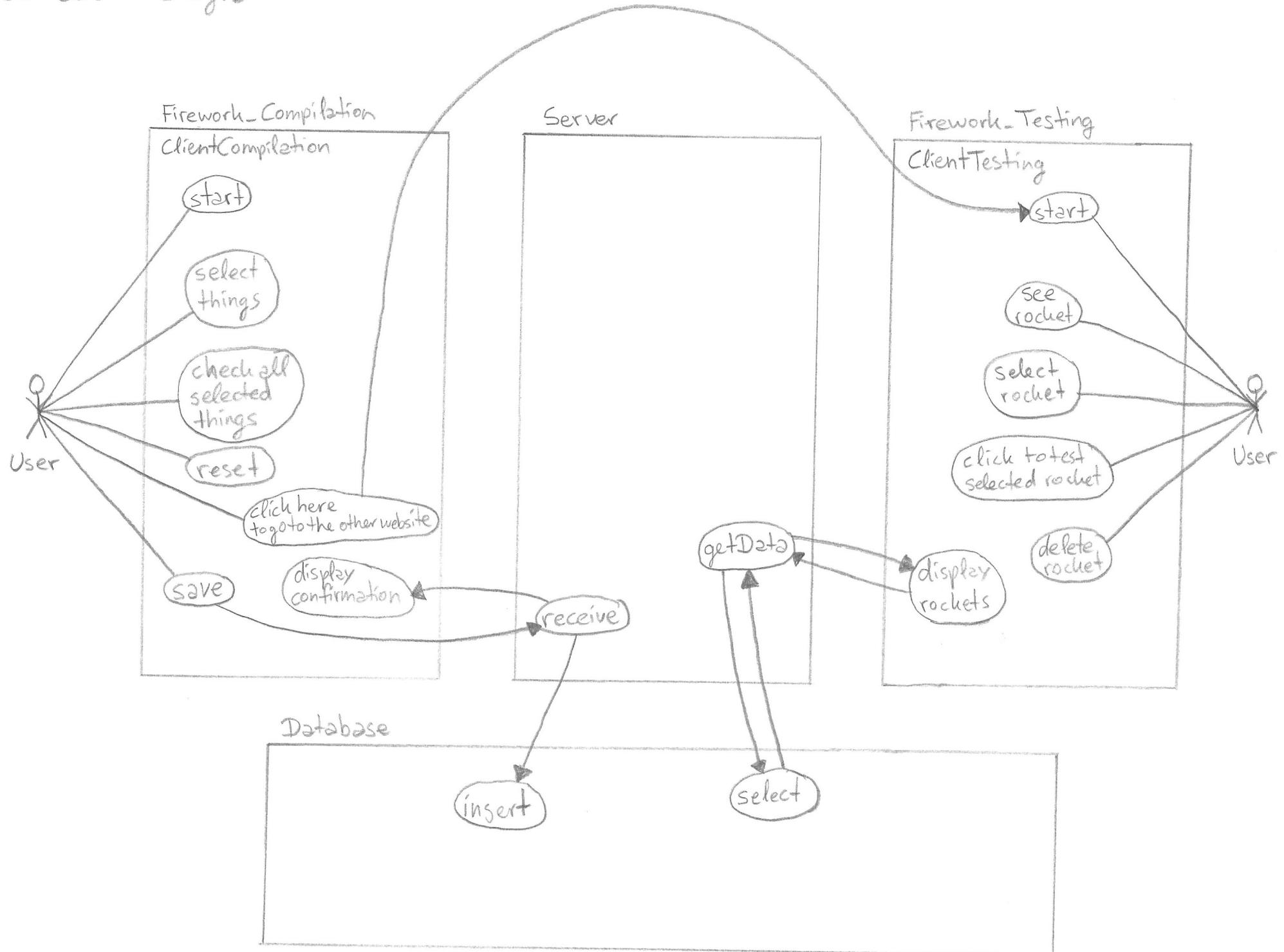


Use Case Diagram : Firework



User-Interface Scribble : Firework

Wenn keine Rahmen
in der Datenbank sind
steht hier No rockets
created

```
button class="Current"  
background-color:#000033  
width:75%  
color:white  
border-radius:0px  
button class="rest"  
background-color:white  
color:#000033  
width:75%  
border-radius:0px
```

```
<span id="click">If you  
want to create more  
rockets <a href="index.html"  
>click here</a></span>
```

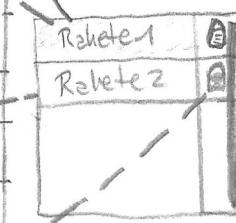
```
button class="rest+Del"  
background-color:white  
color:#000033  
width:25%  
border-radius:0px
```

```
<h2>  
color:white
```

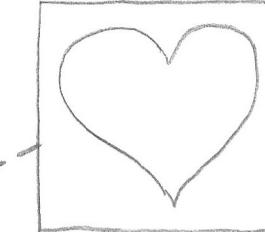
```
#input  
width:100%  
height:100%  
overflow-y:scroll
```

```
CANVAS  
background-color: #000033  
position: absolute  
margin: 0 auto  
top: 0  
bottom: 0  
left: 0  
right: 0
```

0,0
Choose your
Rocket

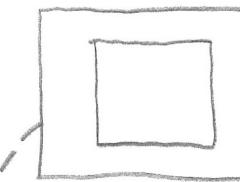


If you want to
create more
rockets click here



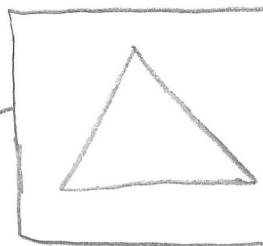
```
mit  
bezierCurveTo()
```

```
fillStyle = this.farbe
```



