

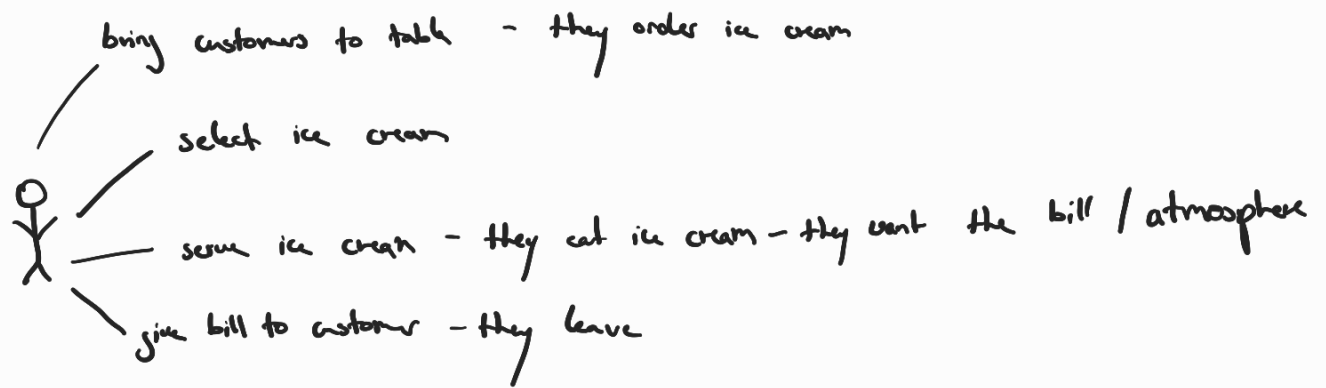
Funktionale Analyse:

- > Erlebnis: versteht sich als Eisdecke
 - ↳ Kunde Eis zusammenstellen (Versucht)
- > Interaktion: betriebs Eisdecke + freie Plätze
 - Bestellungen angezeigt, Nutzer stellt Bestellungen zusammen + gibt an
- > Plattformen: Desktop (Web)

Technische Analyse

- > Klassen (Chair, Cone, usw.)

