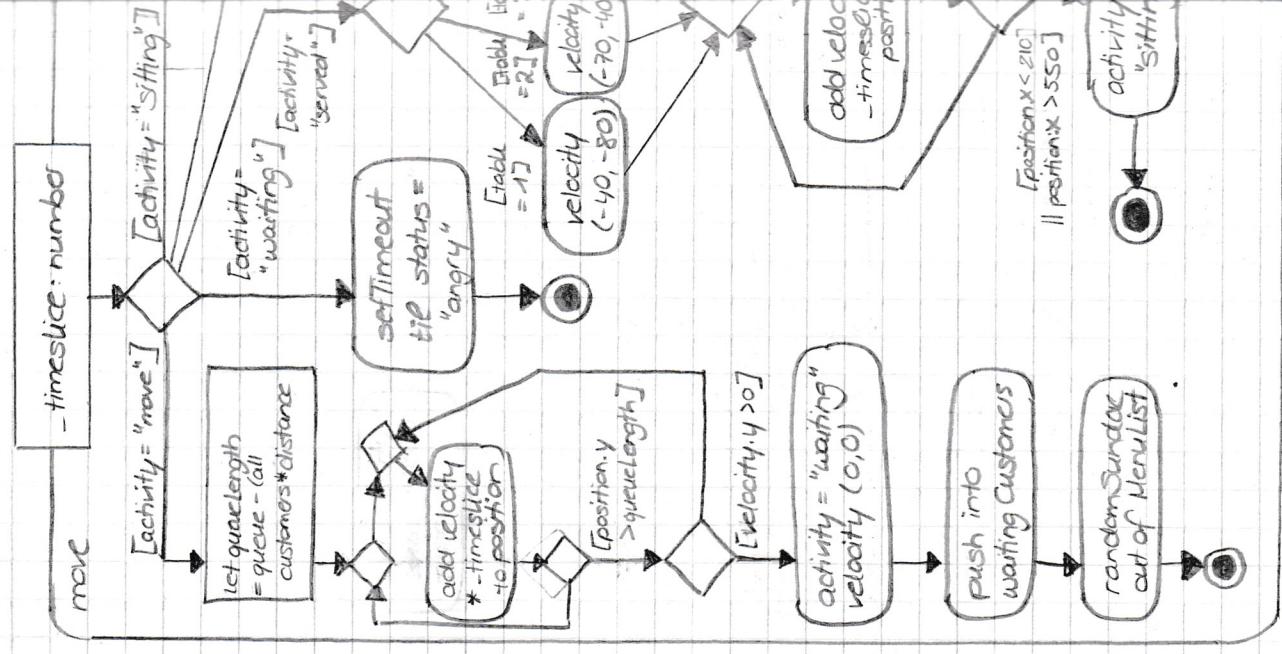
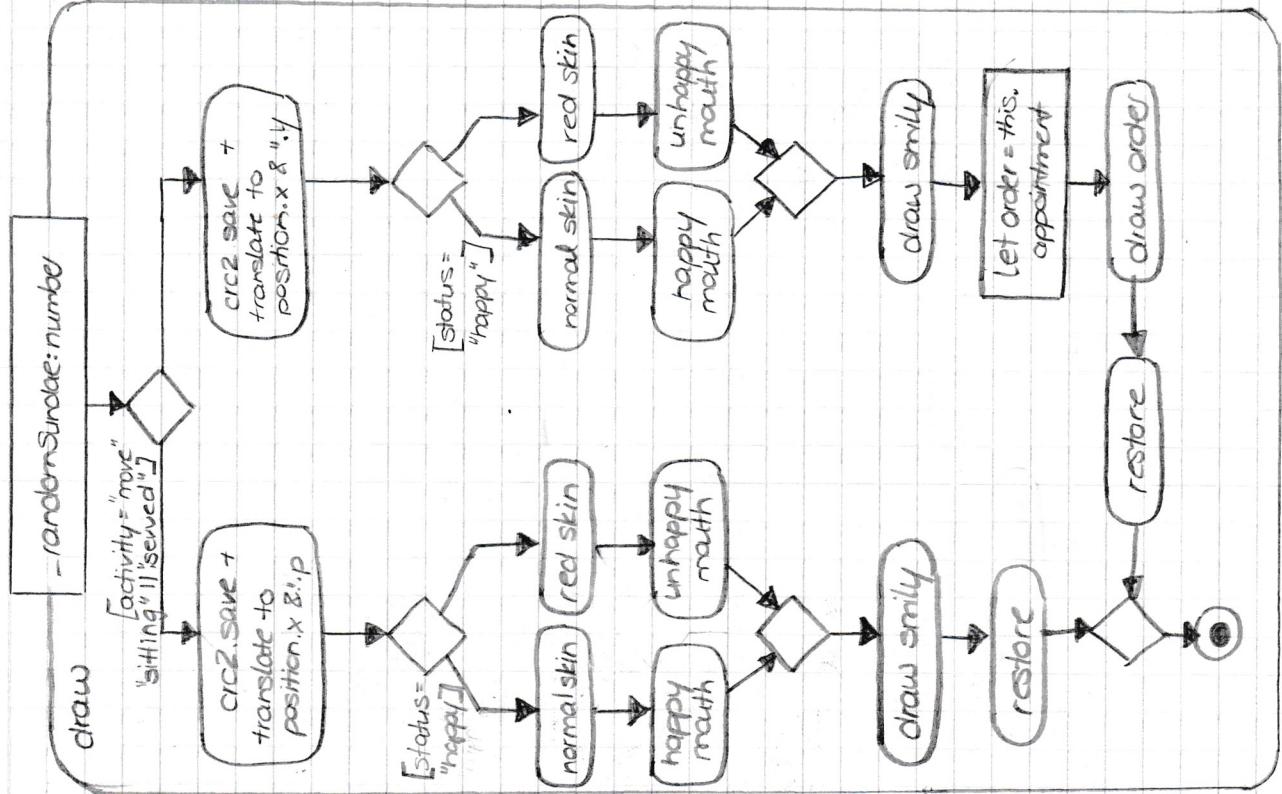
