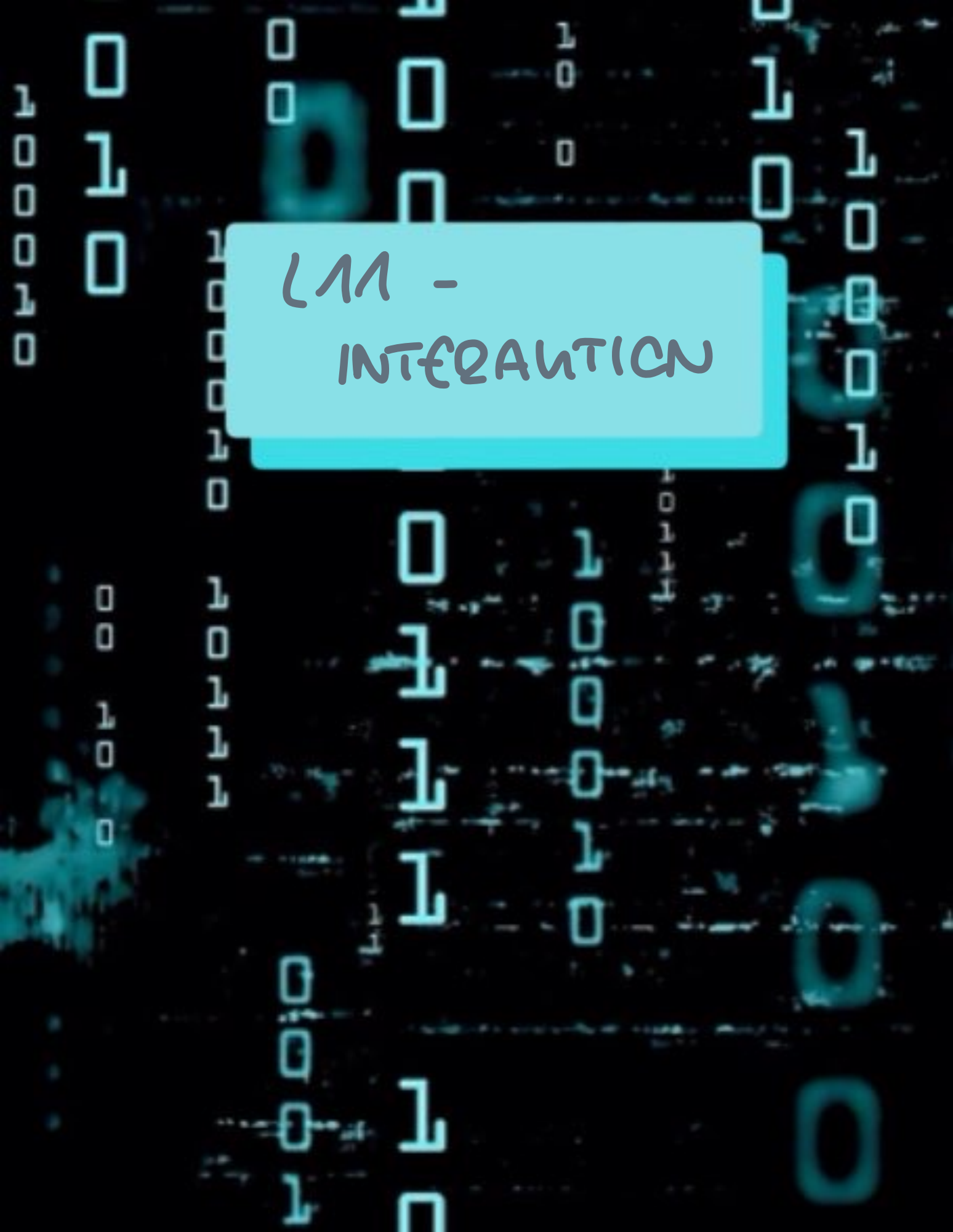
