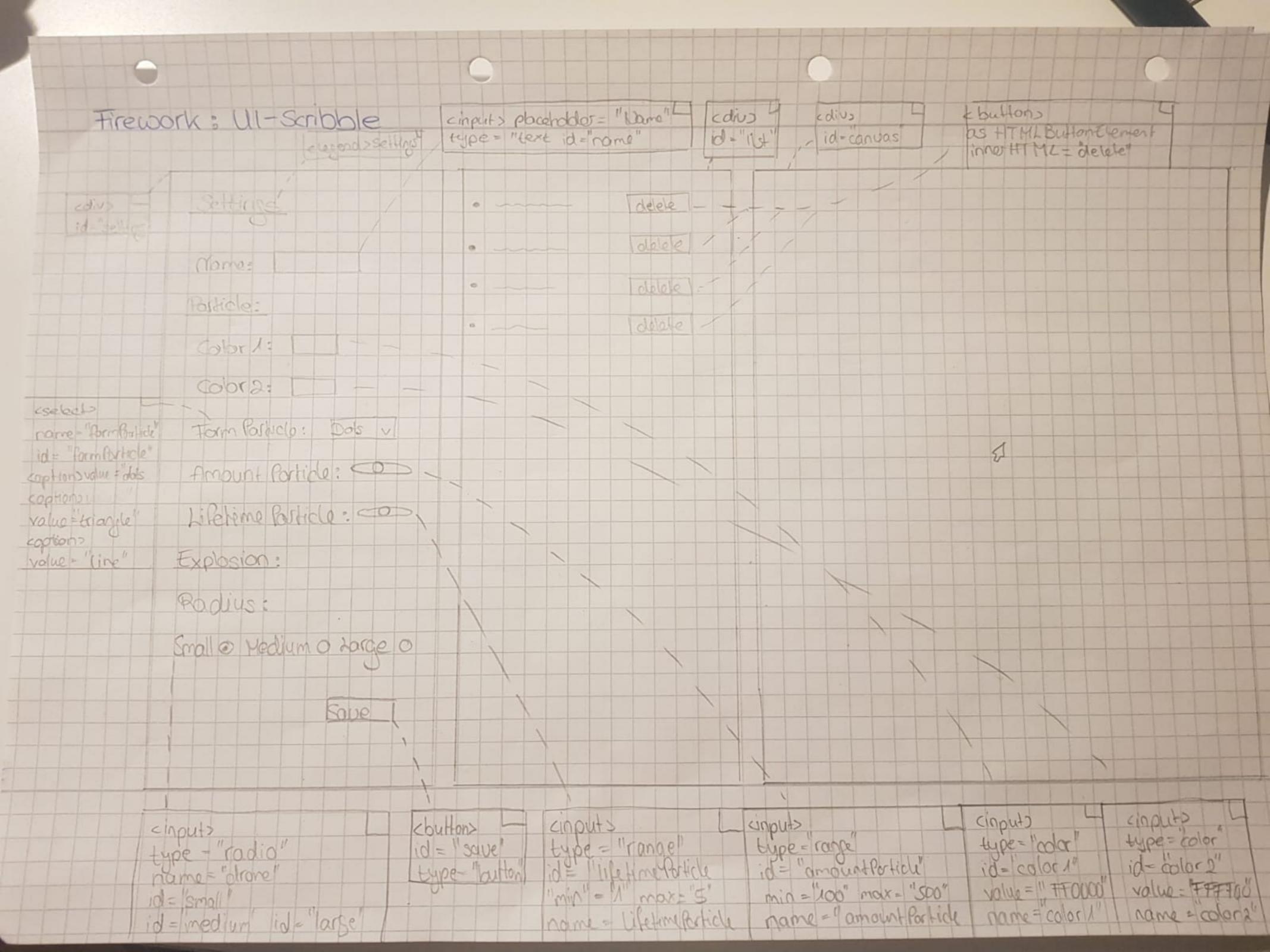
Firework: Use Case Diagramm Serves Request Client Phyor (set Rochet list) Storle Response display) dele le Rocle display selection) send receive Reglest Player pesconse name of saved Roched (11st) Storage Pegiost inserts Rocket delete Rochet list



Firework: Datastructur Idata nome: strip humber Category value category4 3041083 name: string Red Yellow Porticle color 1 : string T TT0000 value 4 color 2: string # FF FF TOO formParticle: string Dats amount-Particle: number 300 life time Particle: number Bsec radius active Medium Explosion

Firework: Swimlane Storage Client User Server collects settings recevie request send request name color 1 color 2 form Porticle amount Particle lifetime Particle Radius creat response recive response get Pochet