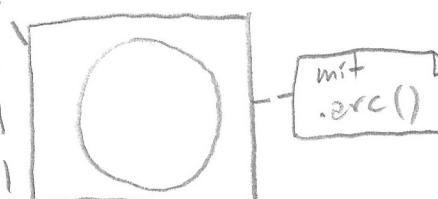
```
mit  
fillRect (0,0,7,7)
```

```
fillStyle = this.farbe
```



```
mit  
lineTo()
```

```
fillStyle = this.farbe
```

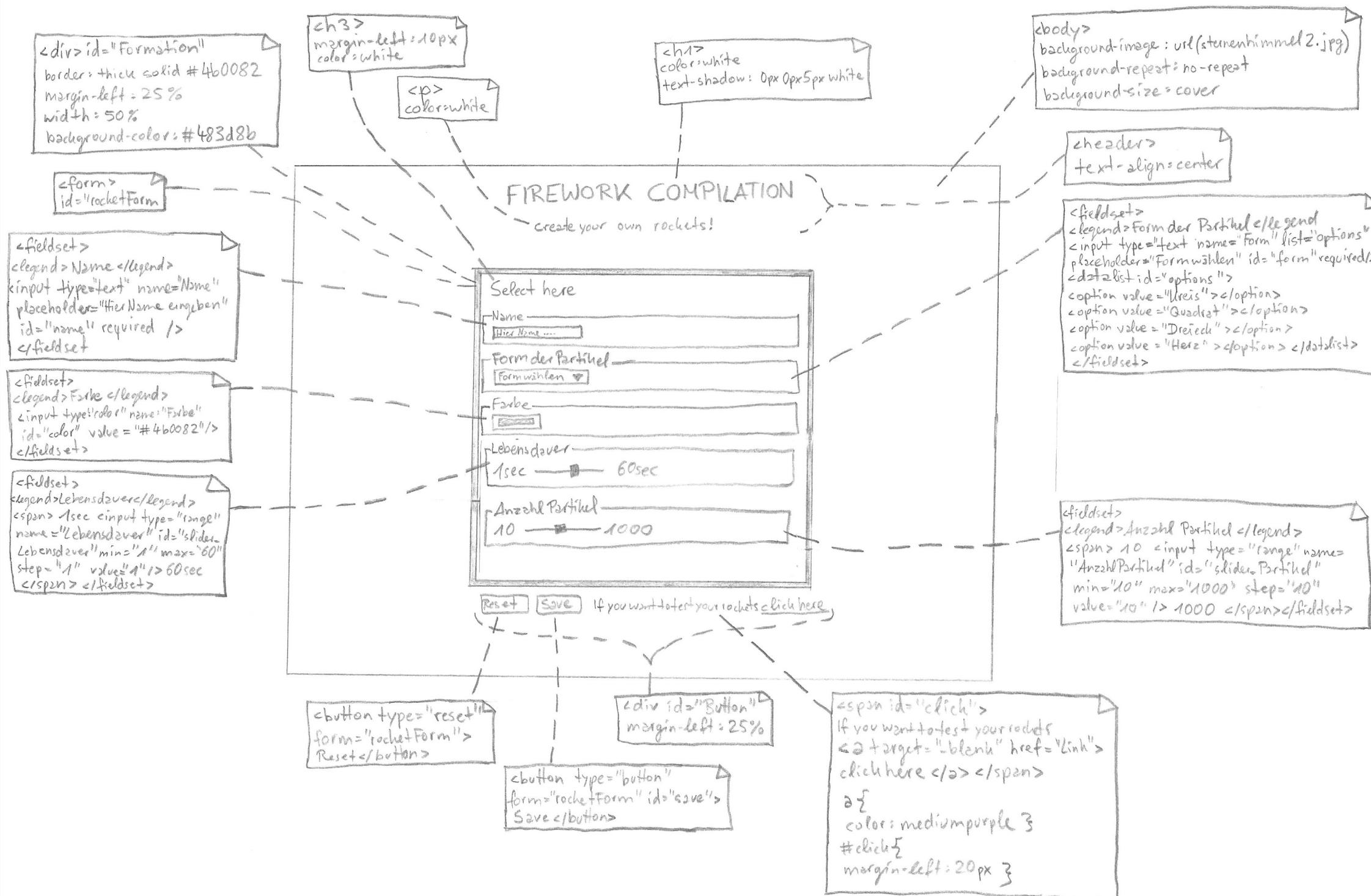


```
mit  
.arc()
```

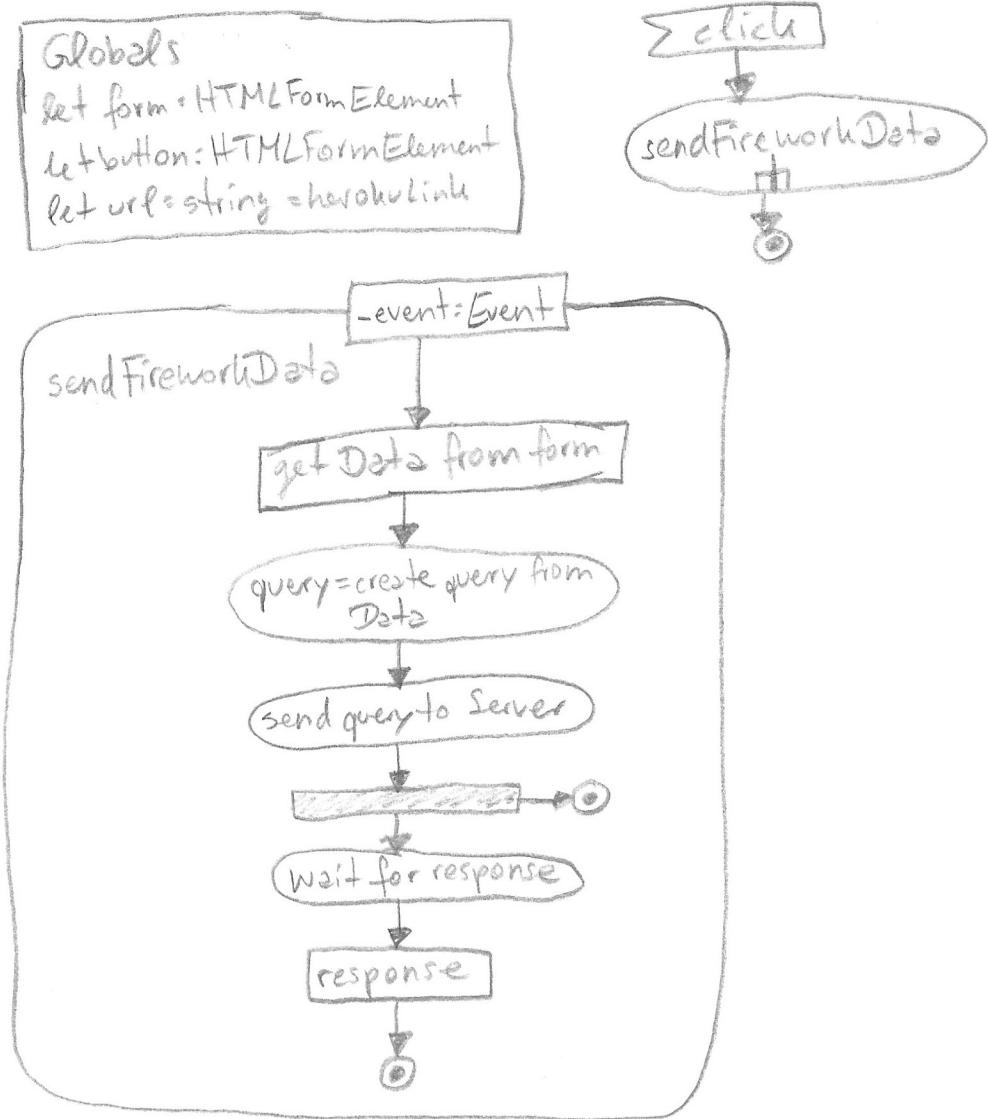
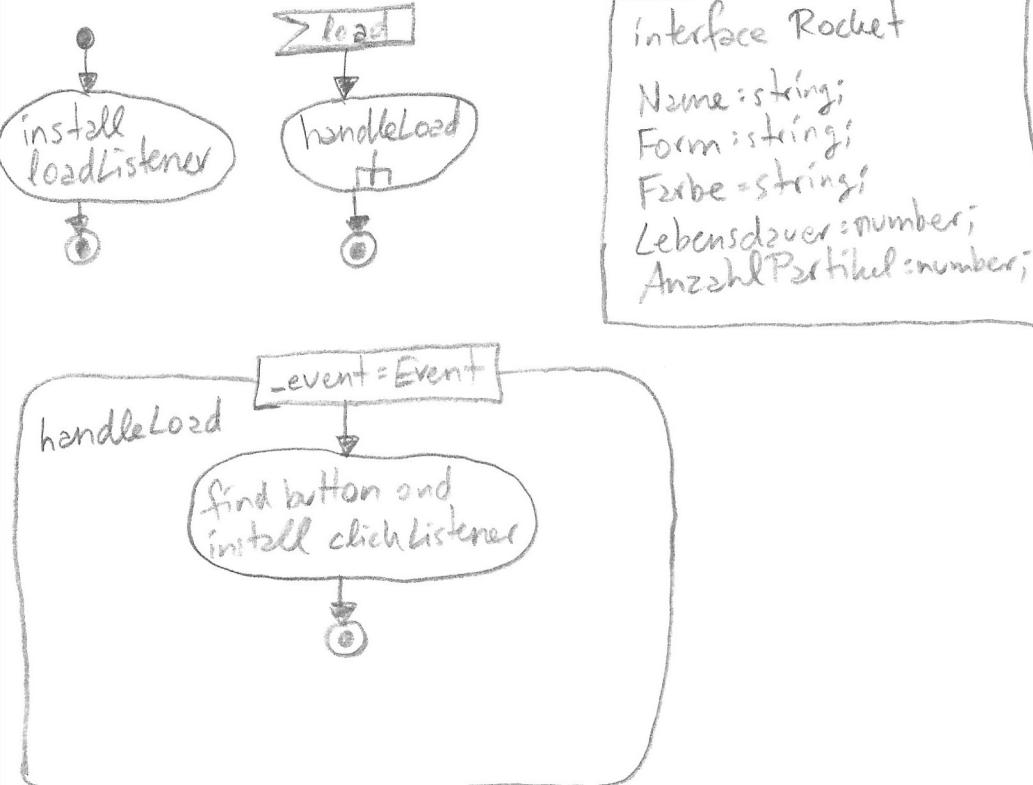
```
fillStyle = this.farbe
```



