

UI-Scribble: Firework

<input>
type="text"
id="name"
required

<select>
name="color"
id="colour"

<input>
type="radio"
name="pattern"
id="circle,star,cross"

<input>
type="range"
id="size"

<input>
type="range"
id="lifespan"

<button>
type="button"
id="creatButton"
>click

<button>
type="button"
id="saveButton"
>click

<h2>

<div>
id="create"
>change

with id

<h1>

<canvas>
width="800"
height="65"
>click

Firework show

Create your Firework!

Name

Colour

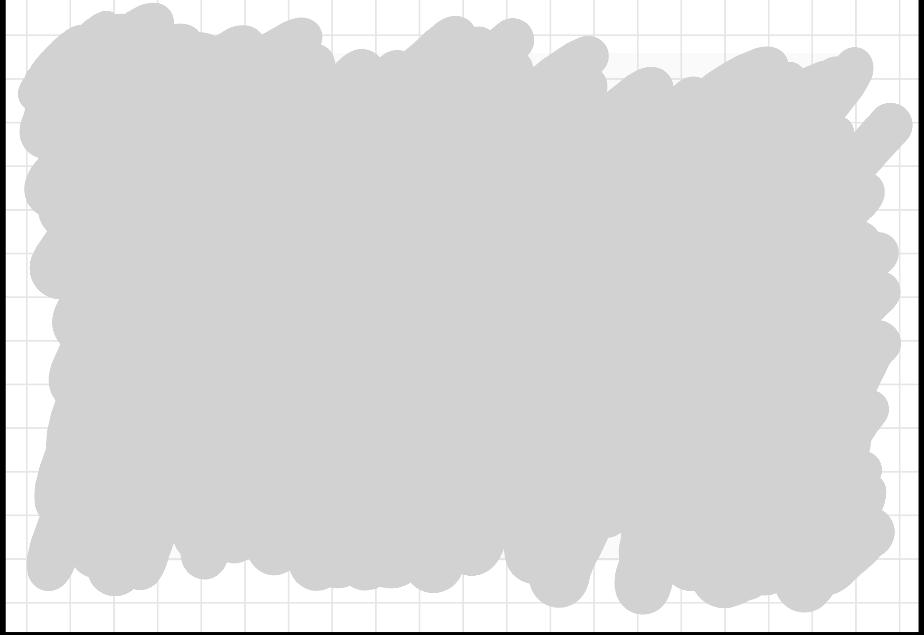
Pattern star circle cross

Size

lifespan

Create Preset

save Preset
to server



Firework Presets Server

FireworkXY



<div>
id="serverList"
>click

Firework Presets Local

FireworkXY

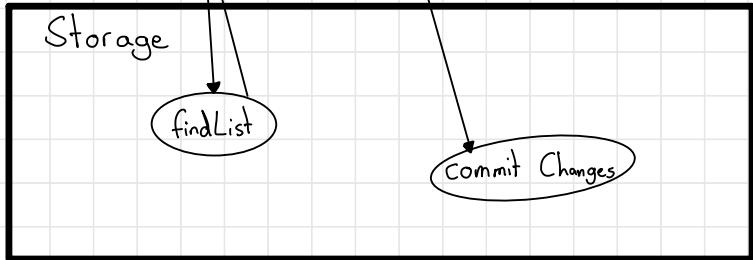
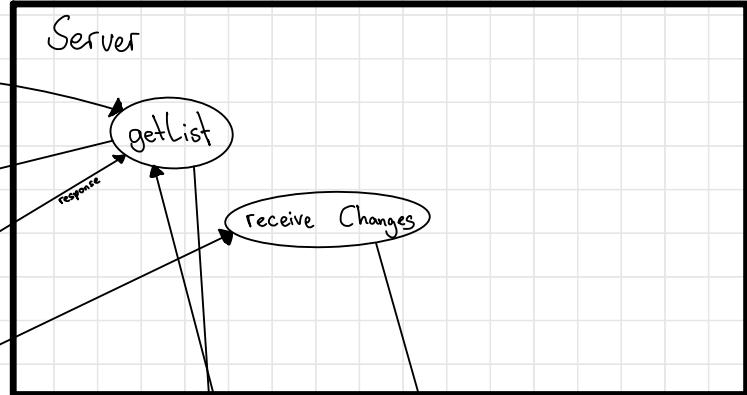
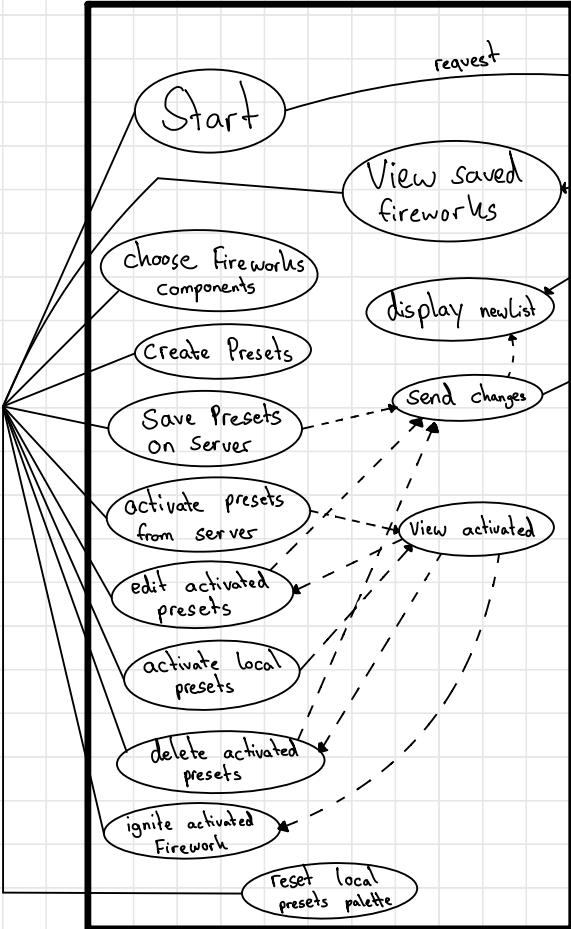
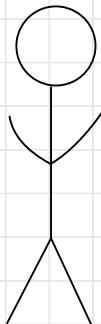


