Activity Diagram : Firework timestice : number Particle Globals -position · Vector move Moveable e vity sup Join string call move of superclass -position?: Vector constructor -faibe: string humber=1; -lebensdauer=number -velocity=Vector form sstring ; constructor lebensdayer: add gravity to this velocity. Y number: set position to -position super(-position) fabe=string; or (0,0) Substract - timeslice from set this velocity to velocity lebensdauer set velocity to (0,0) Set this form to form P(0) set this lebensdaver to lebensdaver Elebensdaver timeslice:number Get this fuke to fube move expendable = true add velocity \* timeslice to position werb [His.form = Kreis] CHris.form = Herz ] C+his ferm [this form = Quadrat] drew sove translation) Save translation (save translation (save translation) Franslate to position translate to position Franslate toporition translate to draw case Drefech" draw' case "Herz" Globals (drew 'case "Quadret") position position: Vector; relocity: Vector; Crestore translation (restore translation restore Honsletion draw 'case" Ures") expendable: boolean = false; (breali restore translation break break break