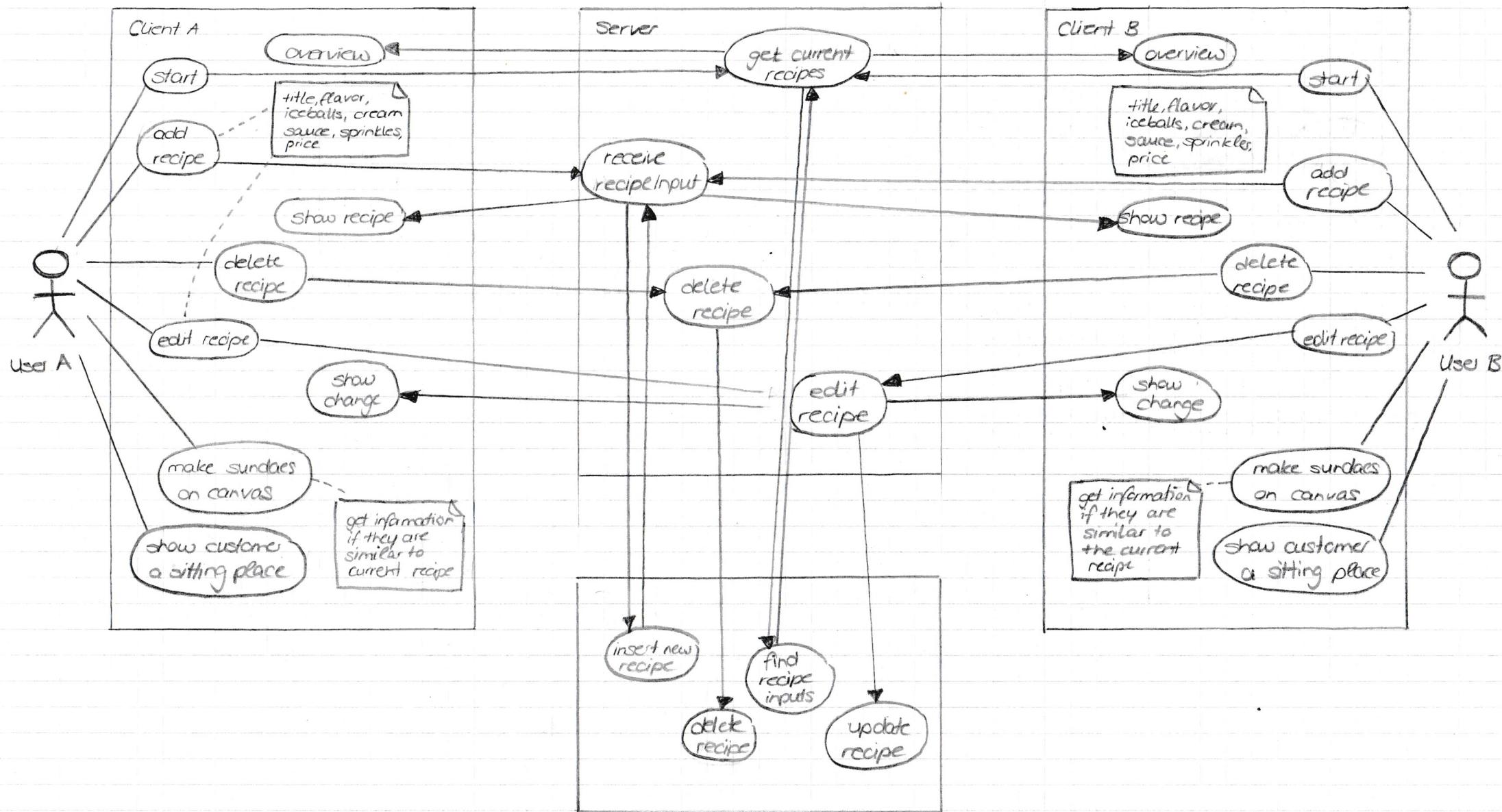


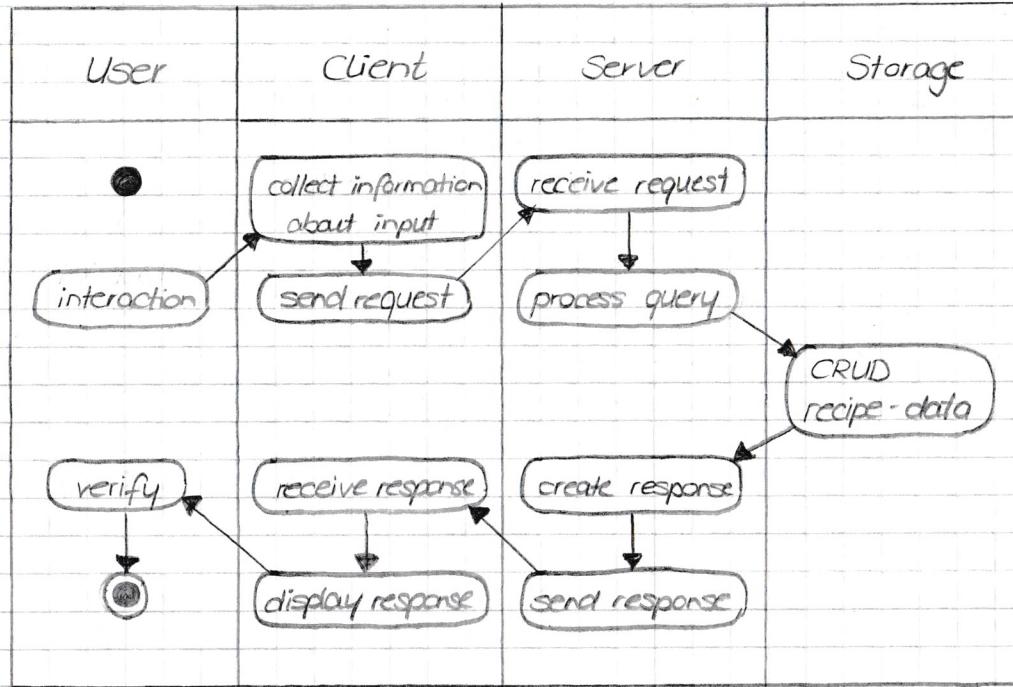
Endabgabe Eisdealer

Use-Case - Diagram

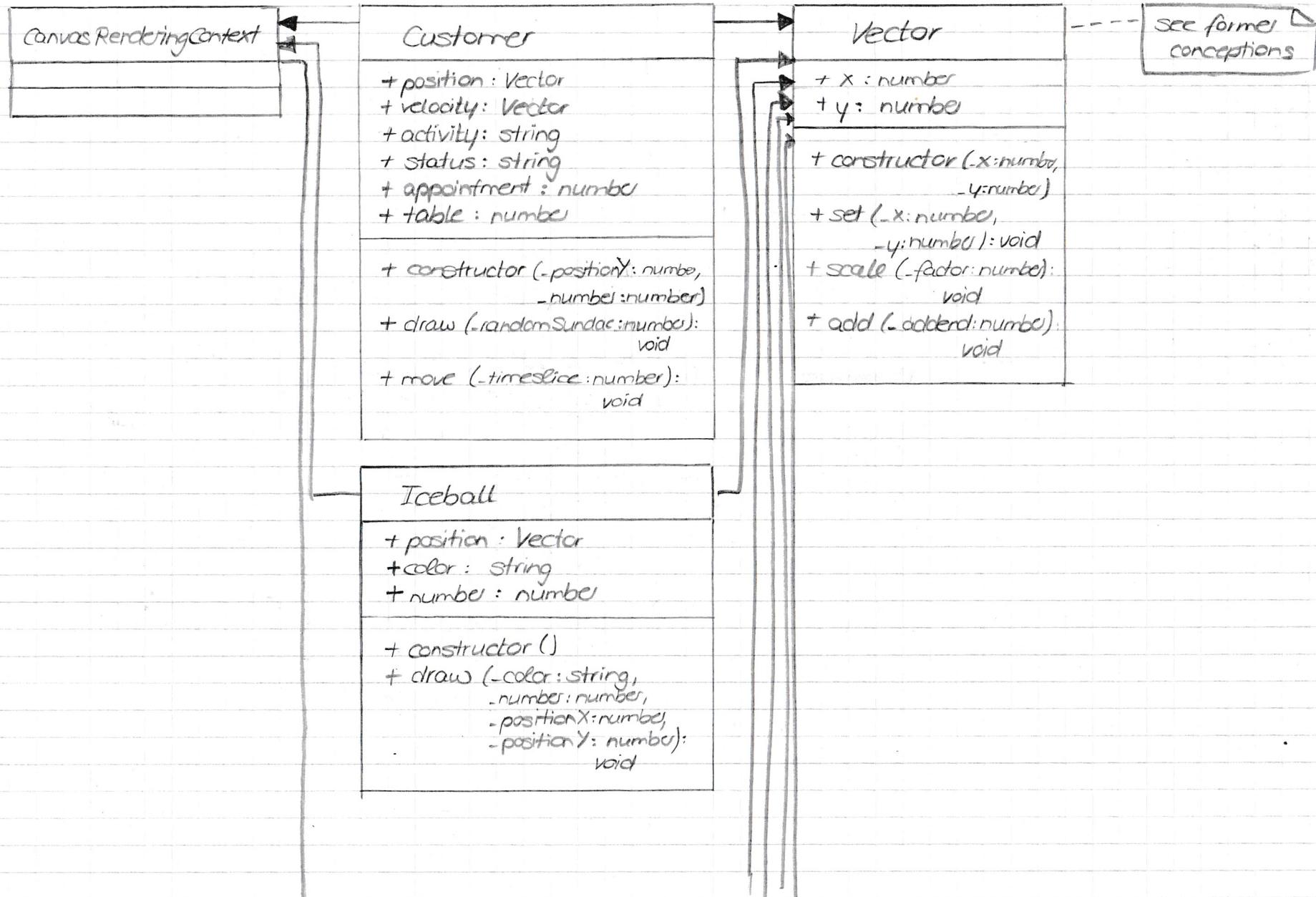


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Swimlane - Activity - Diagram



Endabgabe Eisdeales
Klassendiagramm



Cream

+ position : Vector
- color : string
- size : number
+ state : boolean

+ constructor (-state: boolean)
+ draw (-positionX: number,
-positionY: number):
void

Sauce

+ position : Vector
+ color : string
+ state : boolean

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

Sprinkle

+ position : Vector
- color : string
+ state : boolean

+ constructor (state: boolean)
+ draw (-positionX: number,
-positionY: number):
void