User-Interface Scribble : Firework-Compilation



Activity Diagram : Firework_Compilation



Activity Diagram : Firework

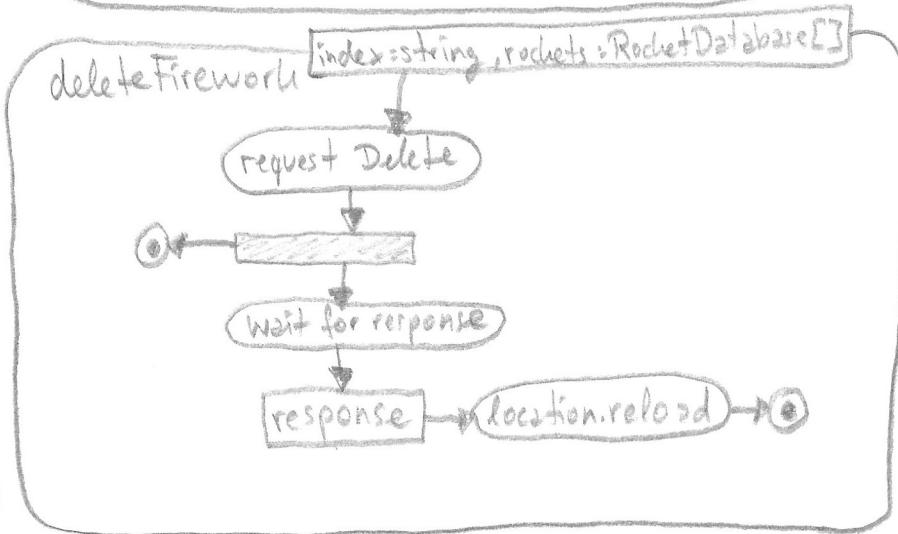
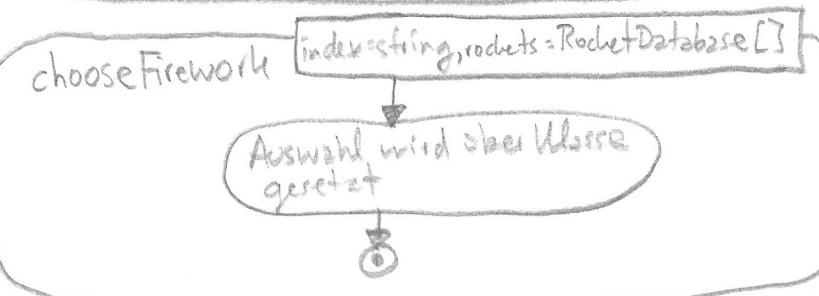
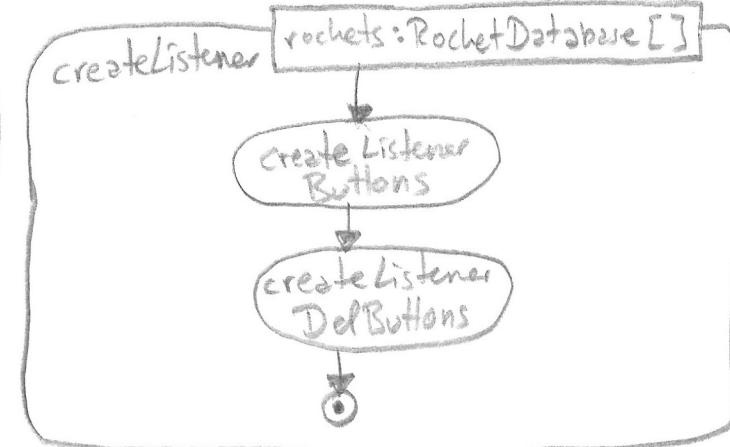
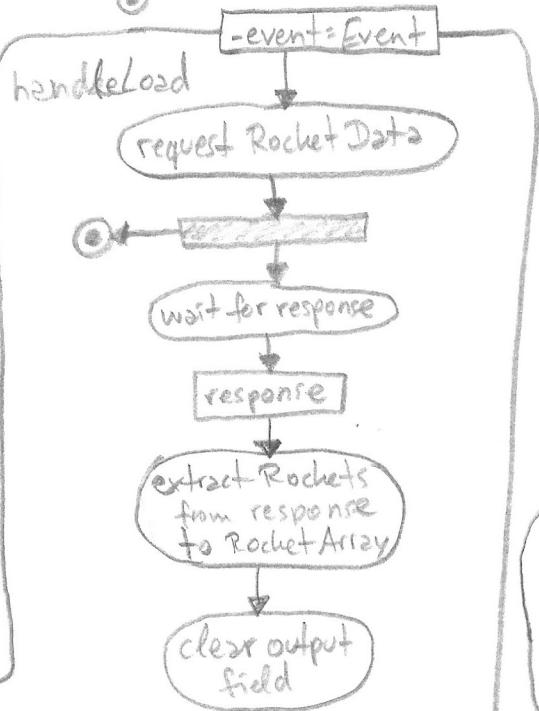
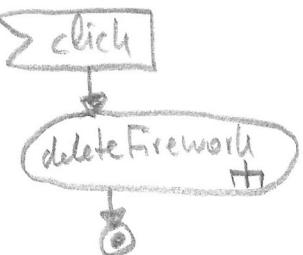
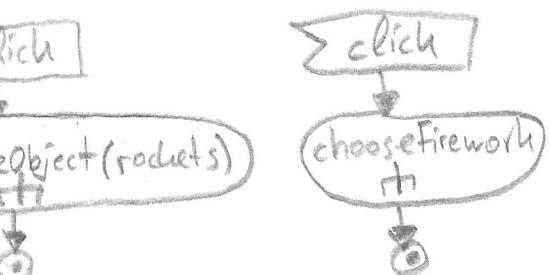
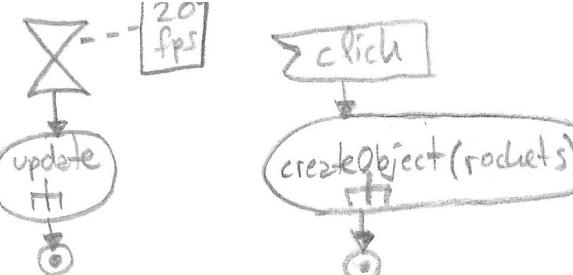
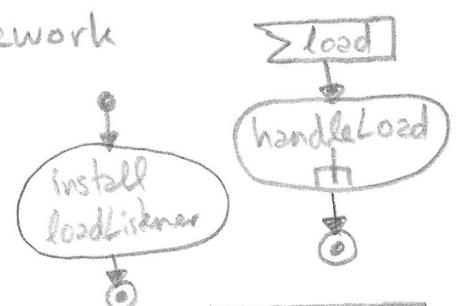
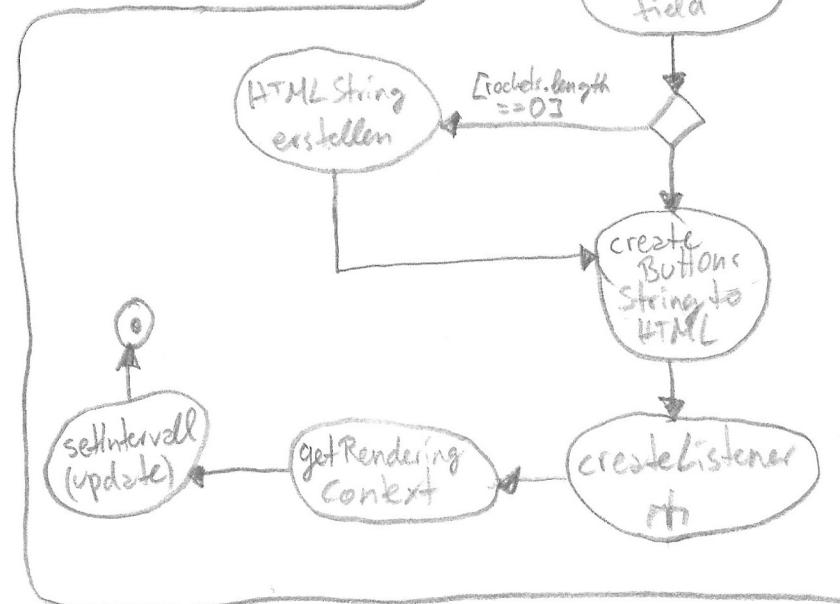
Generate_Content