Reset

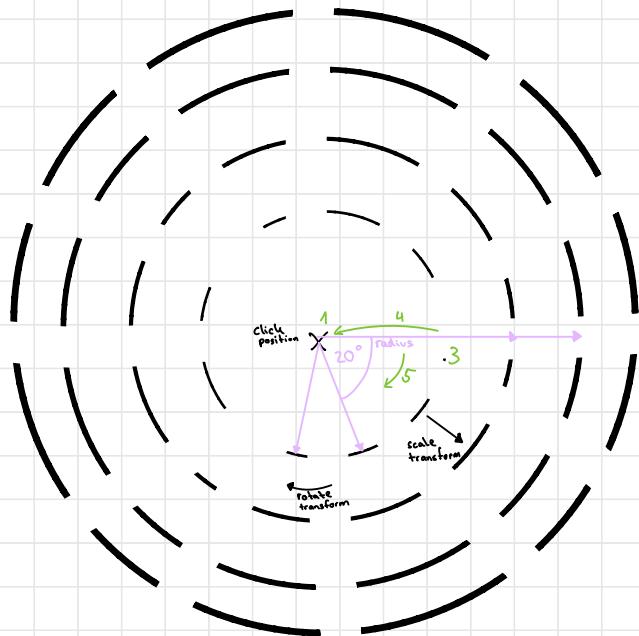
<button>
type="reset"
id="reset"
>click

Use-case-Diagram

Nutzer



Firework: Canvas Scribble: Circle

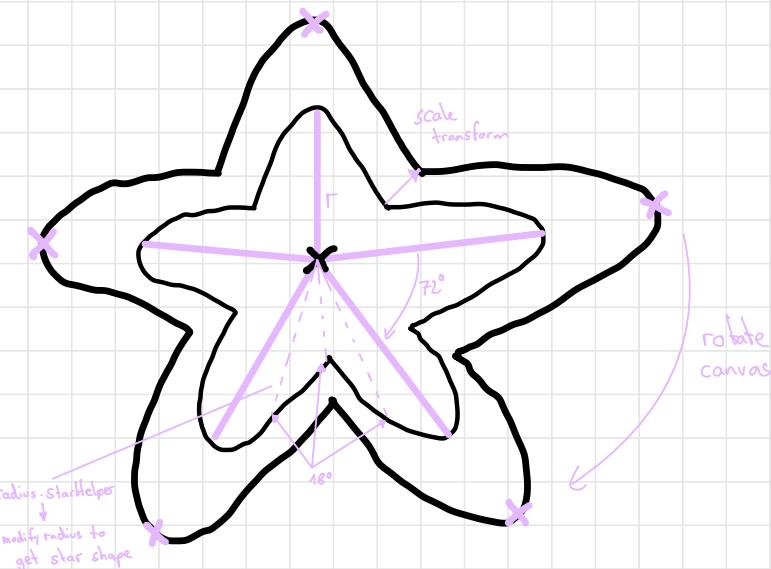


radius grows with every frame

repeat 4 times,
start with inner circle
and up for every circle

1. Translate to click position
2. Translate radius for first particle
3. Draw particle
4. Translate back
5. Rotate by 20°
6. Repeat steps 2-5 18 times
→ full circle

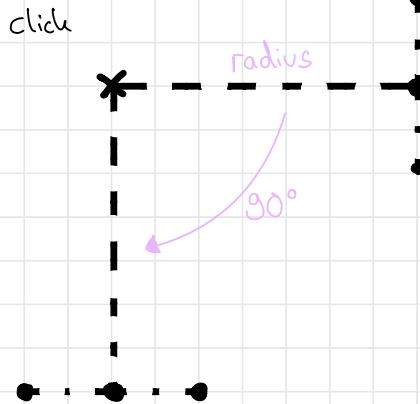
Firework : Canvas - Scribble: Star



repeat 4 times,
start with inner circle
and up for every circle

Draw 4 Particles with
radius . StarHelper with 18°
between them rotate by
 72° and repeat

Firework: Canvas-Scribble: Cross

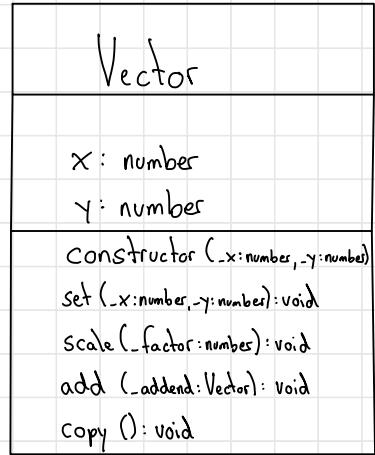
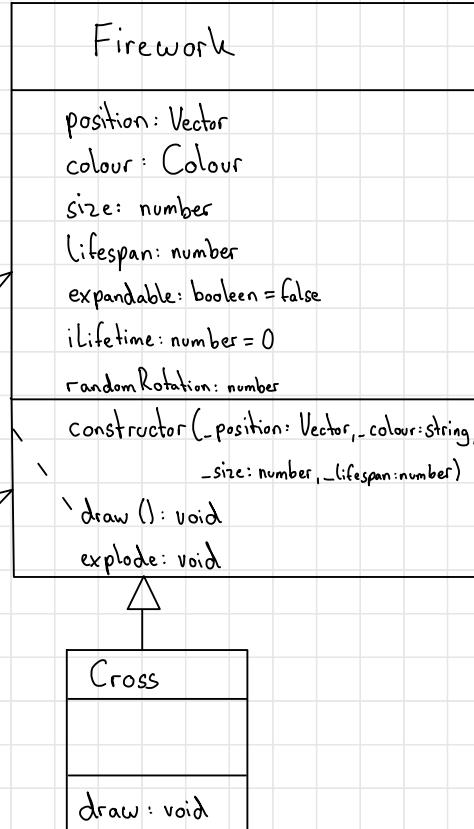
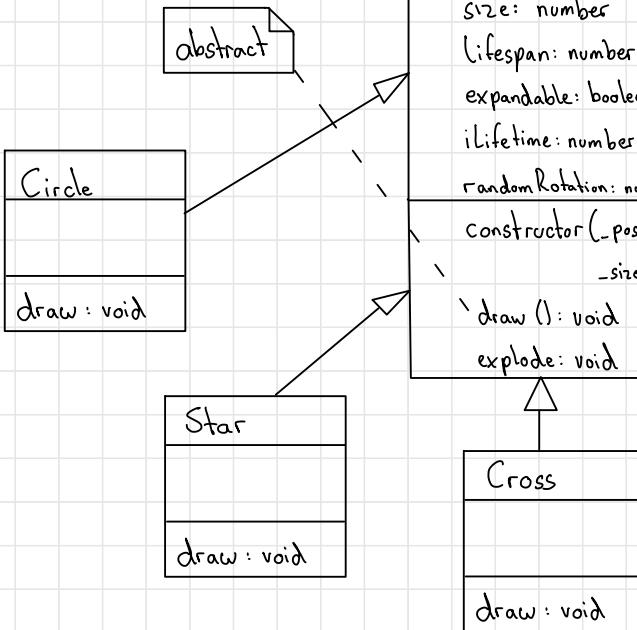
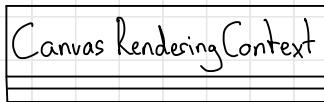