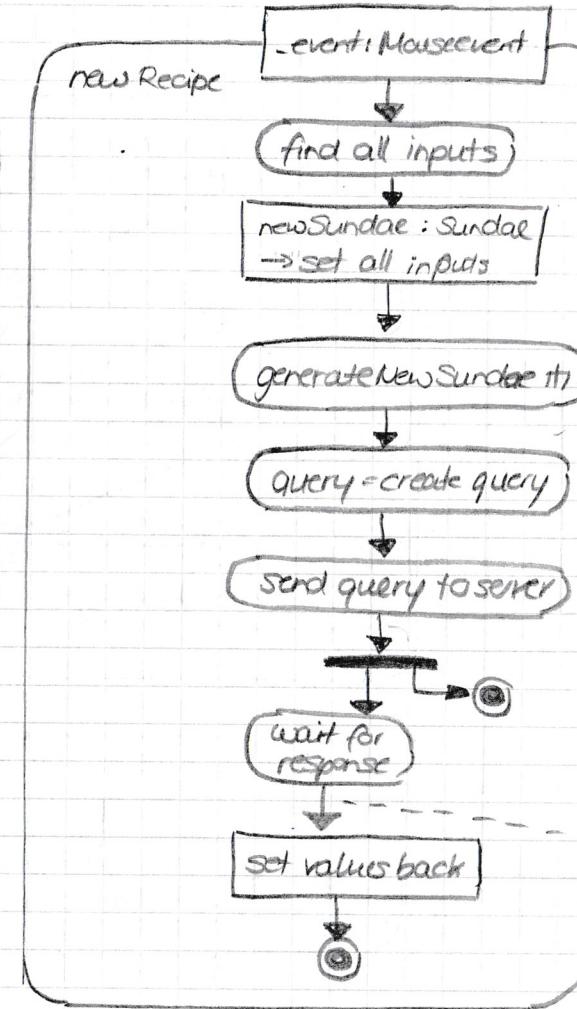
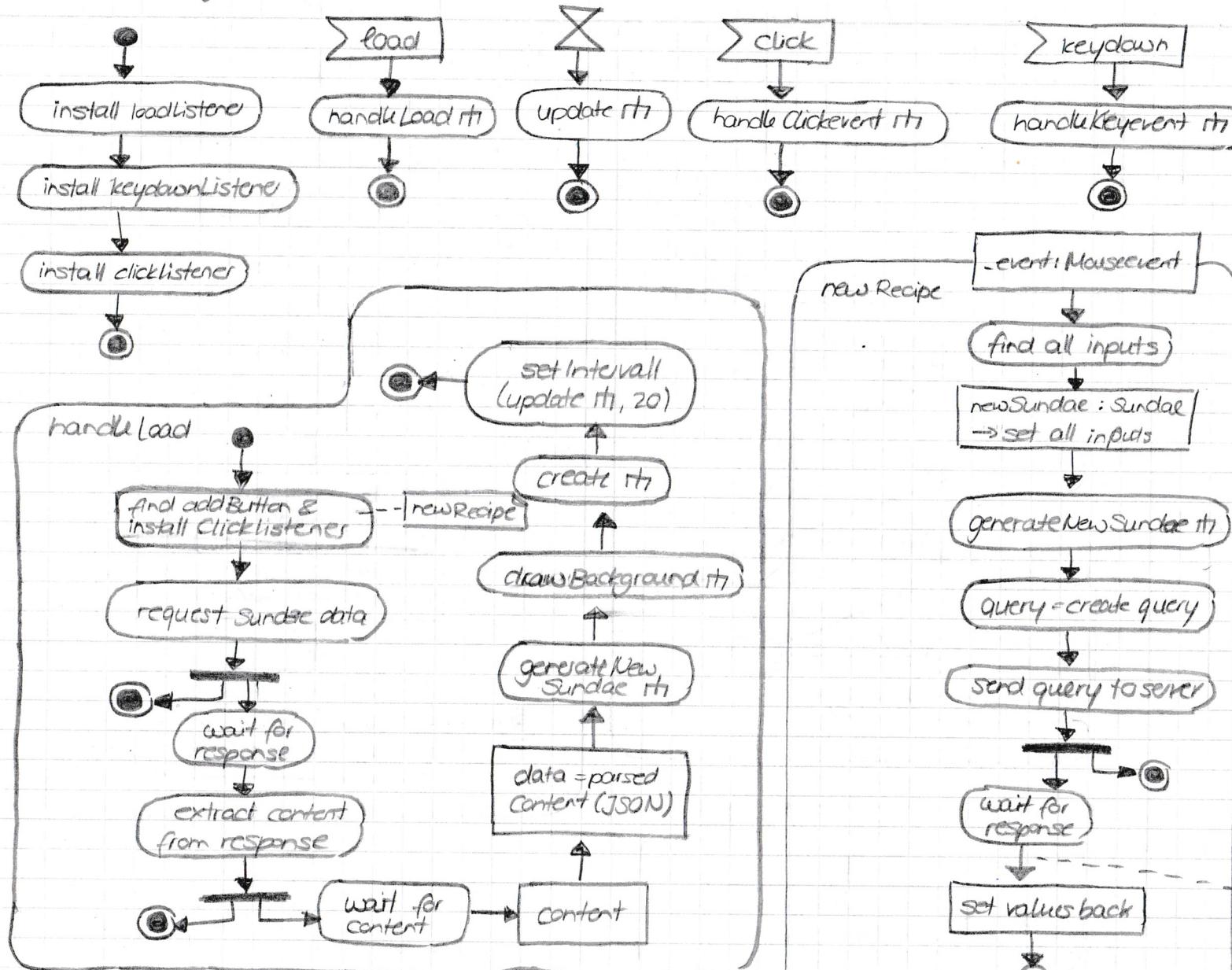
Icecream

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

+ constructor (-x: number,
-y: number,
-number: number,
-flavor: string,
-sauce: boolean,
-sauceColor: string,
-creamstate: boolean,
-sprinkles: boolean)
+ draw (-strokeColor: string):
void
+ move (-timeslice: number):
void

Eindopgave Eisdealer

Activity Diagram - Main



```

customeri: Customer[] = []
recipe: any[] = []
icecream: Icecream[] = []
data: menu
queue: number = 600
color: string
sauceColor: string
number: string
randomSundae: number
queueLength: number
table: number
flavor: string
cream: boolean = false
sprinkles: boolean = false
sauceBoolean: boolean = false
sauce: string
price: number = 0
money: number = 0
currentPrice: string
  
```

created Items:

```

iceball: Iceball
whip: Cream(cream)
Sprinkles: Sprinkle(sprinkles)
droppedSauce: Sauce(sauceBoolean)
  