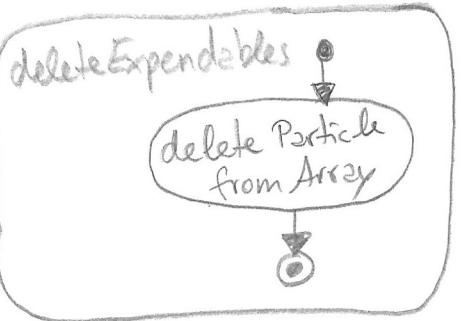
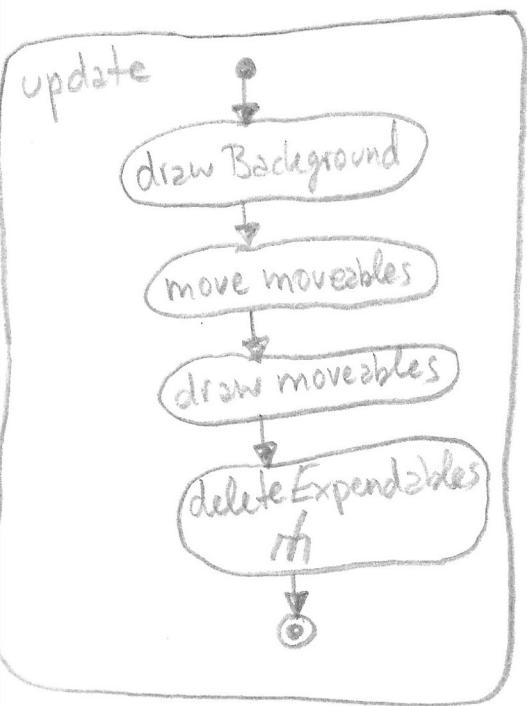
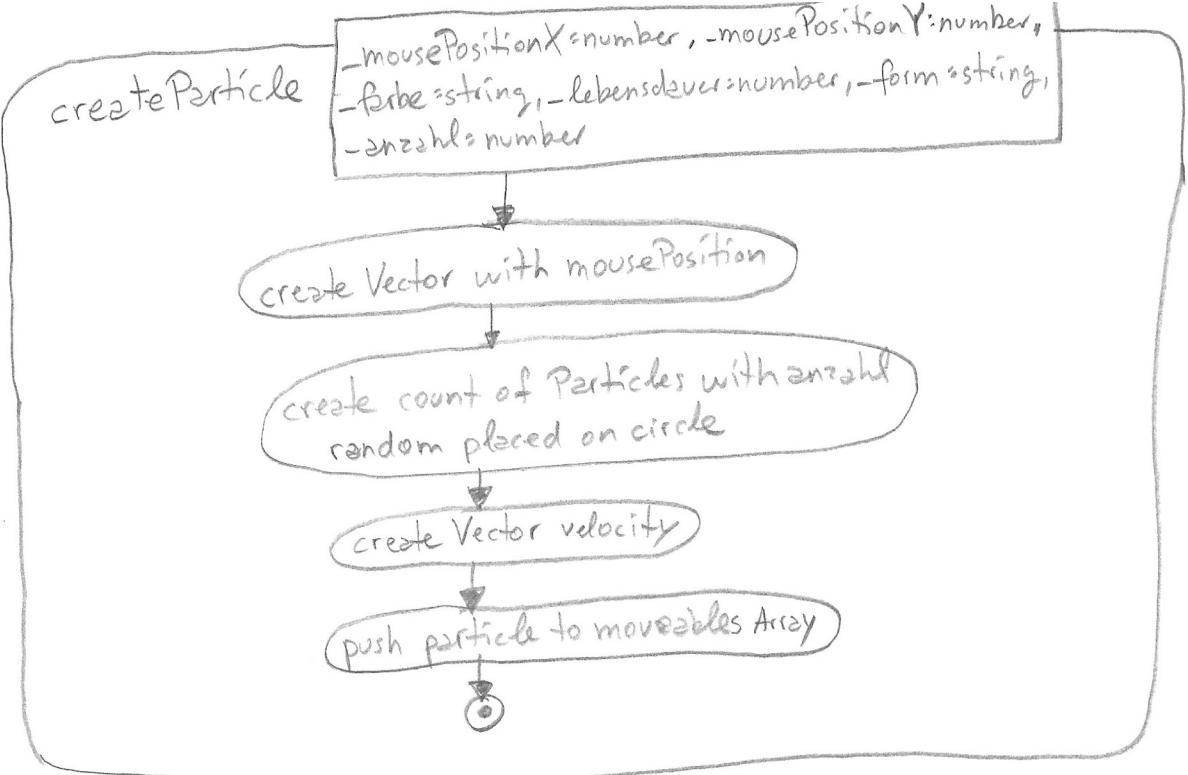
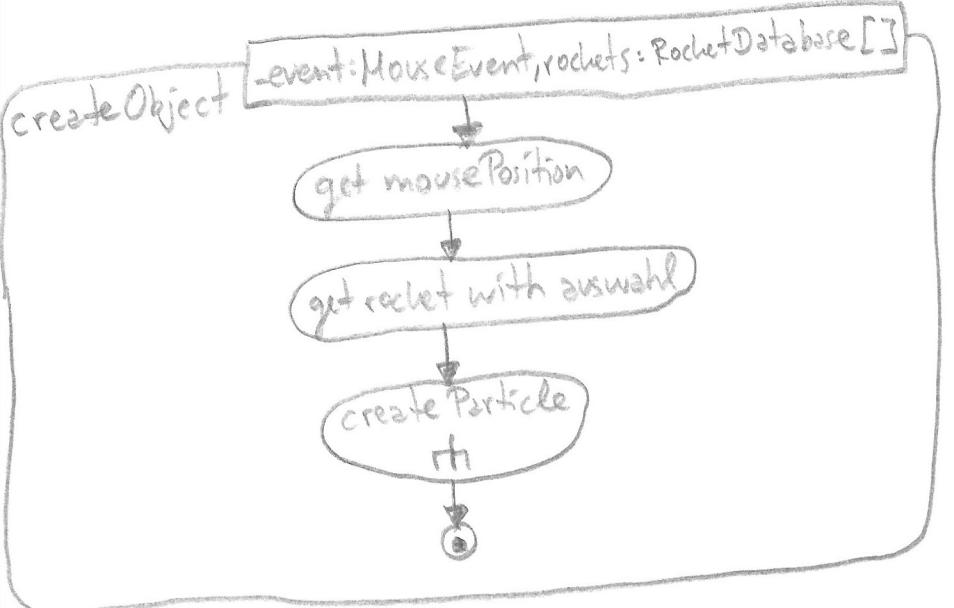
```
interface DeleteItem
    name: string;
```