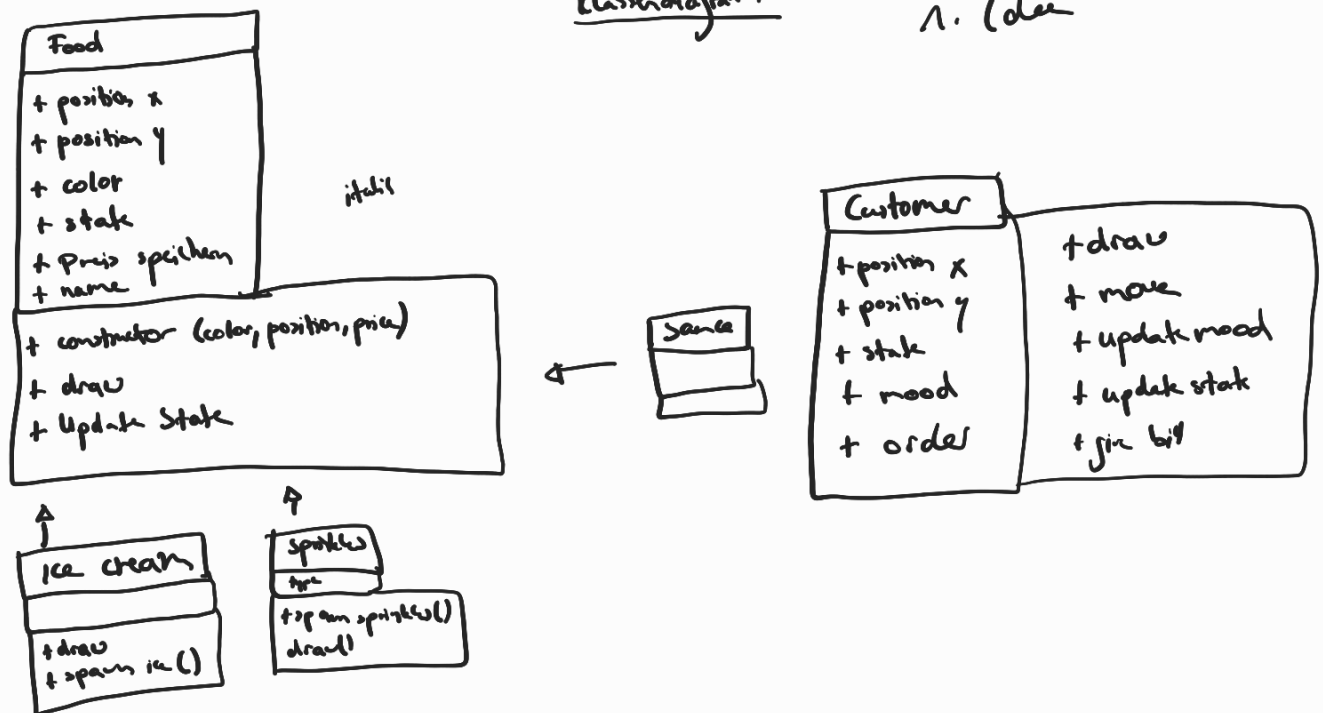
Ux-case-diagramm



let icecream: string[] = [vanille, schokolade, erdbeere]

Klassendiagramm

1. Idee



Attribut diagramm

Funktionen:

clickoncanvas() - o chat was checked?

animate()

fillIceCream()

create Food()

start()

spawnCustomer()

createIceCreamBowl()

give Bill()

seatCustomer

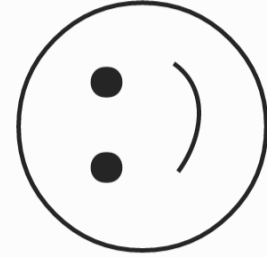
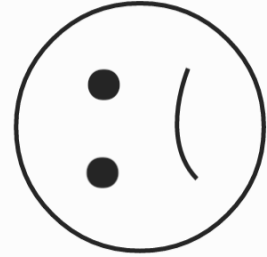
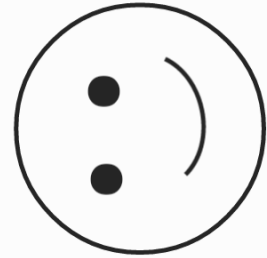
setHtmw





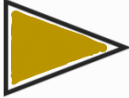
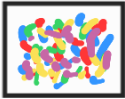
o create order

↳ Zeit
druck

1:00

1. Cu-Scribble



+ 2€	+ 2€
	
Schokolade	Vanille
	
Erdbeere	Pistazie
	
	Waffeln
	
	Streusel

Preisliste

1 Kugel	2€
max. 2 Kugeln	3€
Streuseln	1€

Kasse

<div></div>	
+	
+	
Total:	<div></div>

2. überarbeitete UI-Skizze

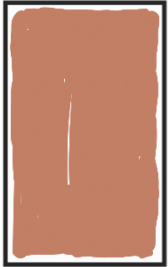


5€

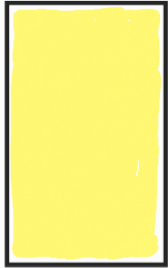
Preis
max. 2 Kugeln 2€

Total:

Best



Schokolade



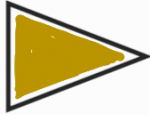
Vanille



Erdbeere

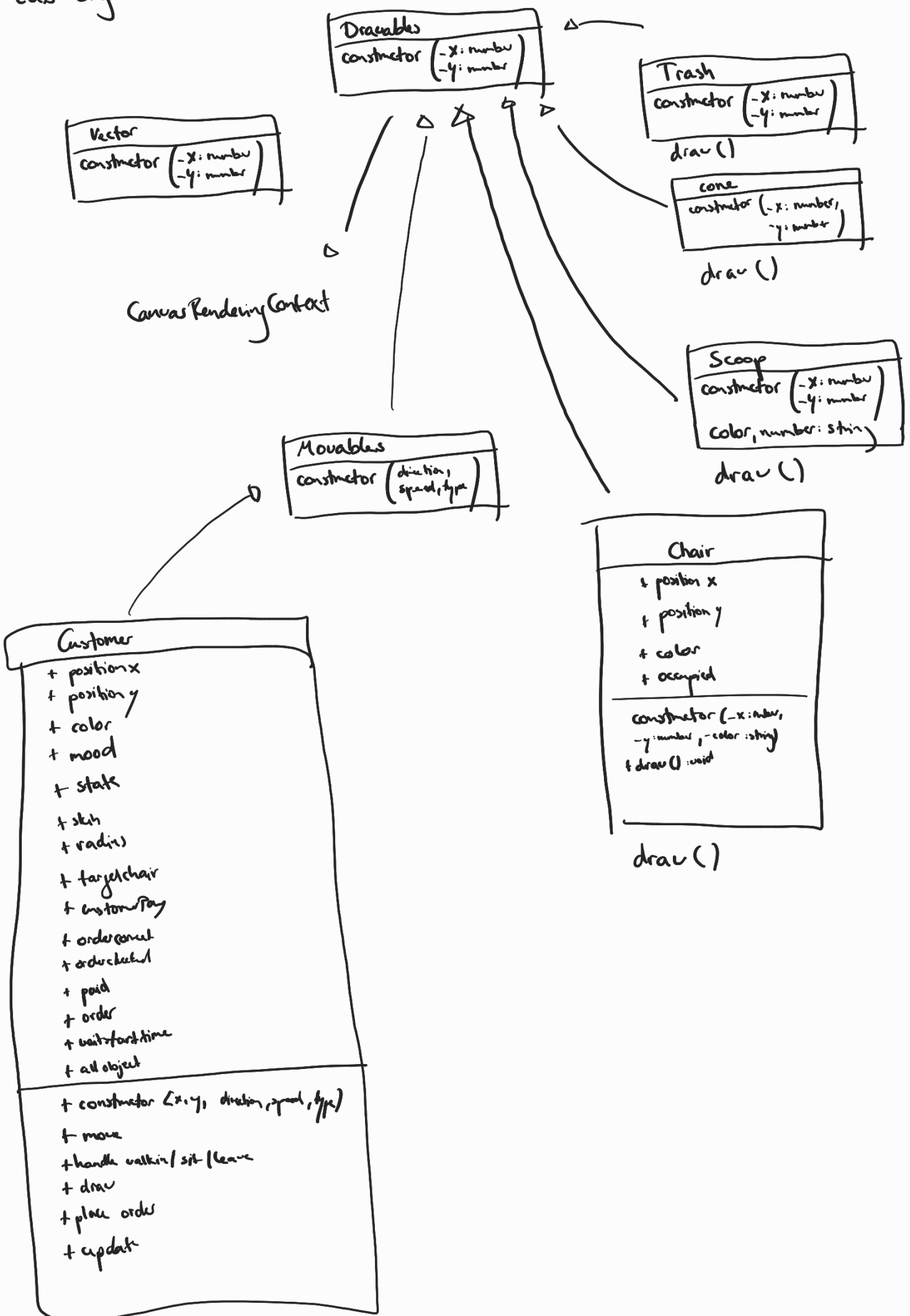


Pistazie

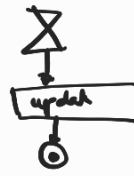
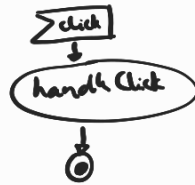
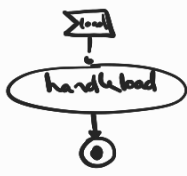
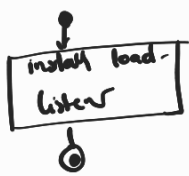