```

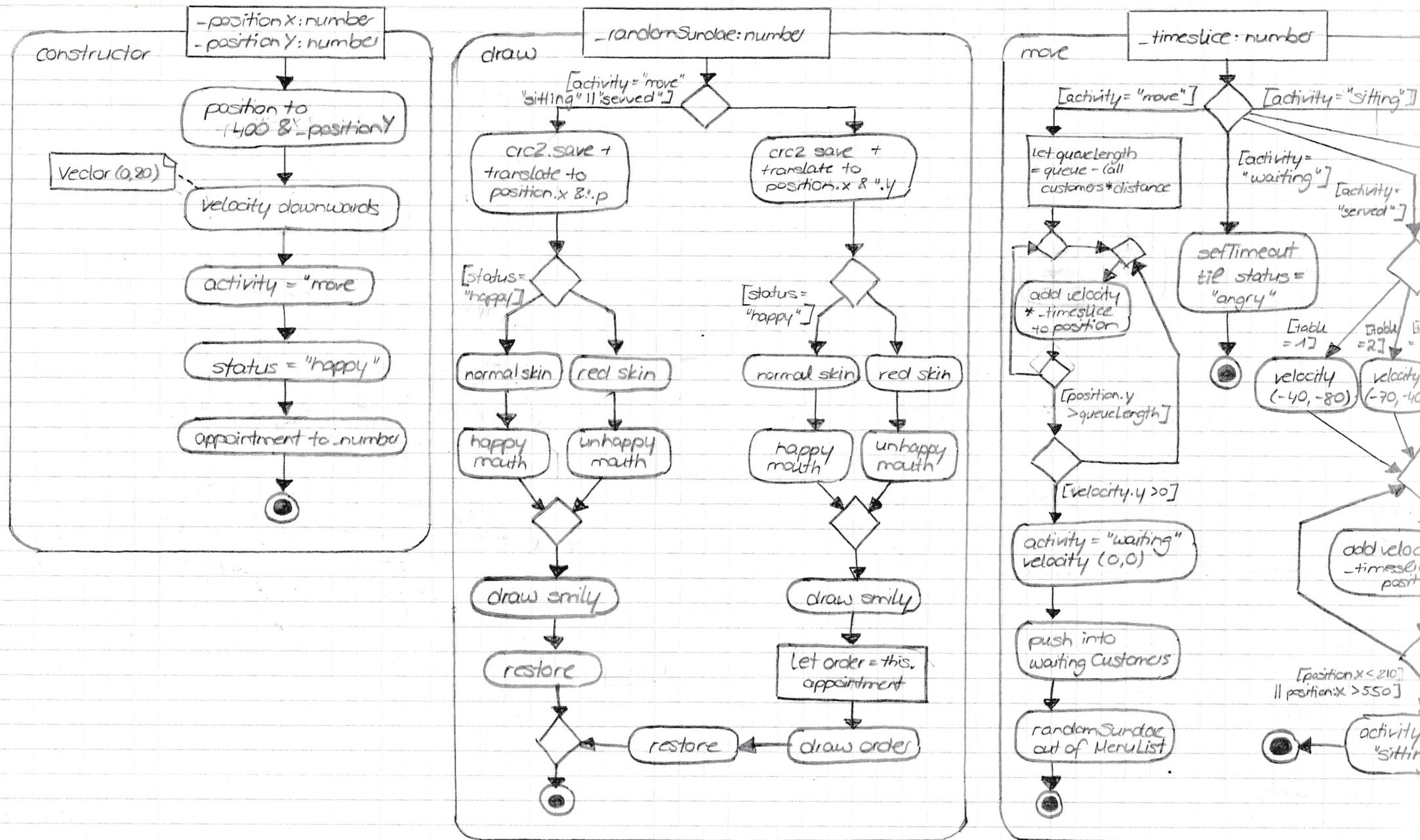
background: imageData
golden: number = 0,62