radius grows with every frame

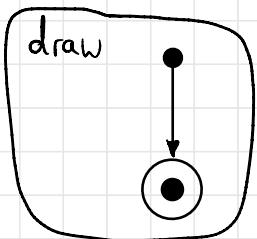
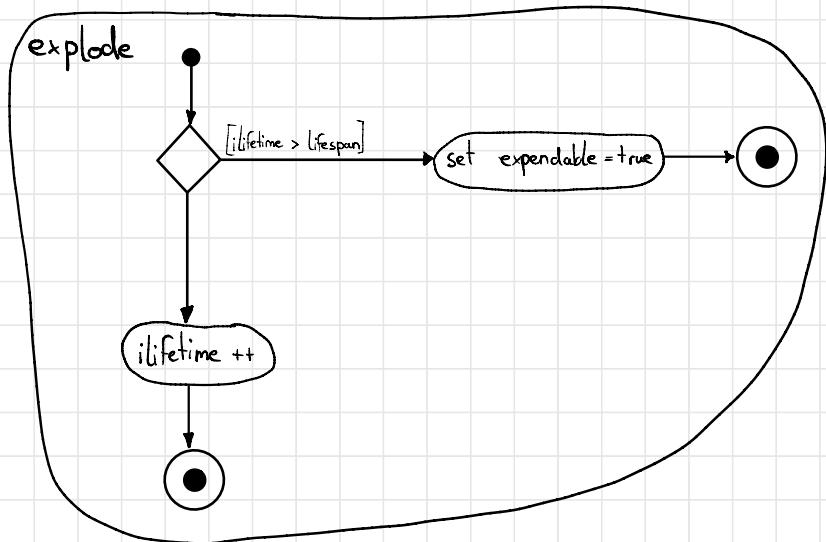
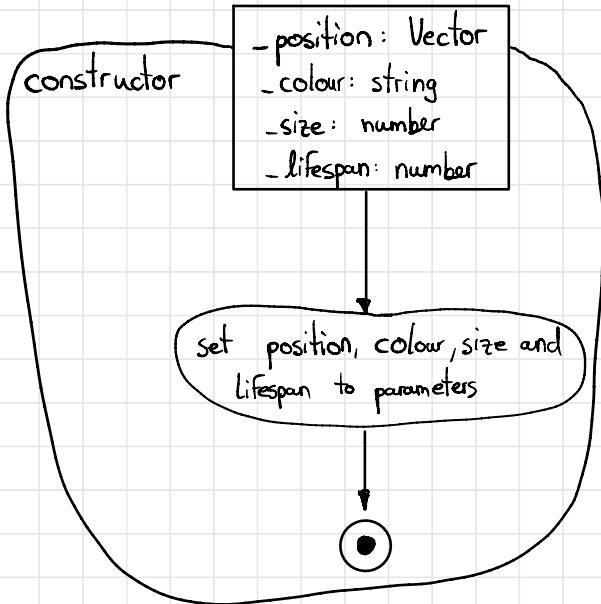
repeat 4 times,
start with inner circle
and up for every circle

1. Translate radius along x
2. Draw Particle
3. Translate small amount up and down and draw particle
4. Translate back to hotspot
5. Rotate by 90°
6. Repeat 1-5 3 times