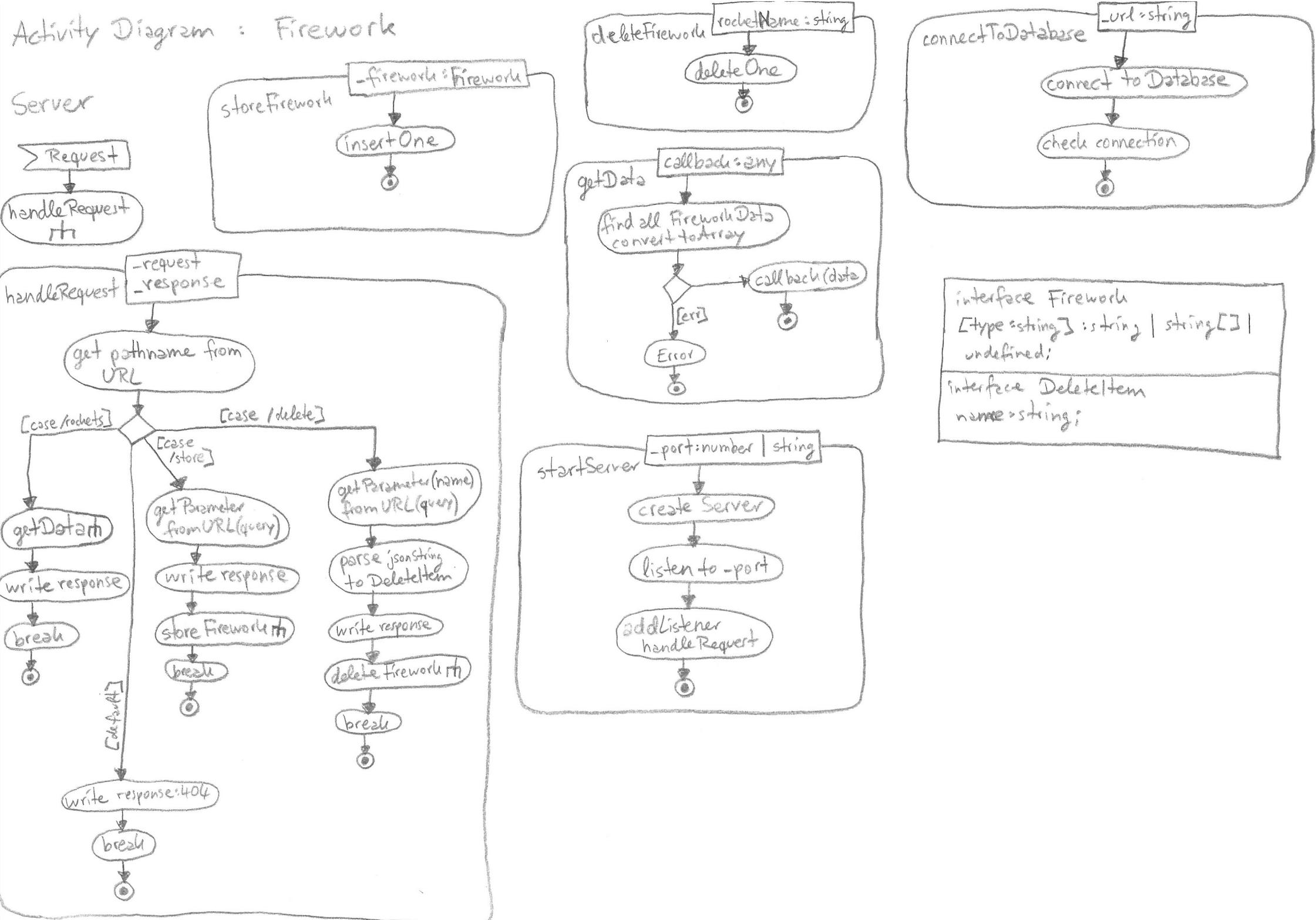
```
interface RocketDatabase
    ID: string;
    Name: string;
    Form: string;
    Farbe: string;
    Lebensdauer: number;
    AnzahlPartikel: number;
```