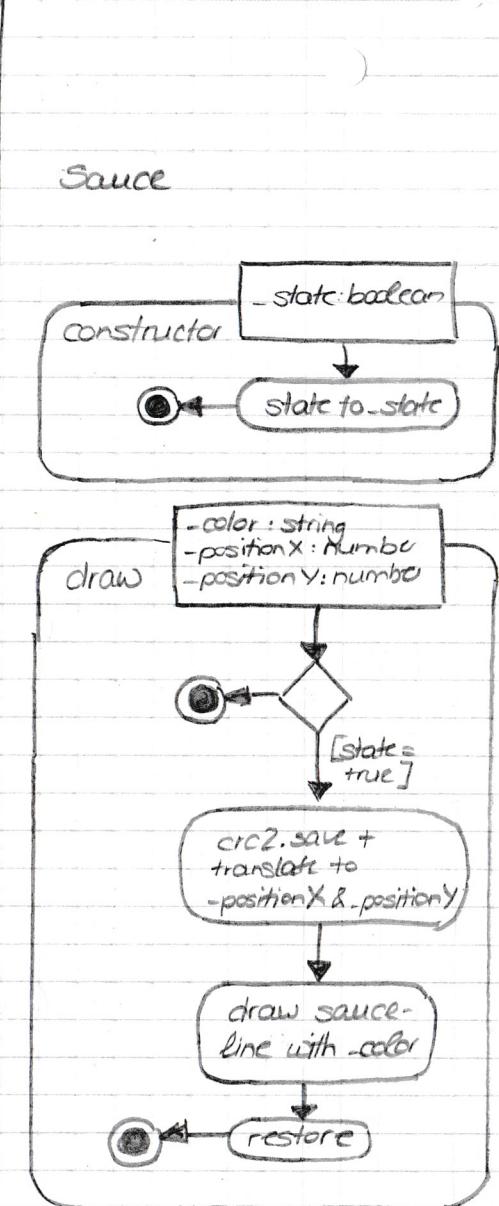
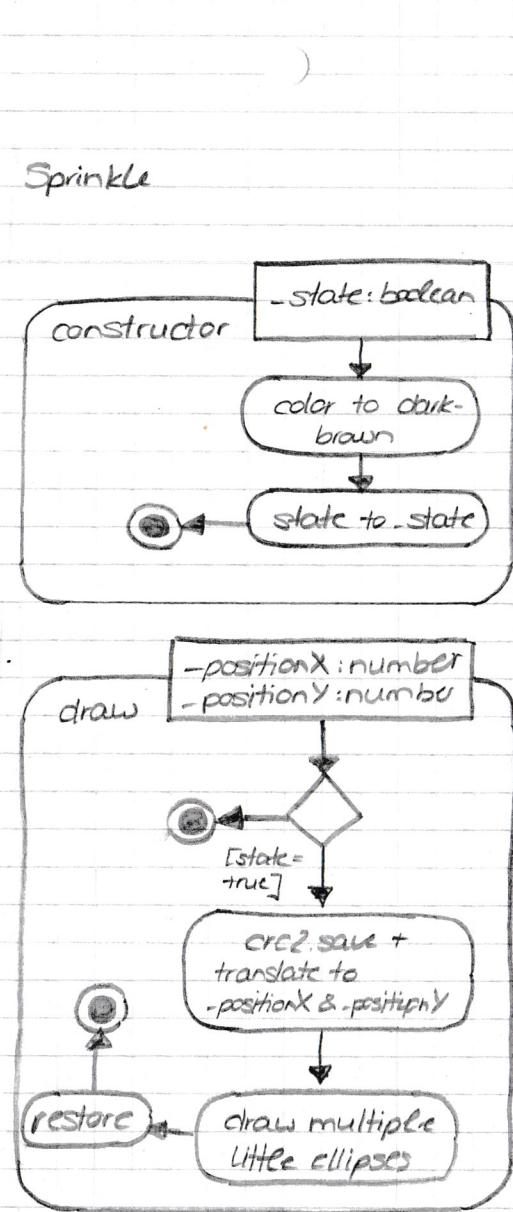
