

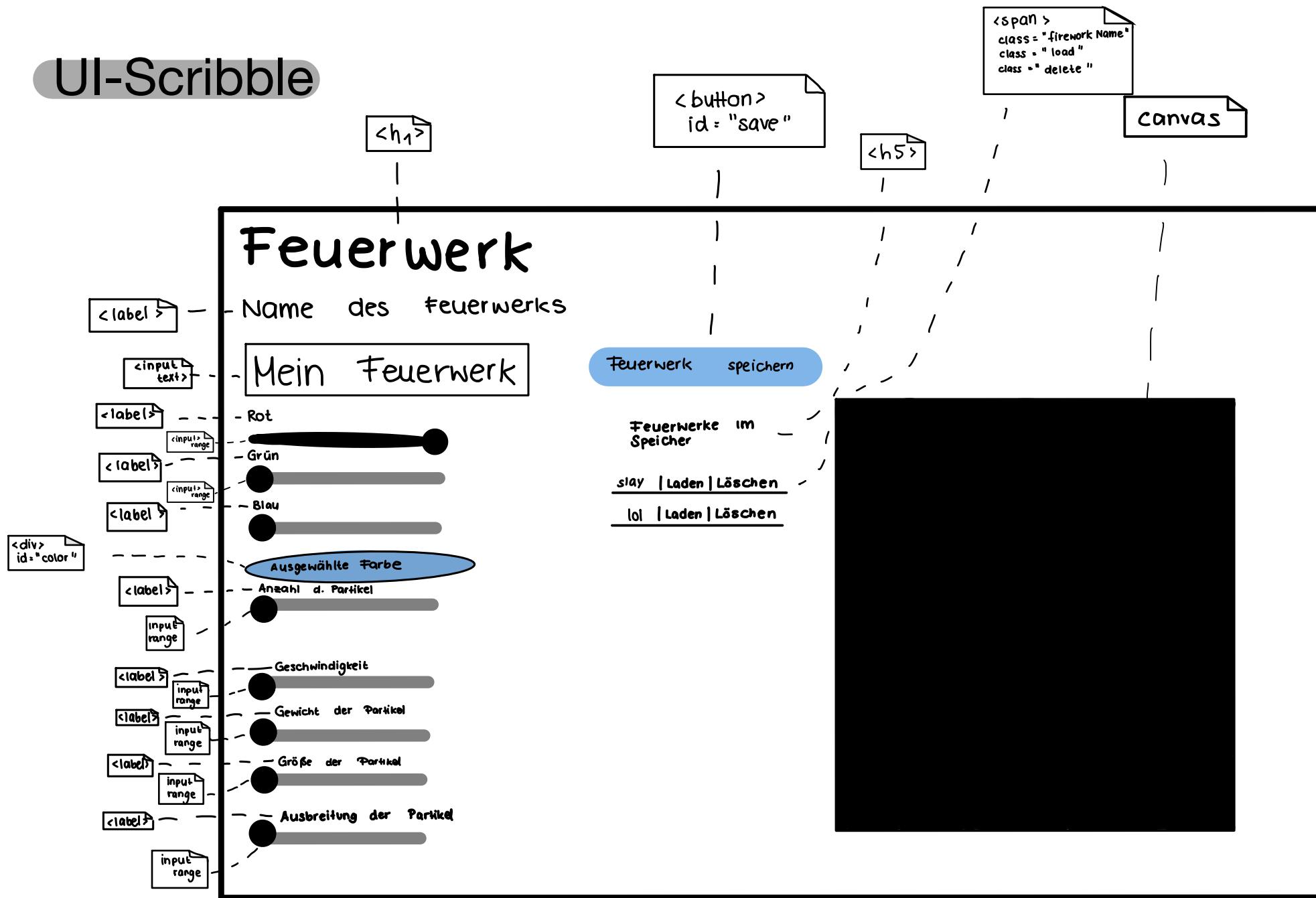
# Konzepte

# Endabgabe

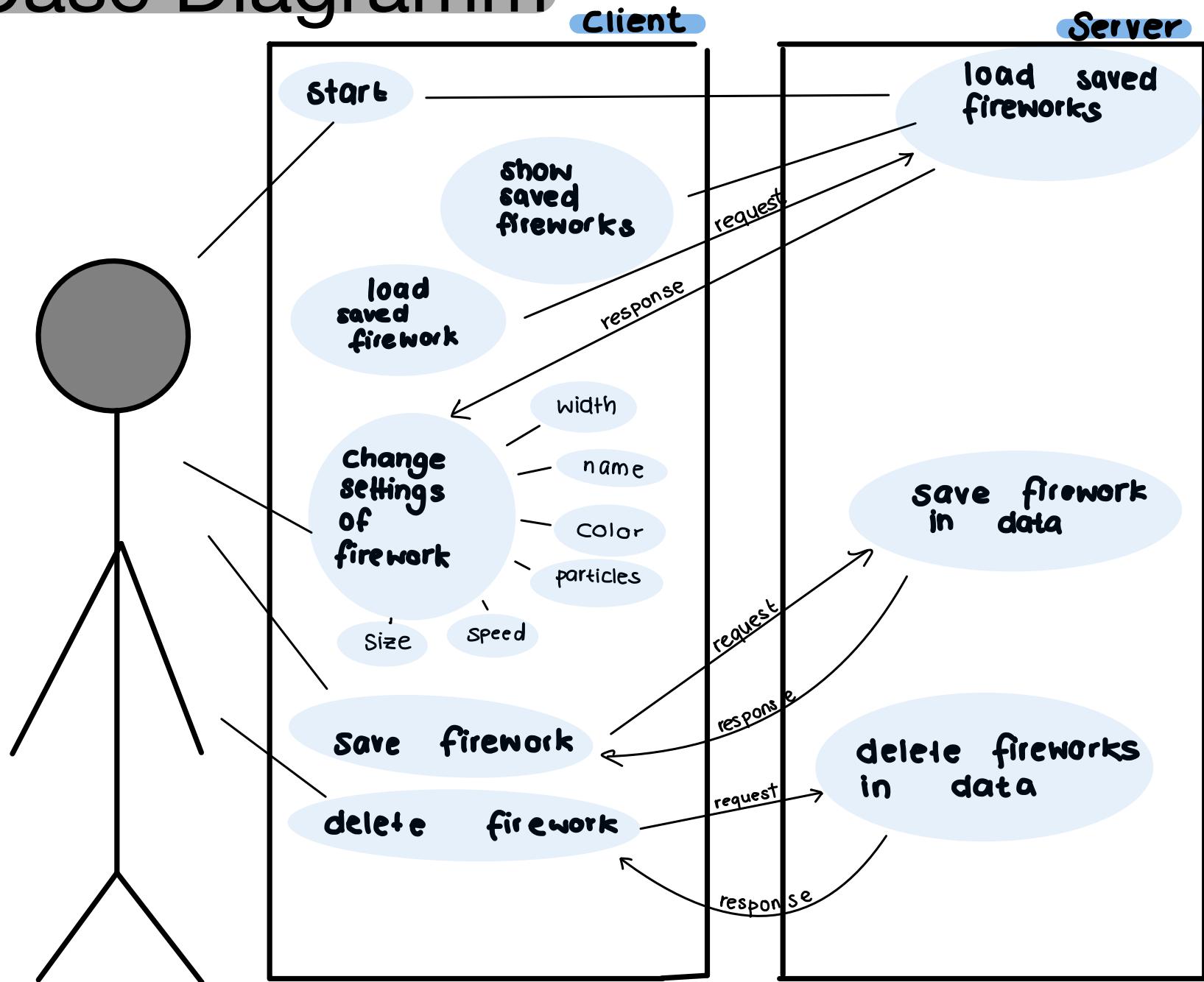
Aanya Khetarpal

MKB B

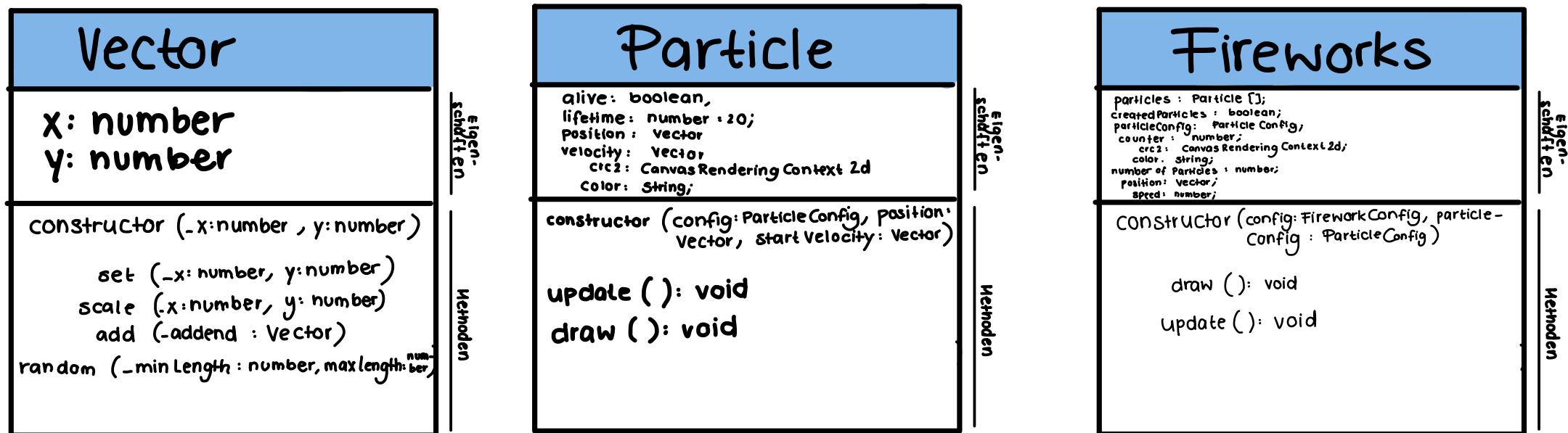
# UI-Scribble



# Use-Case Diagramm

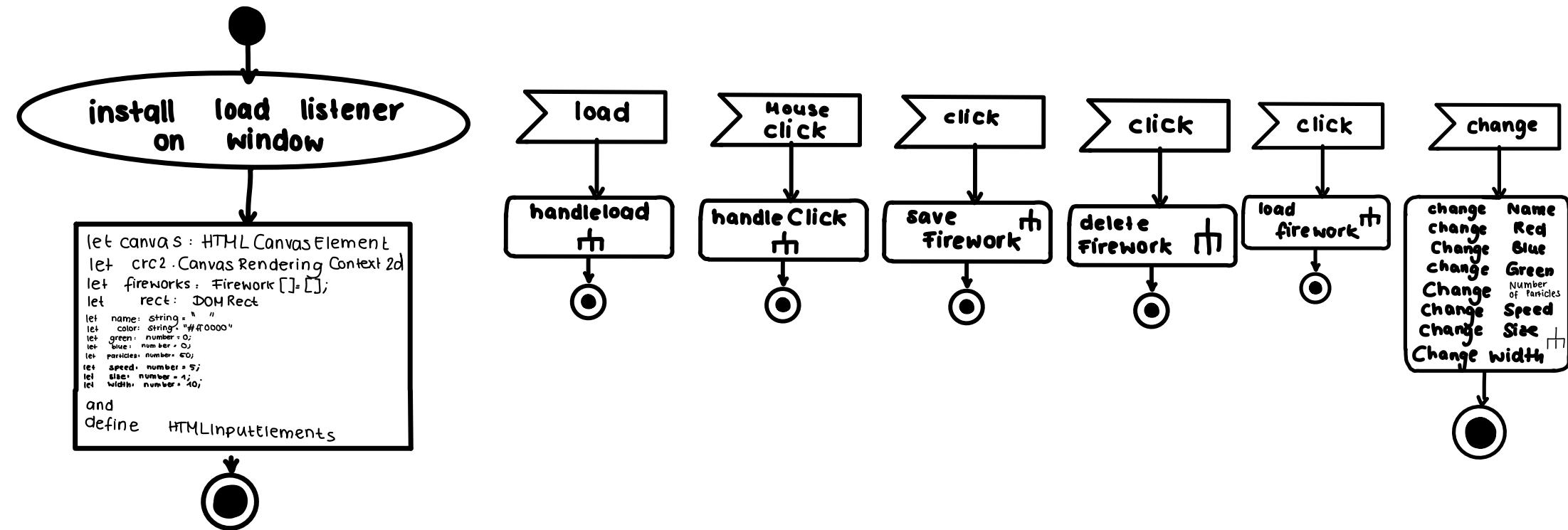