Waffeln

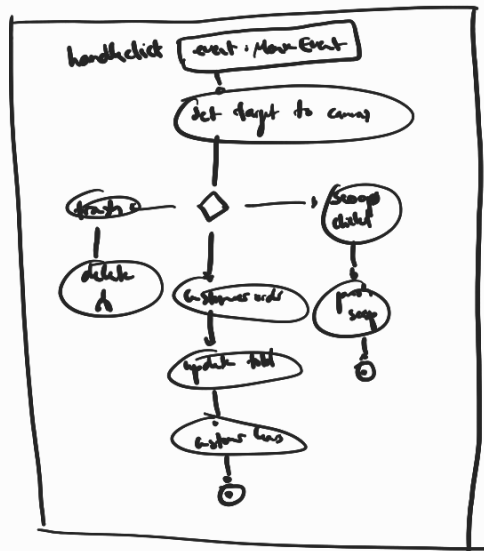
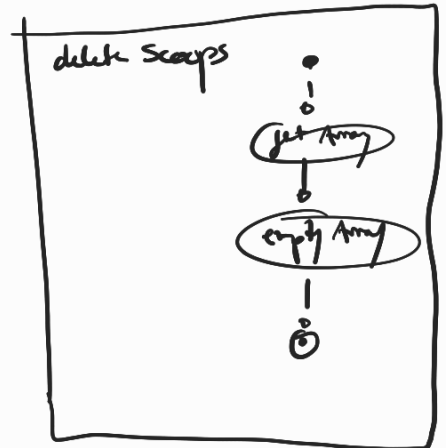
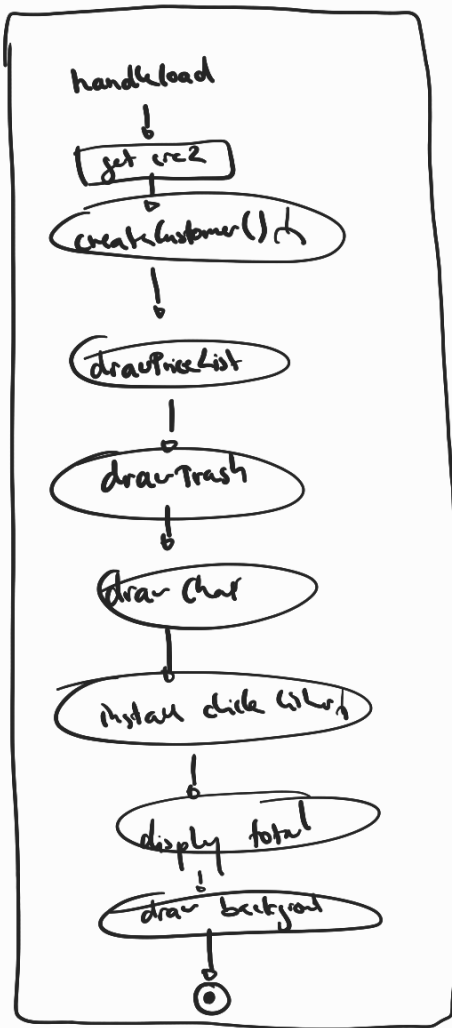
Class Diagram