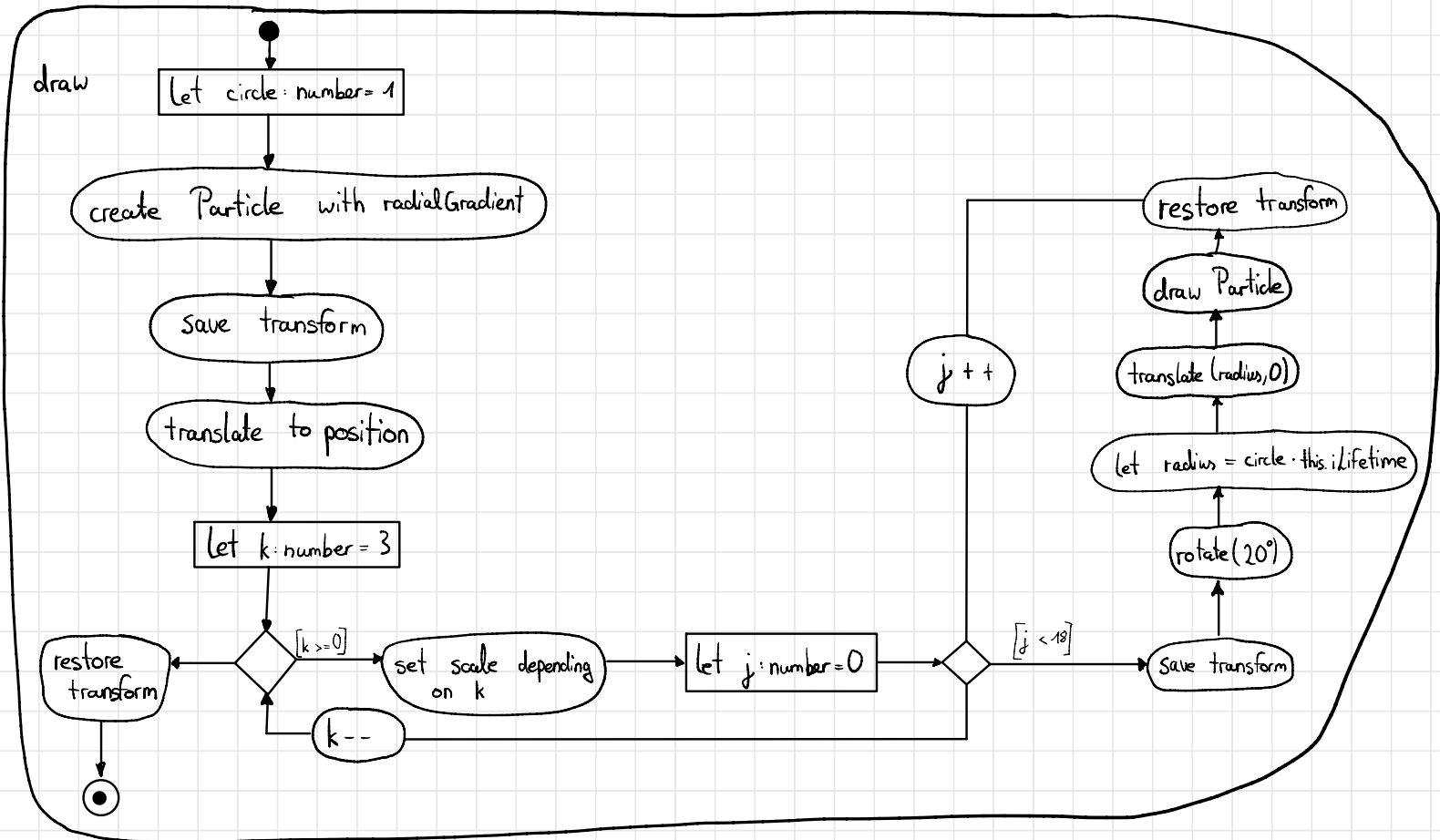
Firework: Class-Diagramm



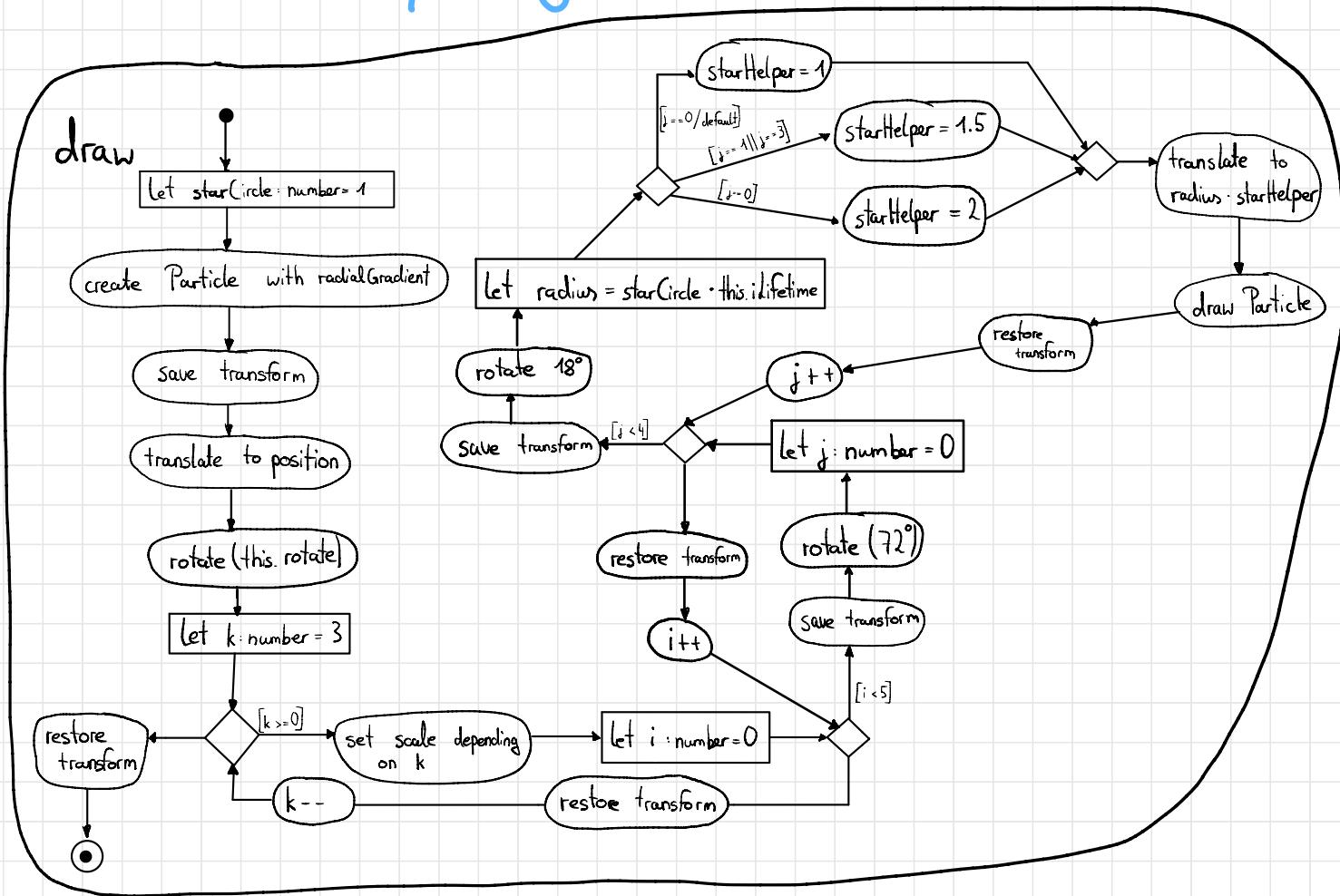
Firework: Activity -Diagram: Firework