Globals

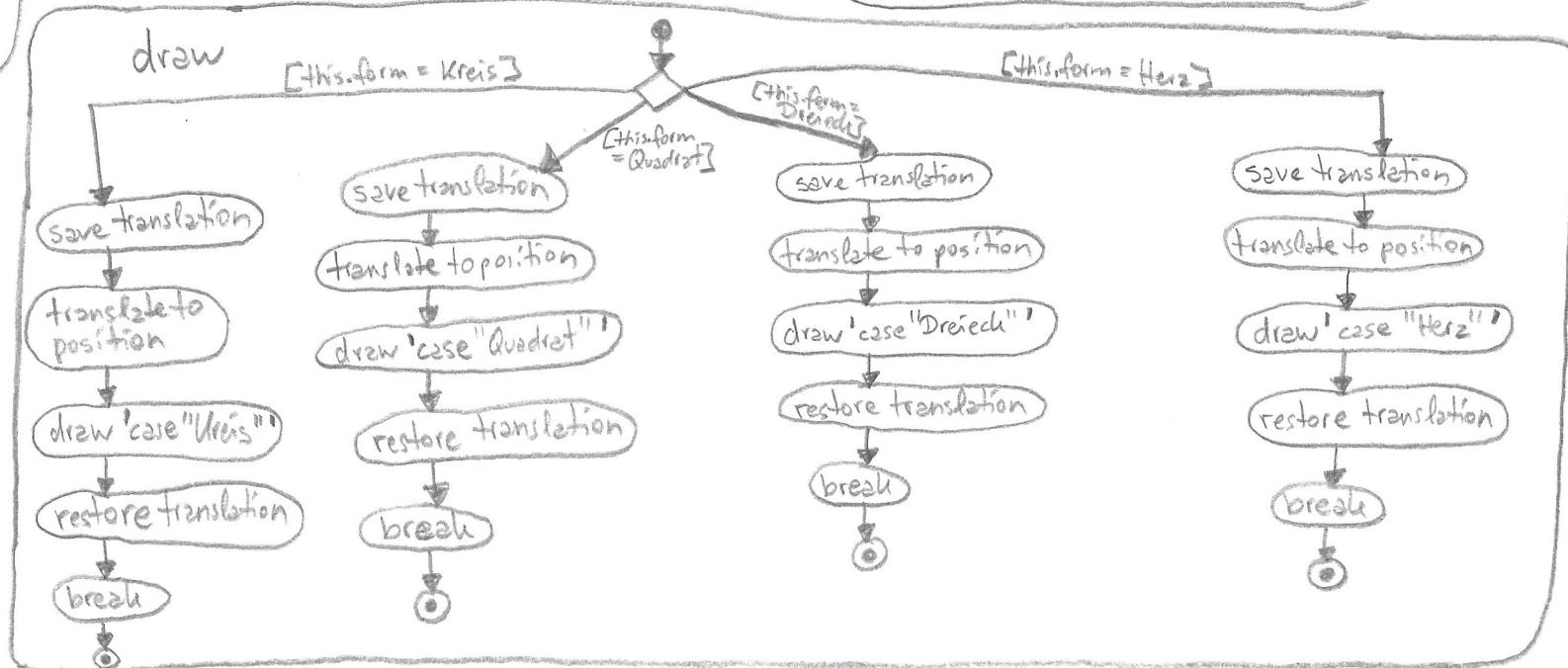
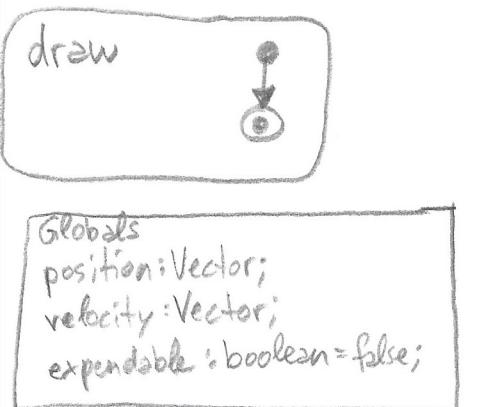
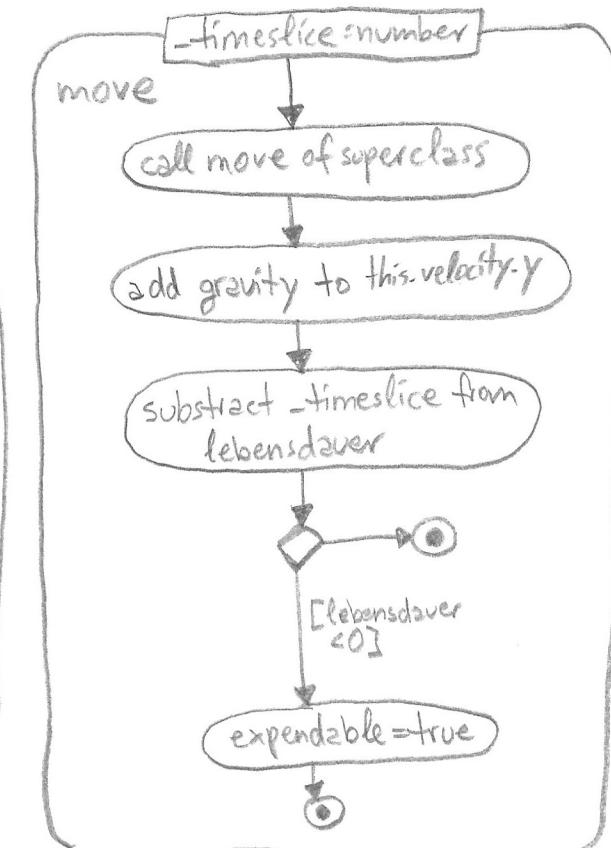
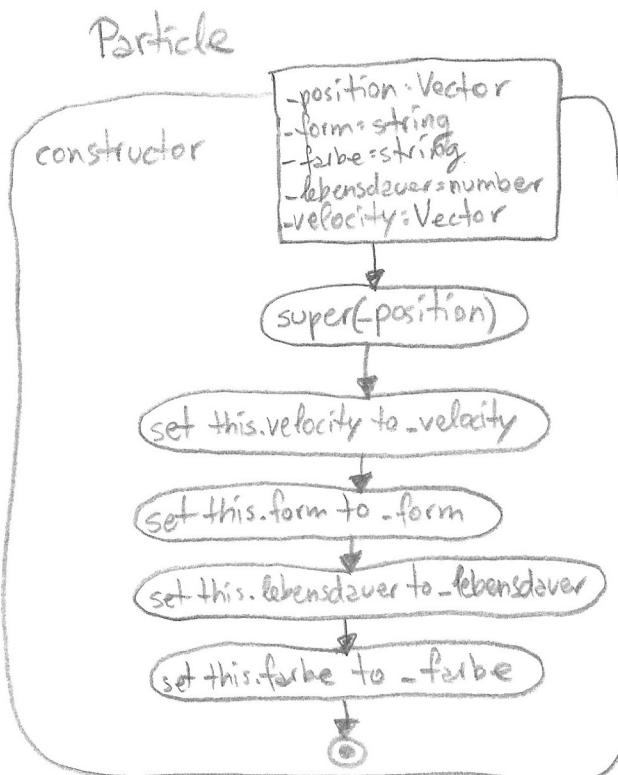