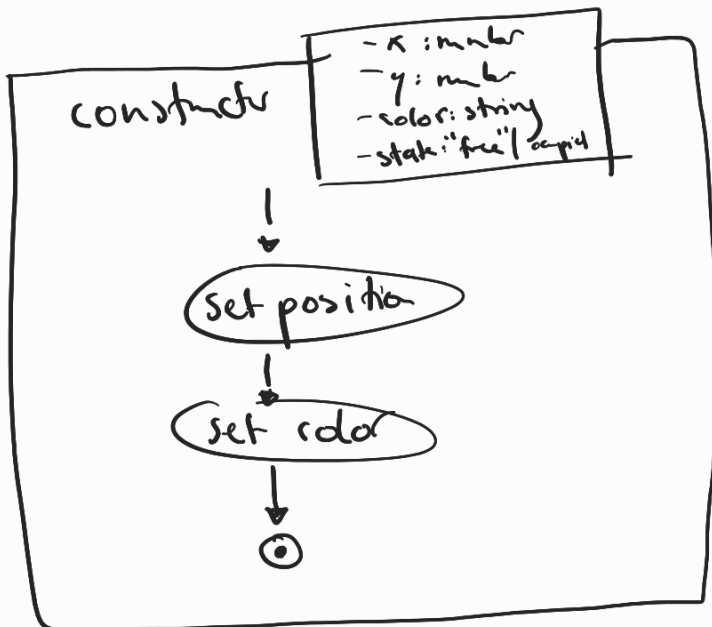
Activity Diagram - Main



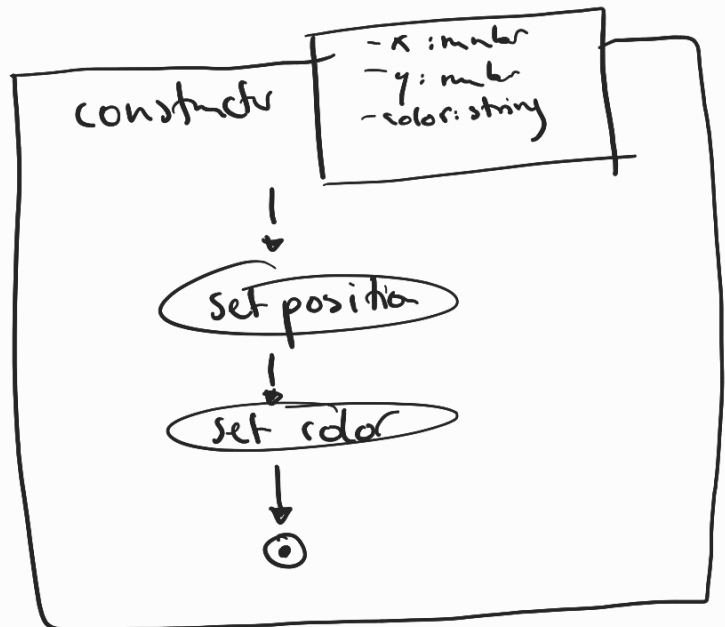
cr2
all objects:
AllObjects []