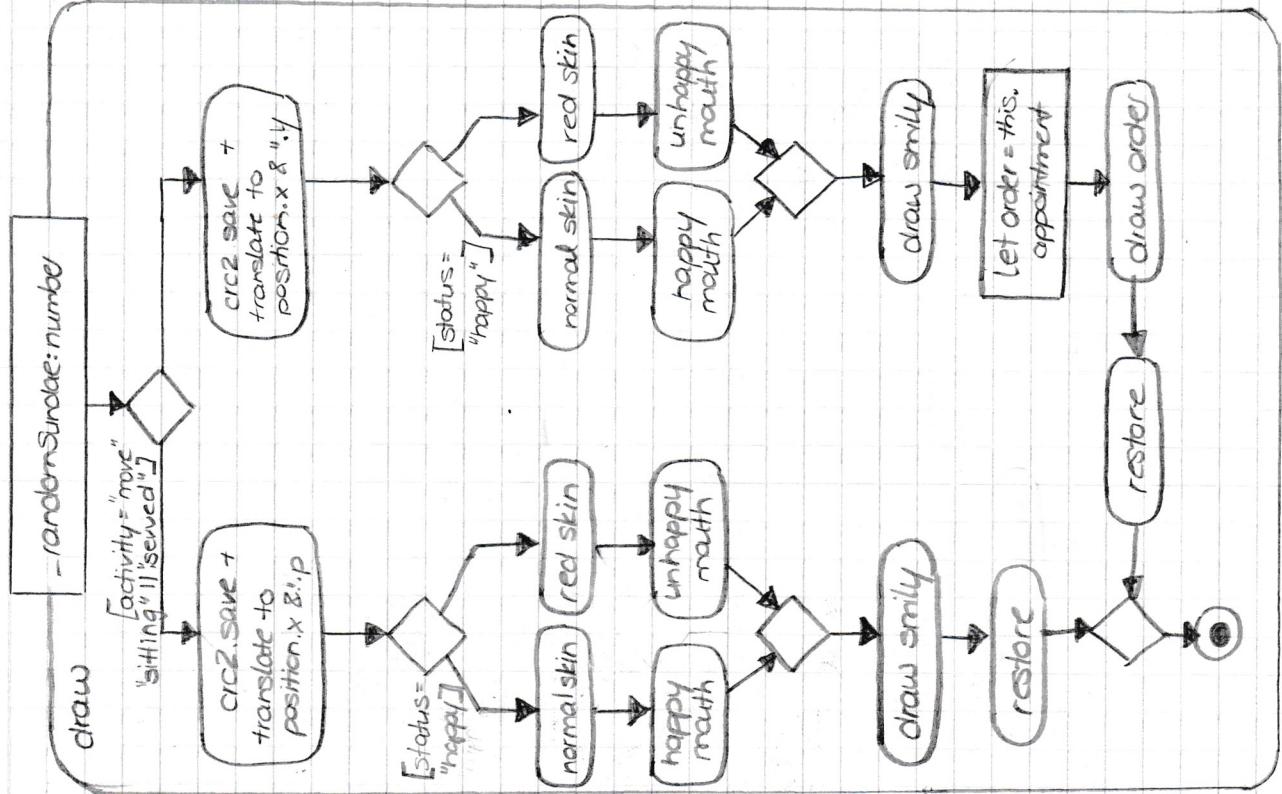
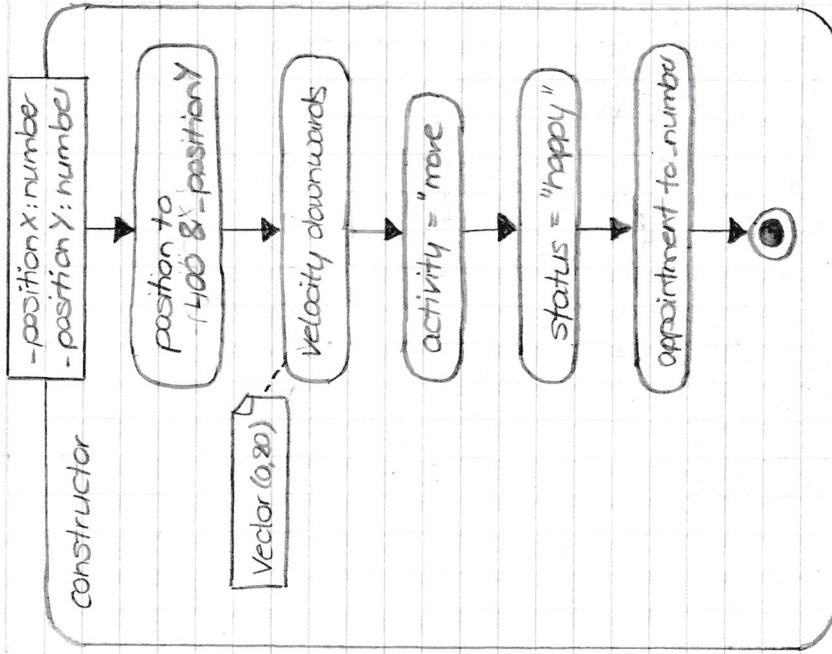
### Activity Diagram - Main