# Klassendiagramm

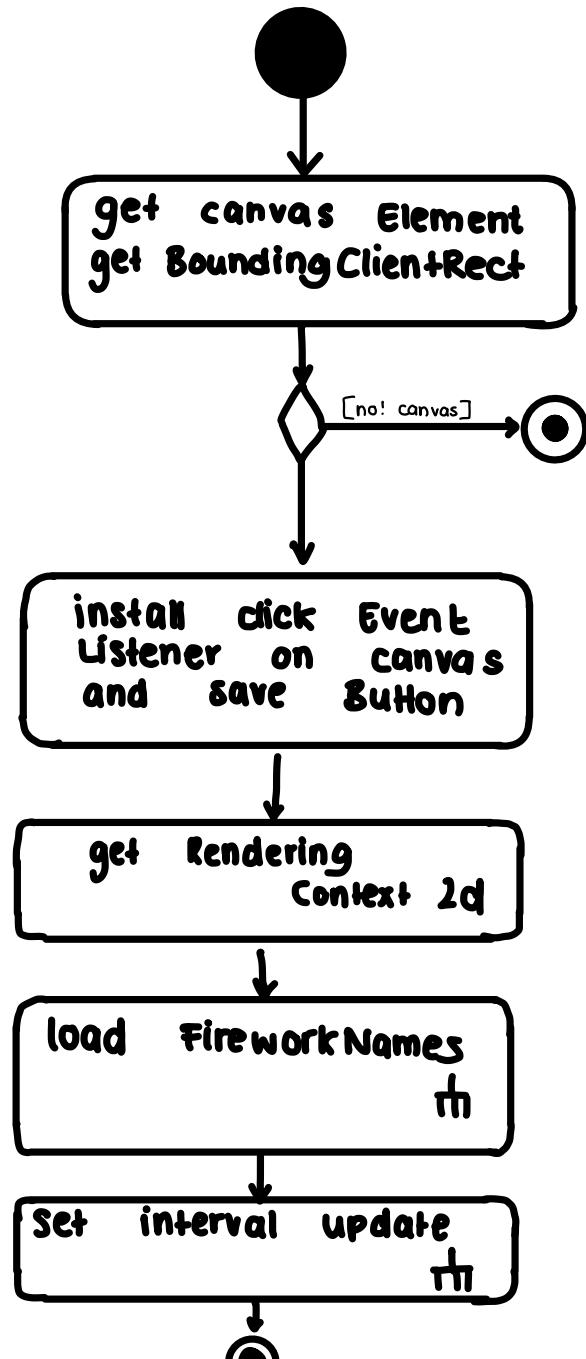


# Aktivitätsdiagramm

Main



## handleload



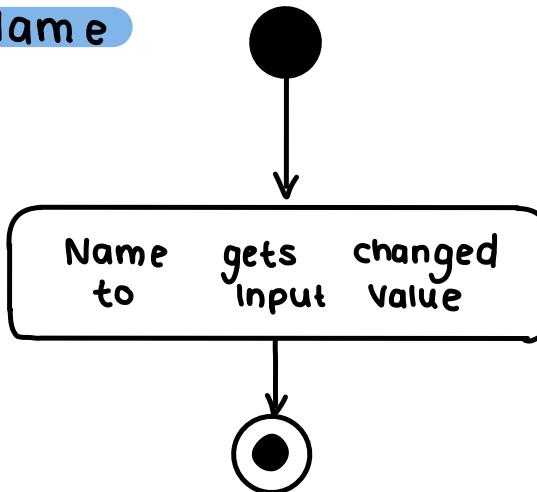
e: Mouse Event