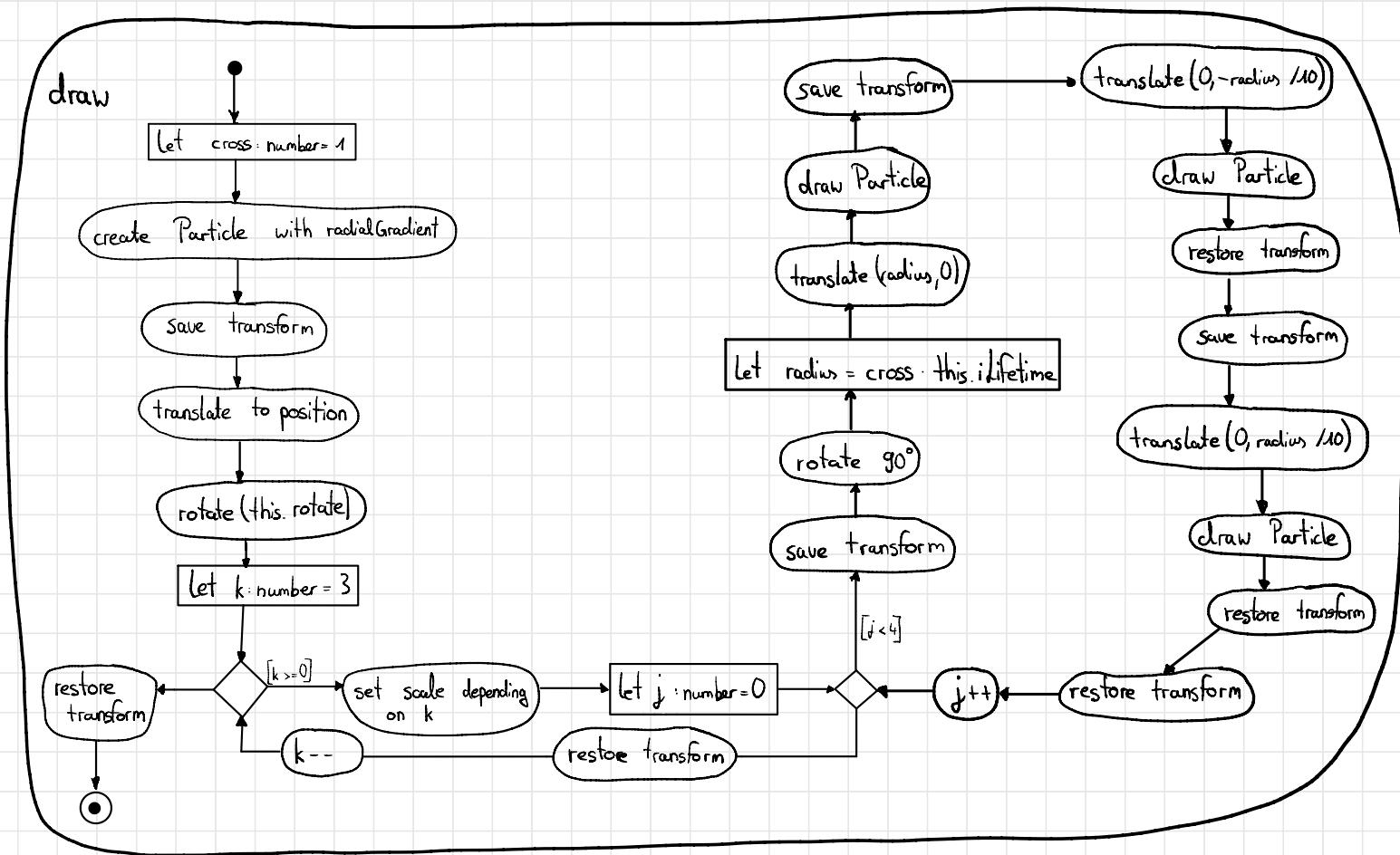
Firework: Activity-Diagram: Circle



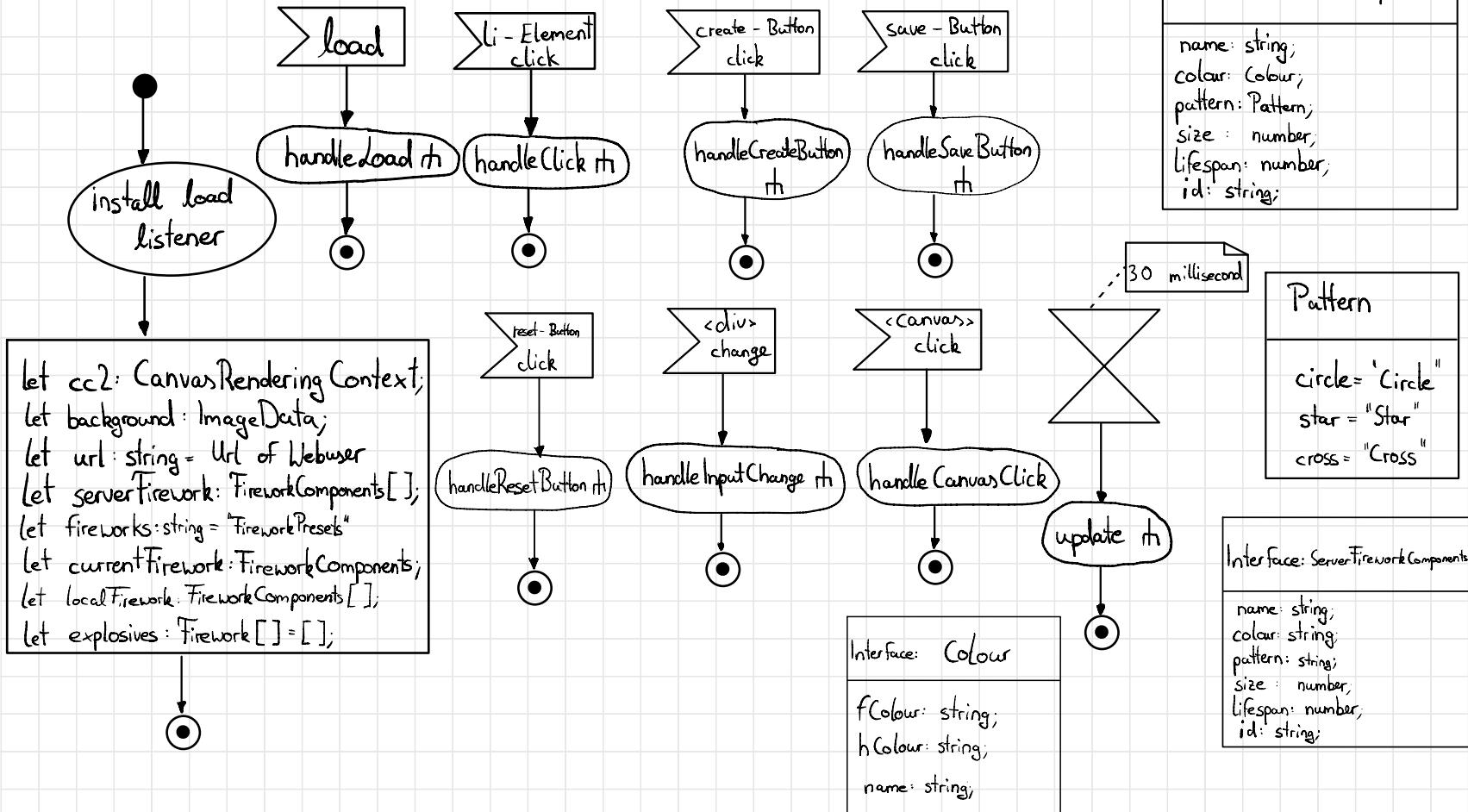
Firework: Activity-Diagram: Star