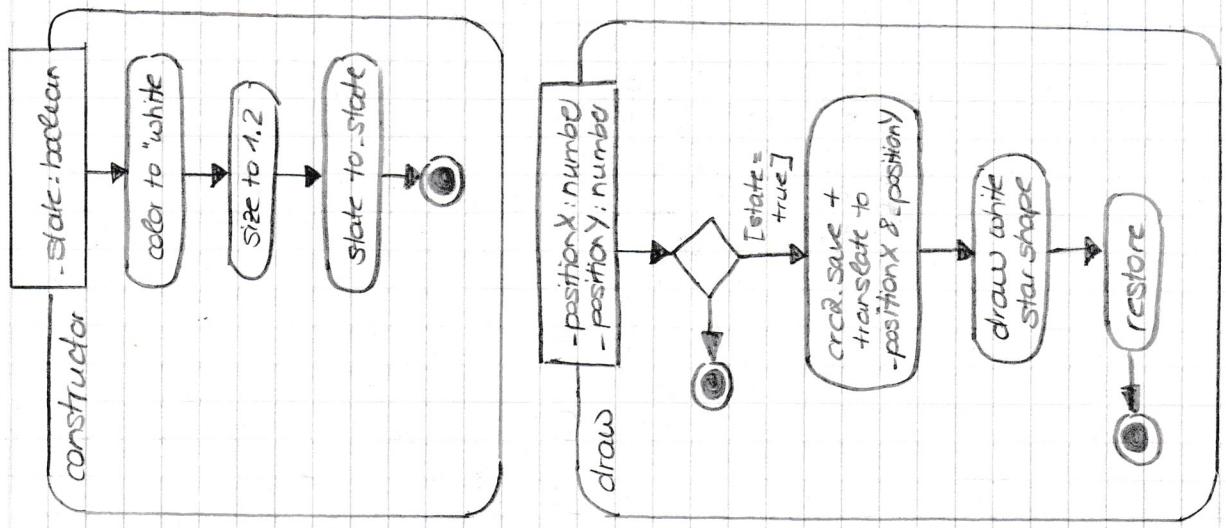
hier musste das Menü wieder mit wiedern → habe ich mit refresh Menü versucht aber bin wieder gescheitert