## handleClick

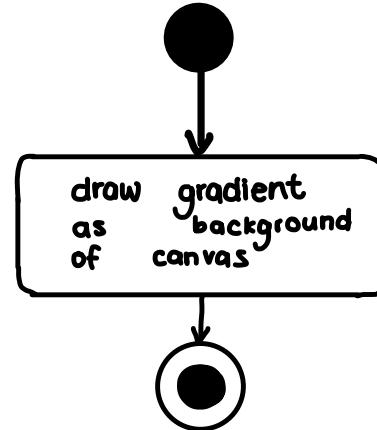
Firework & Particle config from Input

new firework with the config gets pushed into the fireworks array

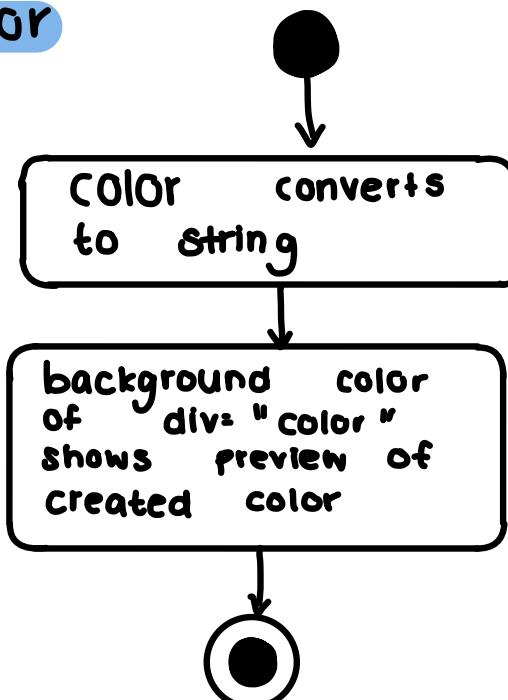
### change Name



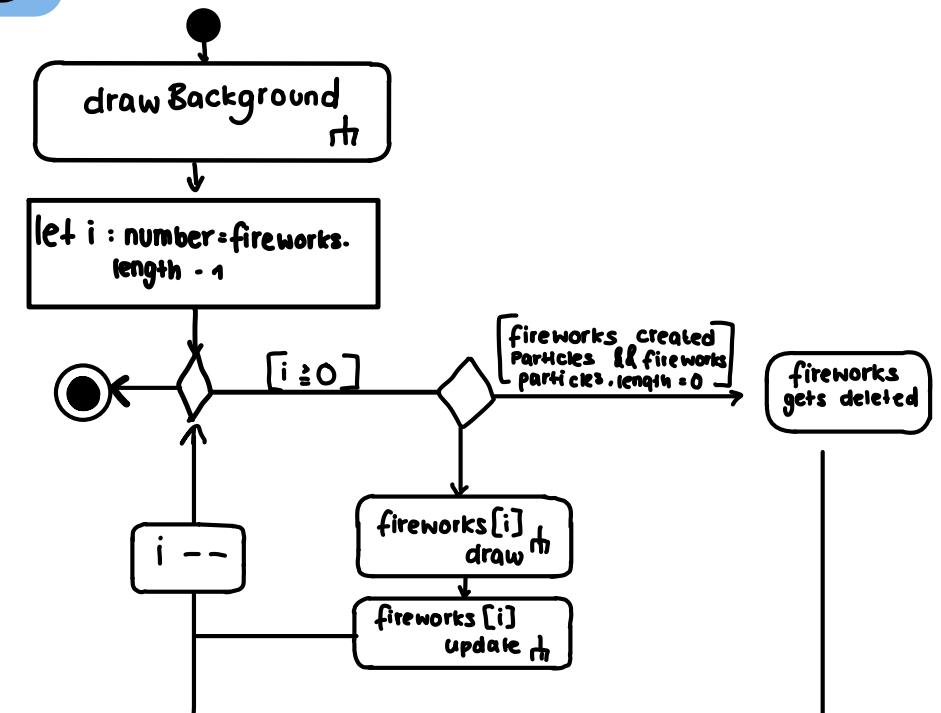