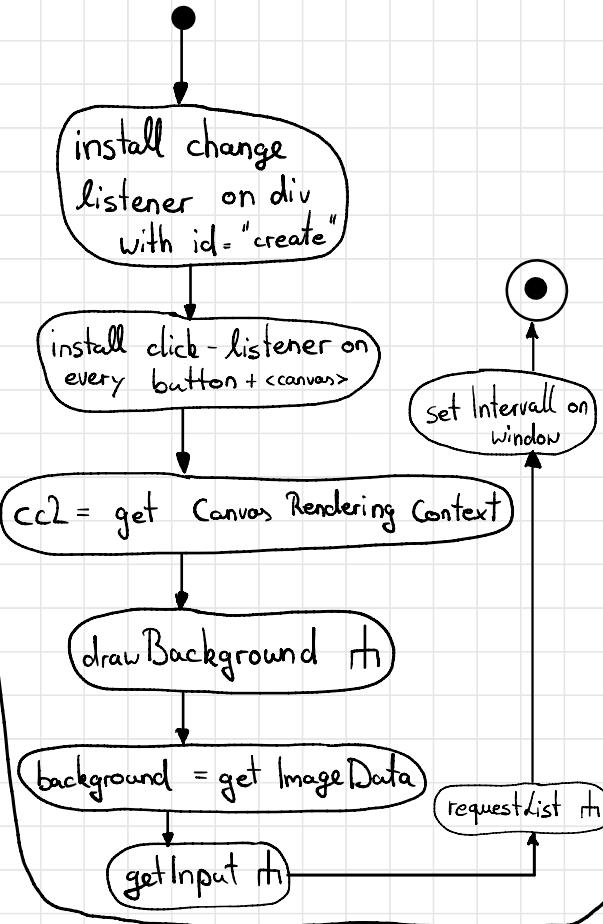
Firework: Activity -Diagram: Cross



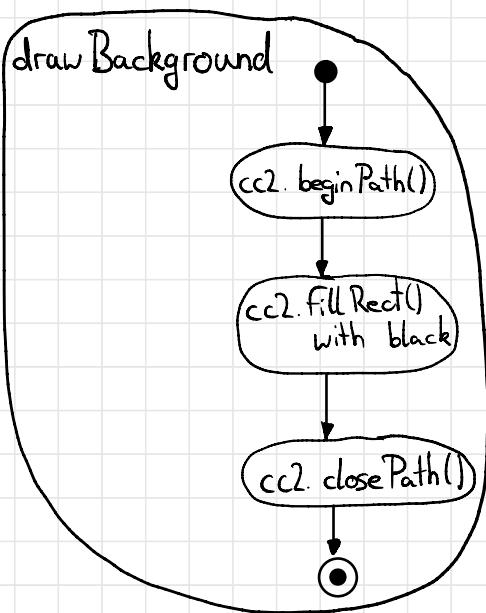
Activity-Diagram : Firework