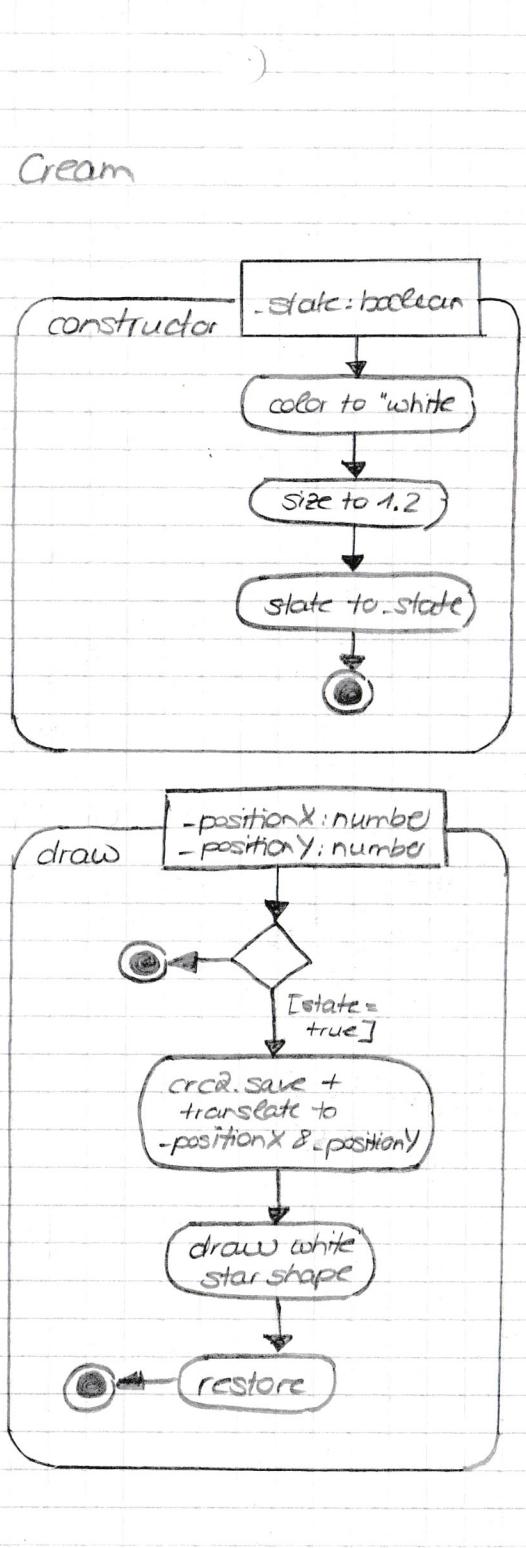
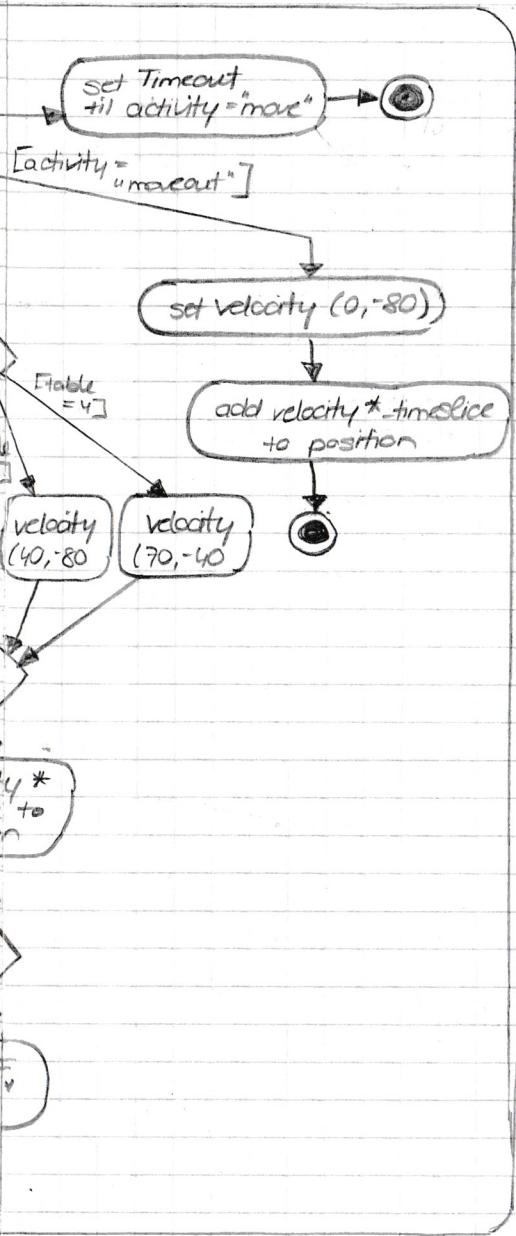
crc2