### drawBackground



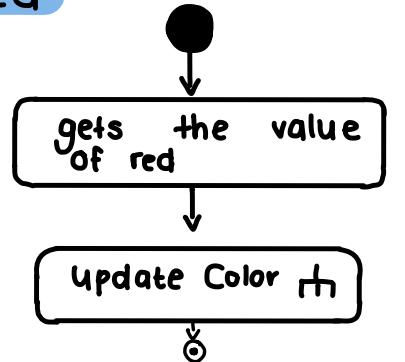
### update Color



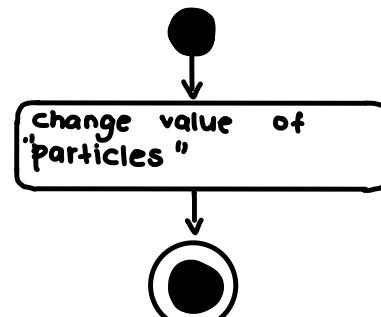
### update



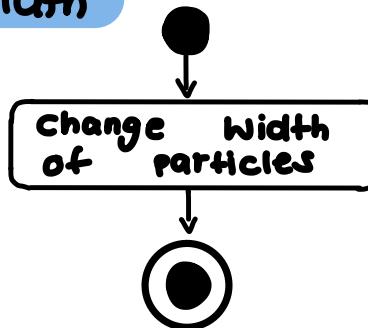
### Change Red



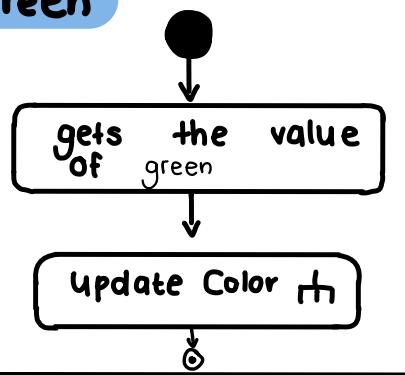