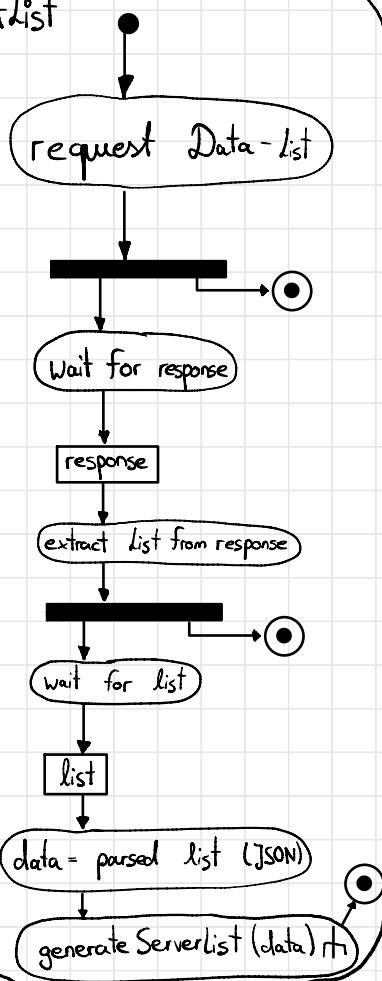
handleLoad

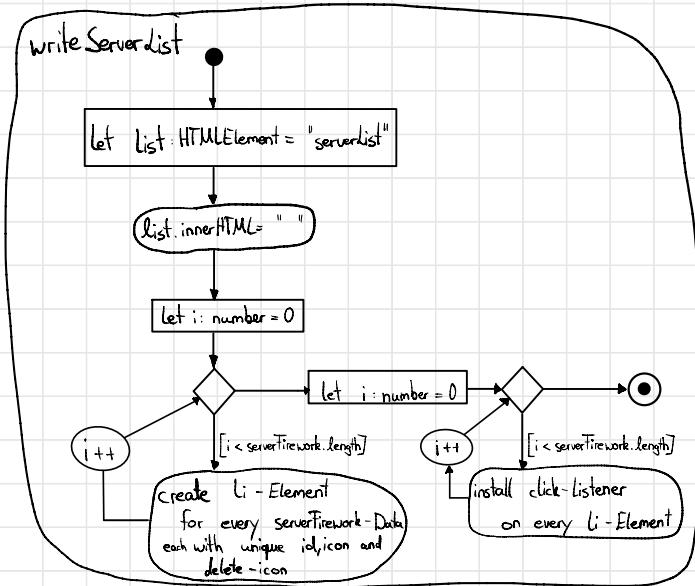
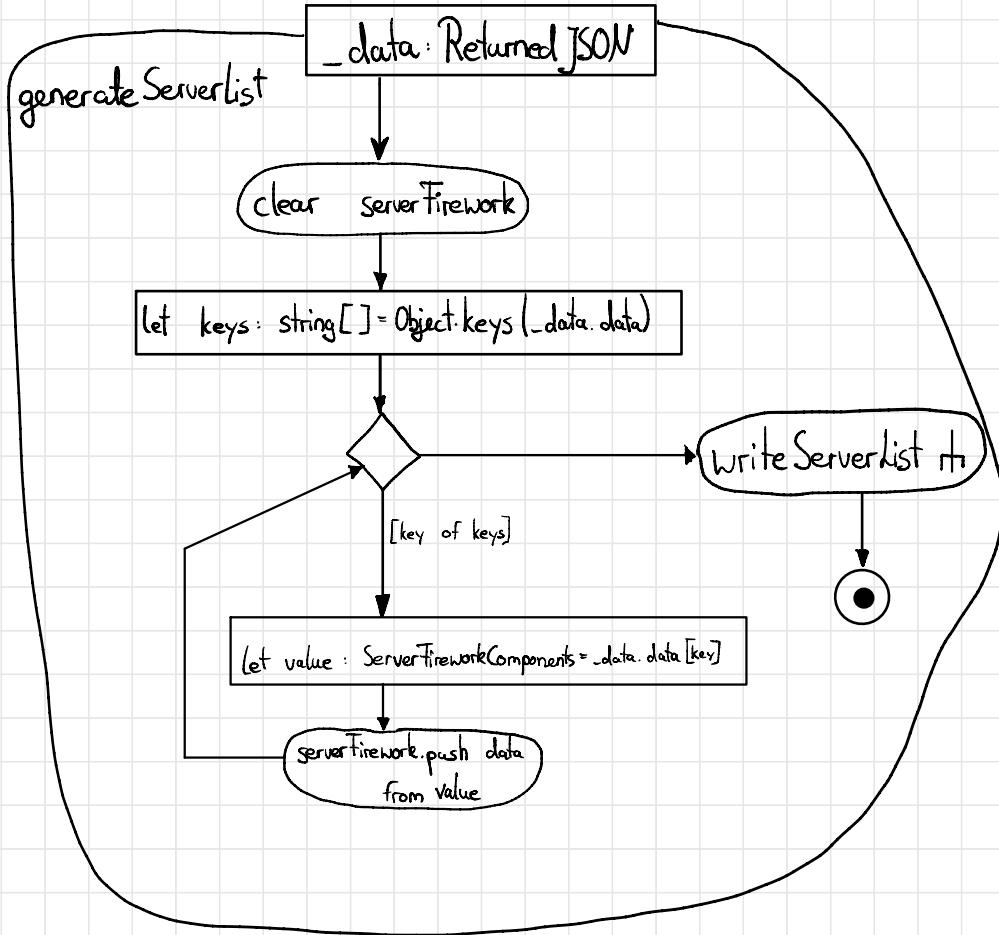