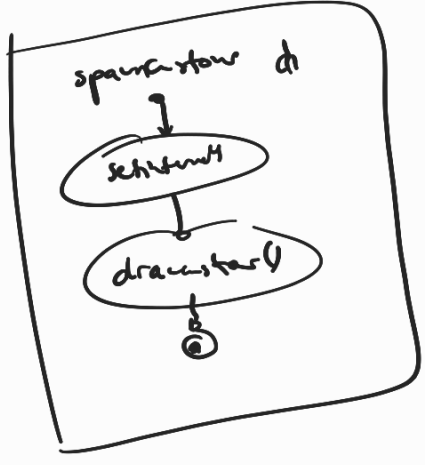
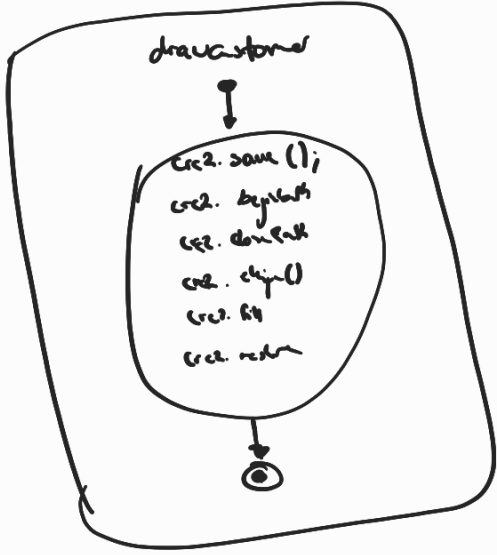
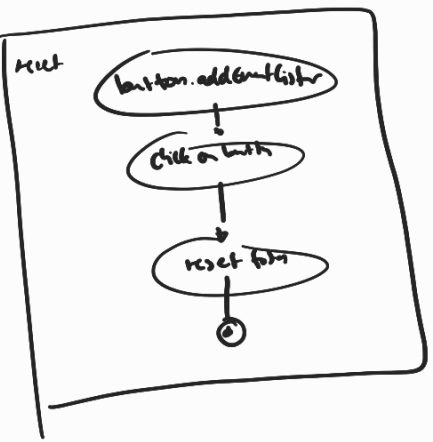
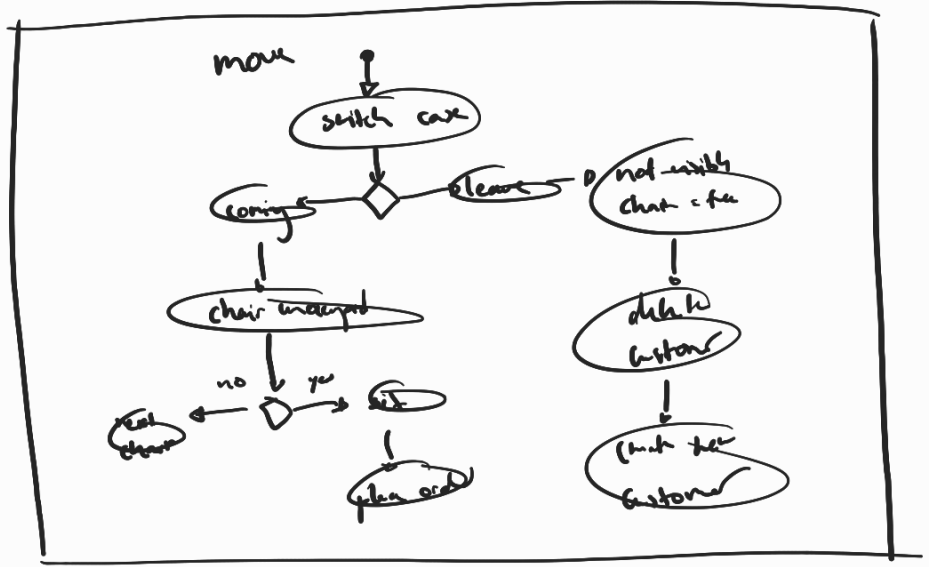
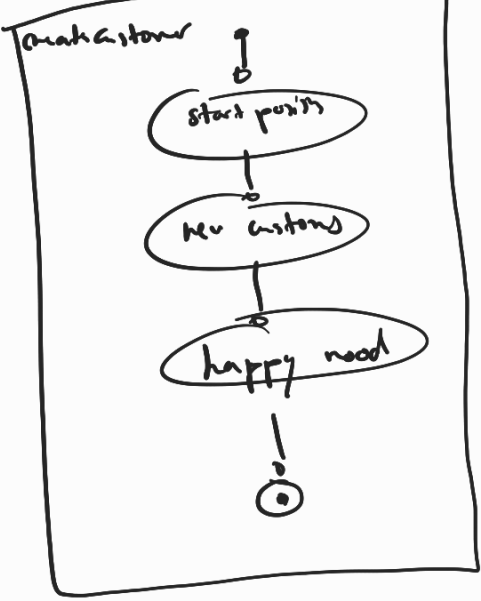
AD - Chair



AD - Core



AD- Customer



Data Structures - Sortiment Data

Category	name: string	price: number	color: string
Ice Cream	Schokolade	2	brown
	Erdbeere	2	red
	Vanille	2	yellow
	Pistazie	2	green