### change particles



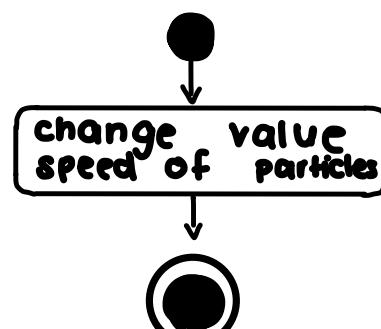
### change Width



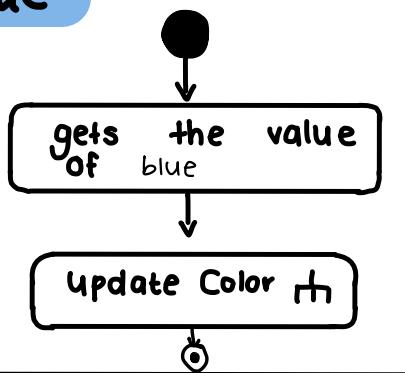
### change Green



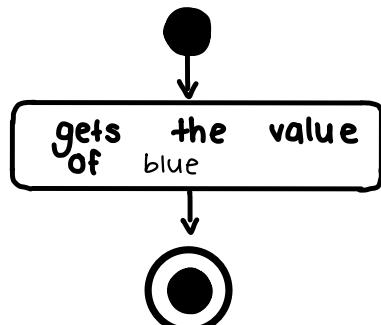
### change Speed



### change Blue



### change Size



interface

### Save Config

```
name: string  
color: string  
red: number  
blue: number  
green: number  
particles: number  
Speed: number  
size: number  
width: number
```