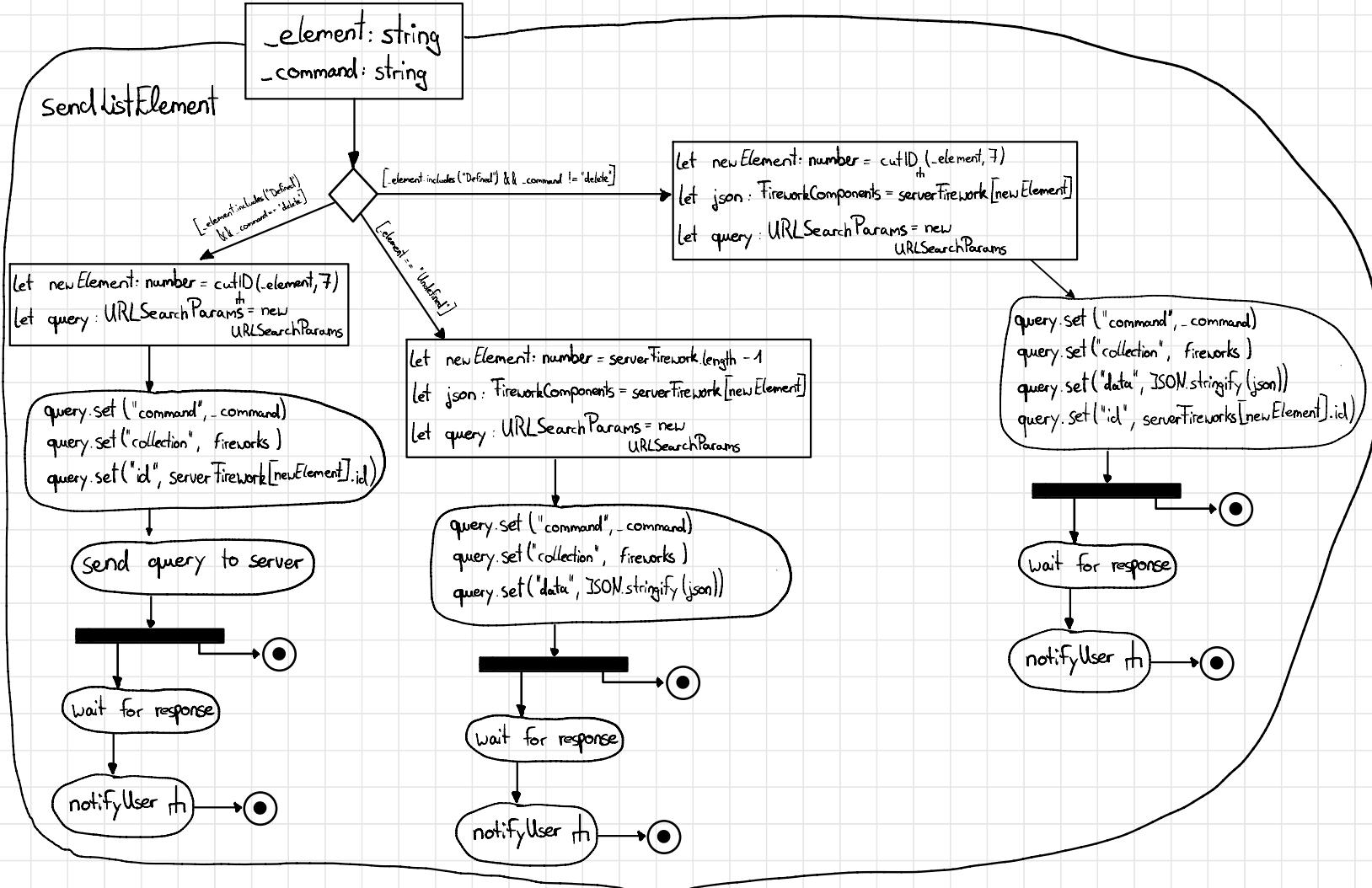
draw Background

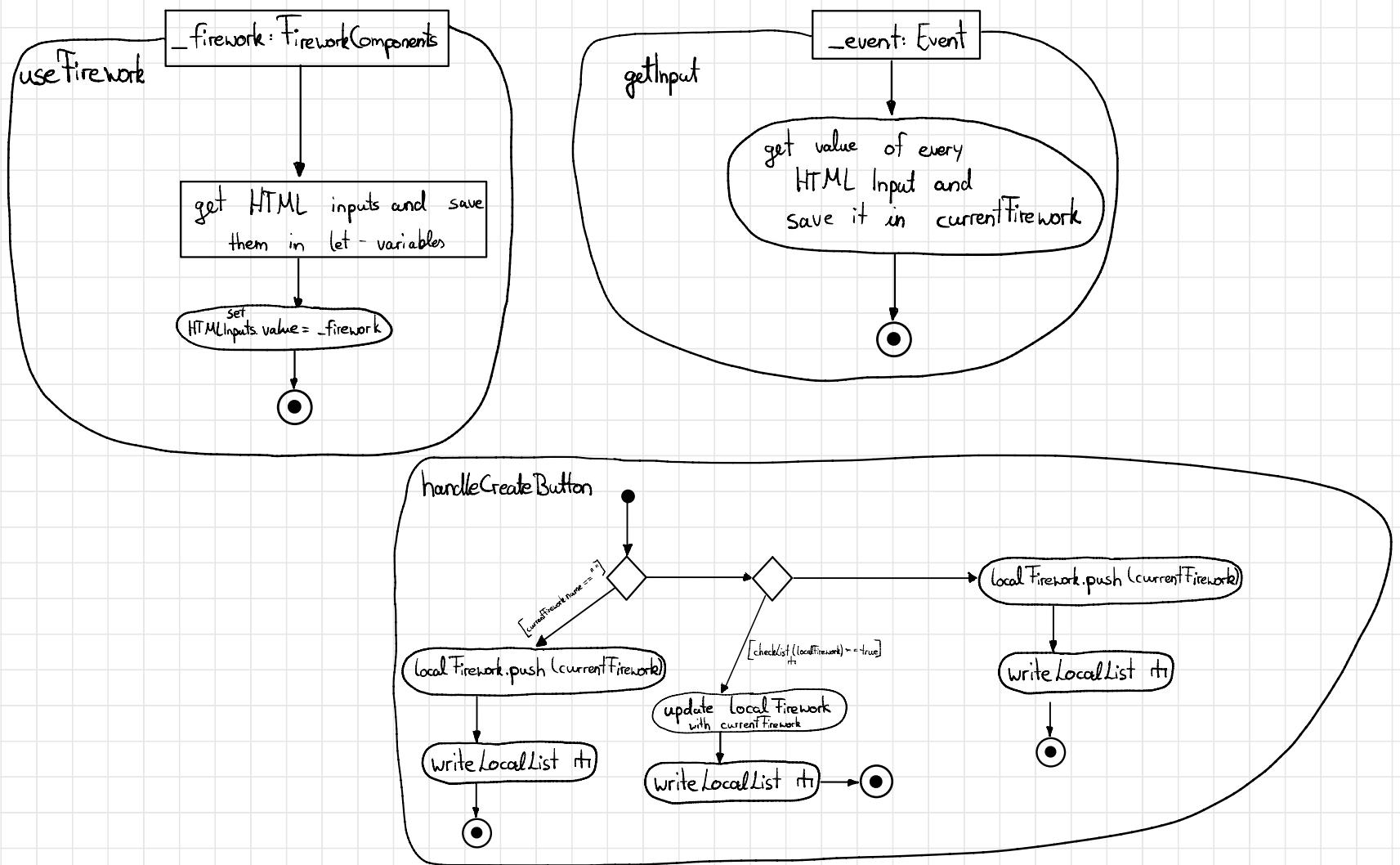


requestList









handleSaveButton

Notify user

[currentFirework.name == ""]

[checkbox(serverFirework) == true] then

let element: number = parseInt(check.value)

ServerFirework[element] = currentFirework

sendListElement ("Defined" + element, "update") then

currentFirework.id = ""

ServerFirework.push(currentFirework)

sendListElement ("Undefined", "insert") then