Firework: Class Diagramm Particle FormData colors string une information: Form Data Settings; HTHLDIV Element actual Drawl) X Posidion: number name: string ypositions number color 1: strik x Vector: number Dots color 2: stirig y vector: number form Particle: string comountParticle: string crc2: Canvas Derdering context 2D actual Draw gardrent: Canvas Gradient life time Porticle: number radius Active: string Tringle get Rondom Number () constructor (all Parameters) draw () oration () & abstract actual Draw() Position Canuas Explosion position; Position Canuas readonly Frances Pasecond: number = 10 canvas; HTMLEGement init Life time & number × Position: number all Particles: Particles [] 4 Position: number crc: Convas Dendering context 2D handle Position () draw (This Ref, lifetime) Jet Position (Mousetvert explode (Sed Form Data)

Firework: Activity Diagramm: Main 7 click lood refreshlist (booldbood) (Sove Information A) mande paditi let position (anyos: Position Canyas = new resition Convos W let save Button: +TML Elements let 185+1+TML: HTMLElement for handle load = document-get = lement Byld ("list) save information empt inner HTML handle Pasition H new Form Data - new URL search Params gel Element By lot = "Sauce" let query; URLSearch Params) a = save Button = new URL Seach Burgman I query: URL Search Povems (fetch lurl + query toShring) Getch (url + query tastring) let value Properties = new Map fetch (url + query tostring) with object Entries refresh list it (refreshlist Ha) creat 13st Flement 0 get name from Value Properties? uses her Cont Event Listener ("click") on light tem new torn Doto with all ontries from Form Dates IPSLHTHI - appendituld (list/tem) Toreat delete Button with detake and inner HTML and add Eventuriner click on Button = new URL Search Brams Retch (url + query Delete tostring ()) refresh bust append Button to list HTML

Firework: Activity Diagramm: Particle _ color 1: string_ color 2: string, _ form: string, _ crc 2: convas Rendering context 2D, xstort Rotton: number, radius: string constructor group get Random Mumba this colors = - colors Shift this. x Position += this. x Vector this. y Position +- this. y Vector renerate this . color 2 = color 2 this cro 2 = _ cro2 Pound, Random this, form = corm number, returns variable res this actual Draw () this . x Position = x Start Position. this y Position = 4 Stort Positron Let radius Factor: number =1 actual Draw 1 else if radius if rodius 15" large" is "small then 0 radius Fahlor & 2 radius Factore 015 gerdiet color1, color2

Firework: Activity Diagram. Dots octual Draw lutradius: number = 2 (this cros begin Path ()) This. crc2. arc (this. x Position, radius, O, Moth. P1 # 2) this crc 2. fillstyle = this gordient) anis, crez. Pill () (this, cc2. close Path())

Firework: Activity Diagramm: Line Octual Draw this x Position += this x Vector this - 4 Position + = this - grector This cros rogin Path) This crc 2 nave to this x position + 10
this y position + 10 (this crostine to this & position +3 this & position +3 Ercz. clase Path () this crc2. stroke Style = this gordient) This crc2. (ine Width = 3)

This crc2. strokel)

Firework: Activity Diagramm: Triangle Octua Drow This. crc2. begin Poth () (this orda move to (this x Position, this uposition) (this crc2, line to (this x Pasition, this - 4 Pasition + 10) (this croz where (this x Position + 20, this y Pasition + 3) (this, crc2, close Path(1) (this crc2, fill style = this, gordient) Ehis. cro2-A11(2)

Firework: Activity Diagramm Explosion SendtormData; FormData, X: number, y: number explode readonly Frames Persecond: number = 10 1011 ilotime : cumber : I we we oll Porticles: Particle []. don't have crc: convos Penderin Context 20 FormData return This Refs Explosion, life times, number draw let new Canuas = creat convar style now Conver if fist Hemont Child else from canvas == This Refice dances (clear convas to id = canvas draw Particle black this, all Particles = [] this, crc = new canvas, get context (2011) count lifetime down if Vileline bigger then else index (Send Form Data clear convas let new Element: Particle draw all Podicles draw () H settimeout (1/Exploron-Frames Personna)

explodo send form Dota from Particle case dols back to for- Loope new Element = new Dots With Data Valus case "triangle" new Element = new Triangle with Batalalus "like" new Floment = newline with Datalakus console los all Particles [index] = new Element Let lifetime: number = Send Form Data. lifetime Particle * Explasion. Francisco Franci Explosion. draw (this, lifetime) H

Firework: Activity Diagramm: Position Canvas position: PositionConvas > mouse down conves: HTHI Element x position : number uposition : number get Positionity mandle Posi- lon 1-event: House Event get Brition this. x Position = event offsetx Oct Element Byld ("canvas") Install mousdown new Explosion () Event on this carros 0

Firecoord Activity Diagramm: FormData information: Form Dota _ name?: string, - color 1? string, _ color 2?: string, _ formParticle?: string, _ amount Particle?: number, _ lifetime Particle?: number, - radius Adive?: string Selfinis: HTMLDIVFlement = document.guery Selector (# setties) name: string color 1: string Constructor color 2: string form Particle: number amount Particle: number get Edemont Byld porameter lifetime Porticle: number is possed this, instance radius Active : string