## SaveFirework (async)

creates Data set with saveConfig

saves Data set as .json in Server

load Firework Names

## loadFirework (async)

search b find collection

transform .json into text

load Data from SaveConfig

update values

updateColor

## loadFireworkNames (async)

search b find collection

transform .json into text

put data in HTML

Creates new HTML Element for every saved firework with name, load and delete

appears on Site

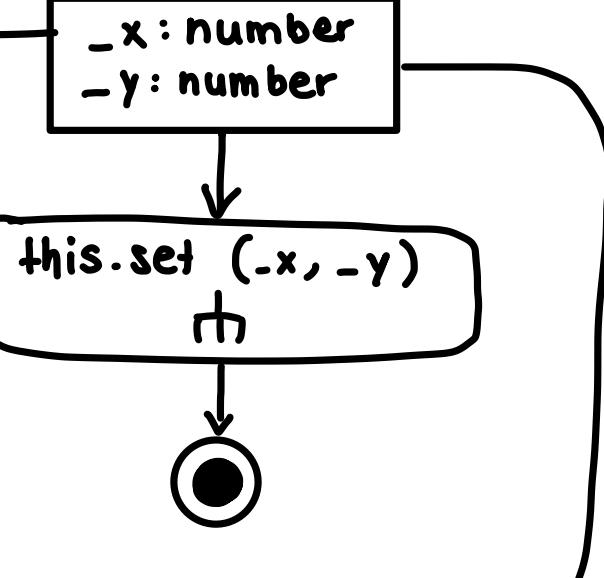
## deleteFirework (async)

search b find collection

loadFireworks

## Vector

### Constructor



### Set

`-x: number`  
`-y: number`

`this.x = -x.`  
`this.y = -y.`

### scale

`-factor: number`

`this.x *= -factor`  
`this.y *= -factor`

### add

`-addend: Vector`

`this.x += addend.x`  
`this.y += addend.y`

### add

`-addend: Vector`

`this.x += addend.x`  
`this.y += addend.y`

### random

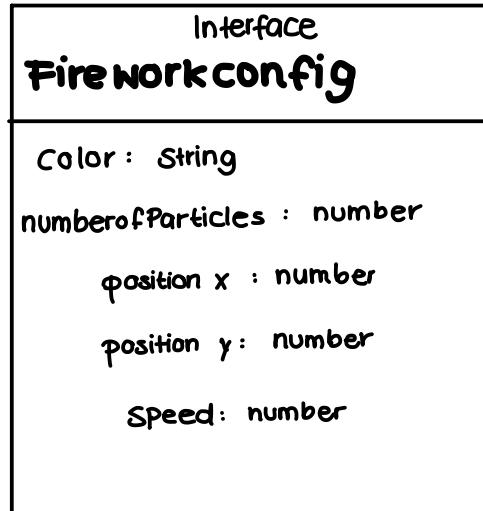
`-minLength: number`  
`-maxLength: number`

