Activity Diagram - Main

install window load listener

load → handleLoad

change form-div → handleChange

click "start" button → createCanvas

click on bar container → showBarMenu

click on storage container → showStorageMenu
- same process like "showBarMenu"

click on canvas → detectClick, hideMenus

20 fps → update

1 sec → countGametime

timeCustomer → createCustomer

```
let employees: Employee[];
let selctedEmployee: Employee
let ingredients: Ingredient[];
let customers: Customer[]
let soldFood: number = 0;
export let stockFactor: number = 1;
export let moodFactor: number = 1;
let timeCustomer: number;
let customerMoodOverall: number;
let employeeMoodOverall: number;
let gametime: number = ;0
let background: ImageData;
```

handleLoad

find form-div & install change-listener and start button click listener

handleChange

- save form elements in variables
- What is stockCapacity?
  - [high] → stockFactor = 1.2
  - [medium] → stockFactor == 1
  - [low] → stockFactor = 0.8
- What is moodFactor?
  - [high] → moodFactor = 1.2
  - [medium] → moodFactor == 1
  - [low] → moodFactor = 0.8

createCanvas

- add class "isHidden" to form div
- remove class "isHidden" from canvas
- get crc2
- drawShop
- create new Employees based on nEmployees
- create Ingredients
- install click listeners on containers and canvas
- install timeCustomer intervall
- install countGametime

update

- clear and draw background
- move human
- draw human
- human reachedPoint

startGametime

- increment gametime +1

createCustomer

- create new customer

showBarMenu

_event: MouseEvent

- What is the id of target?
  - [target == "salad"] → Salad.showBarMenu()
  - [target == "tomato"] → Tomato.showBarMenu()
  - [target == "XY"] → XY.showBarMenu()

hideMenus

_event: MouseEvent

- add class list "isHidden" to both menus and Break Button

detectClick

_event: MouseEvent

- employee[].getClicked(_event.clientX, event.clientY)
- [employee[].selected == true]
- customer[].getClicked(_event.clientX, _event.clientY)

updateOverview

- count soldFood
- calculate median mood of customer
- calculate median mood of employee
- change inner HTML