Endabgabe Eisdealer

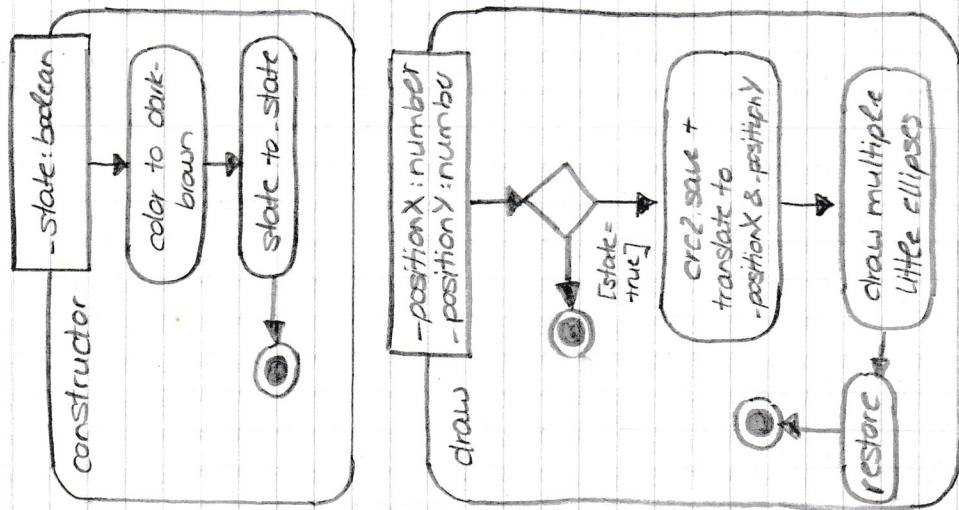
## Activity Diagram - Customer



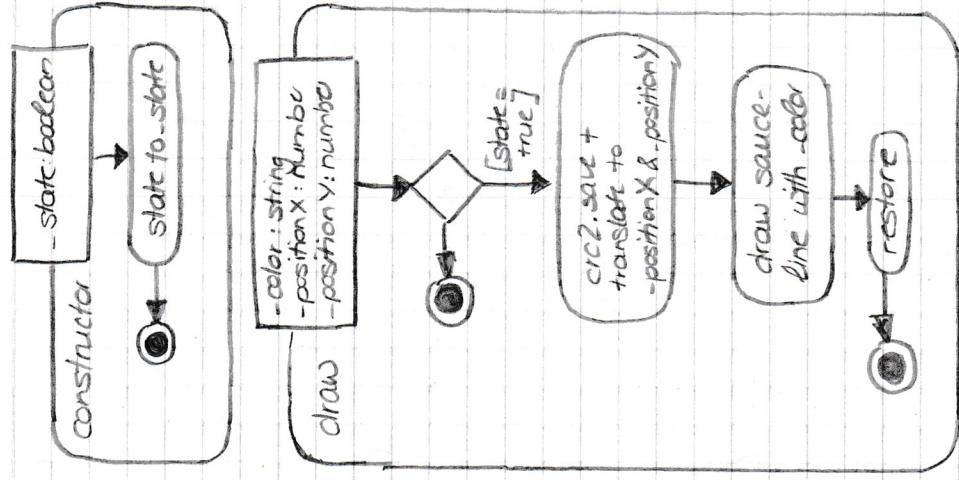
### Cream



### Sprinkle



### Sauce



droppedSauce

Iceball

Icecream