`this.set(Math.cos(direction),  
Math.sin(direction))`  
`this.scale(length)`

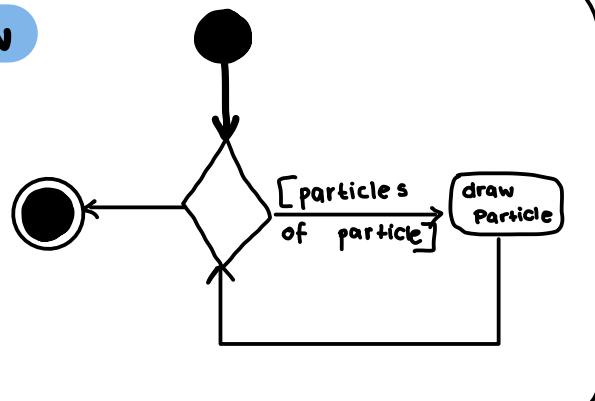
### COPY

`return new  
Vector(this.x, this.y)`

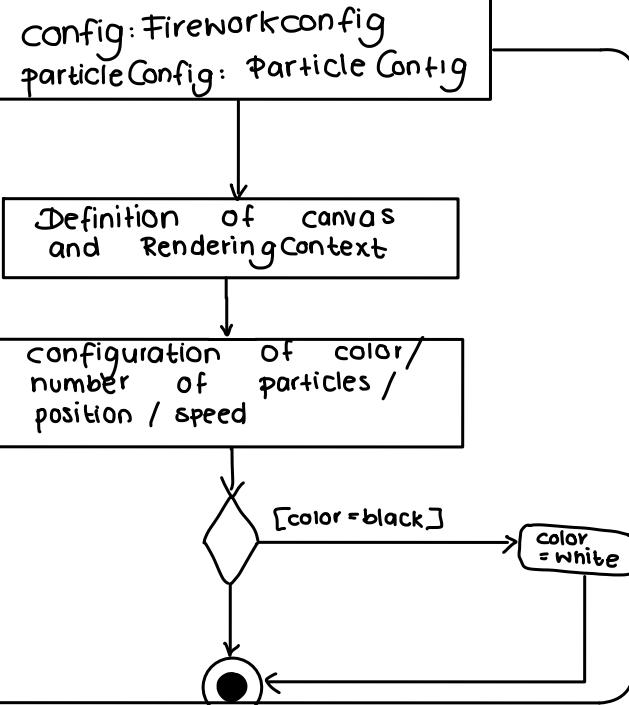
# Fireworks



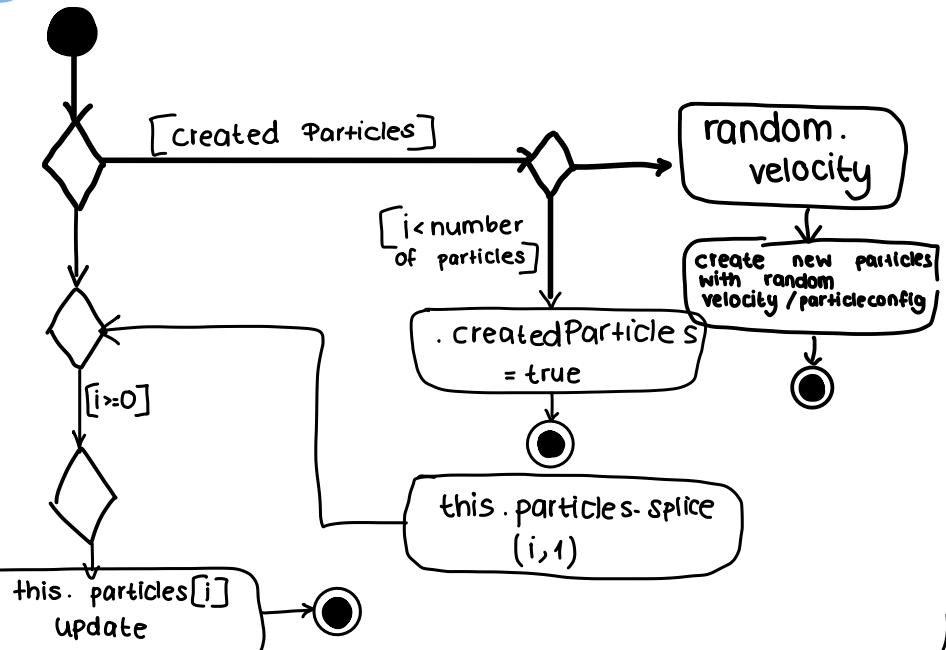
## draw



## Constructor



## update



## Particles