hier musste das Menu refresh werden → habe ich mit refresh Menu versucht aber bin leider gescheitert

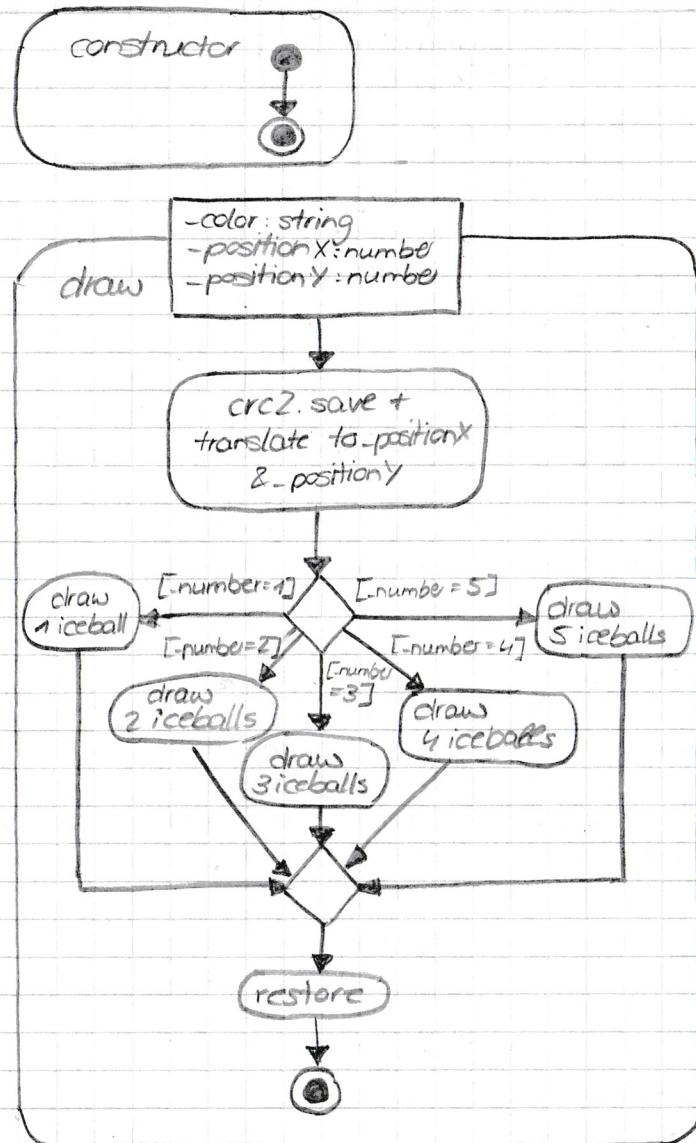
Endabgabe Eisdealer

Activity Diagram - Customer

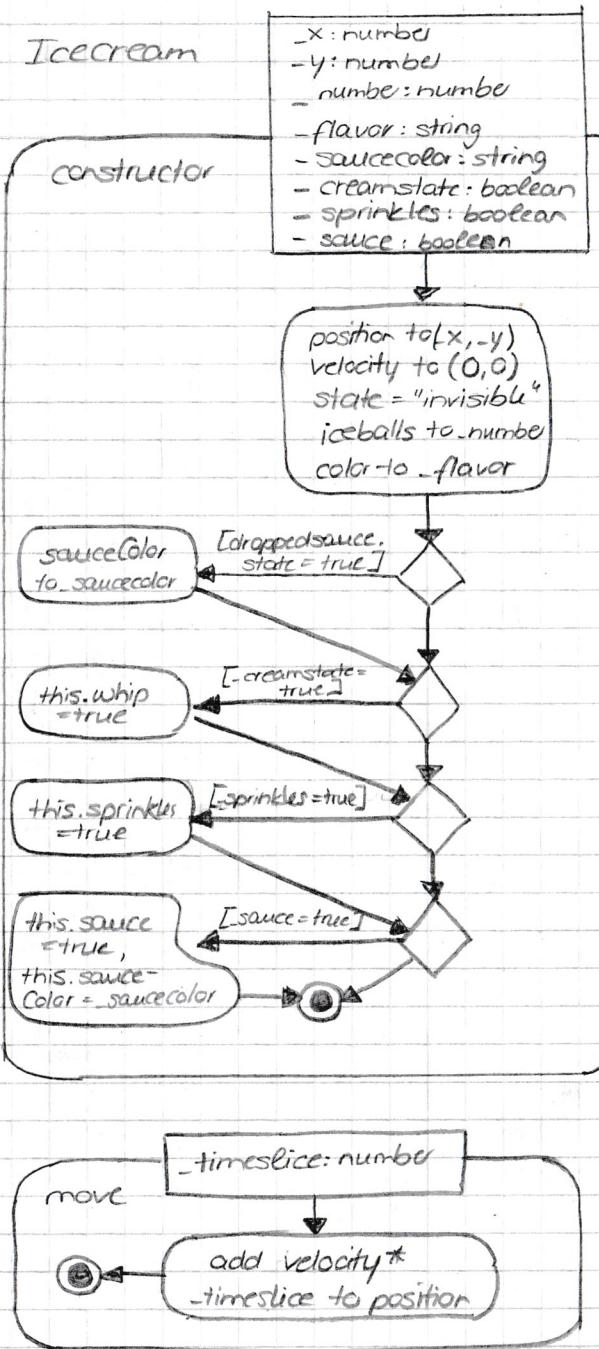




Iceball



Icecream



droppedSauce