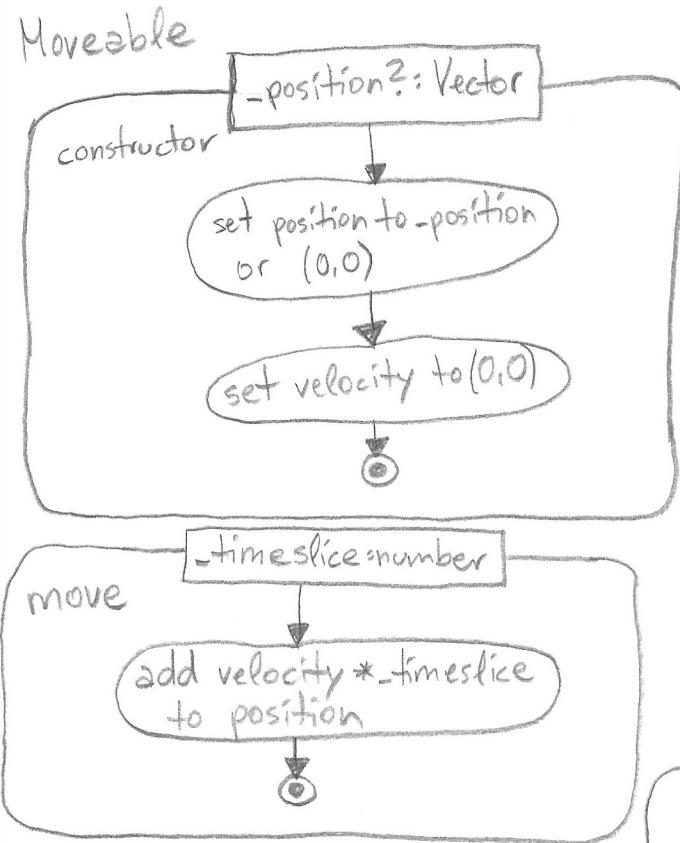
```
let url: string = herokuAppLink
let auswahl: number = 0
cre2
let moveables: Moveable[] = [];
```







Activity Diagram > Firework



Class Diagram : Firework