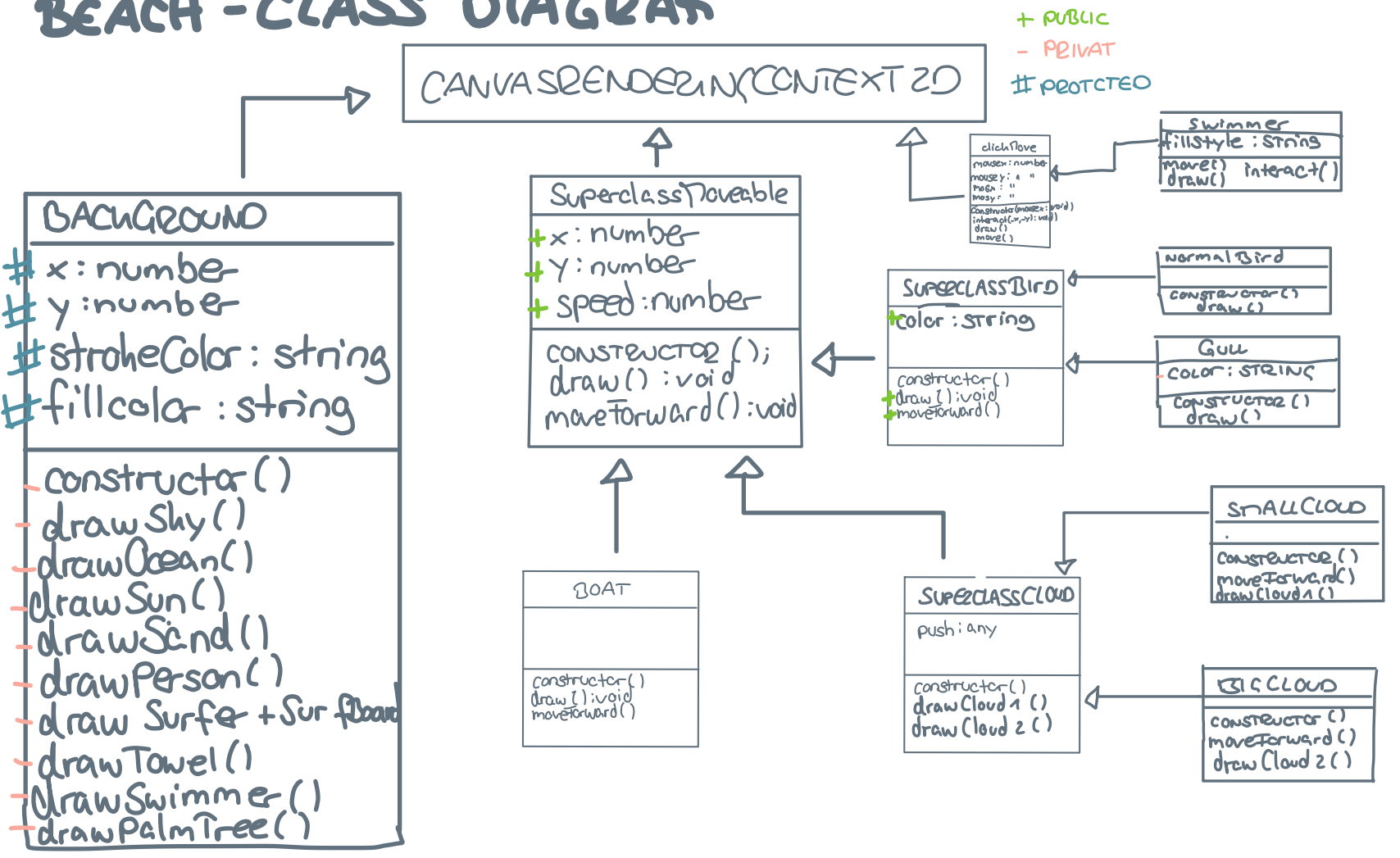
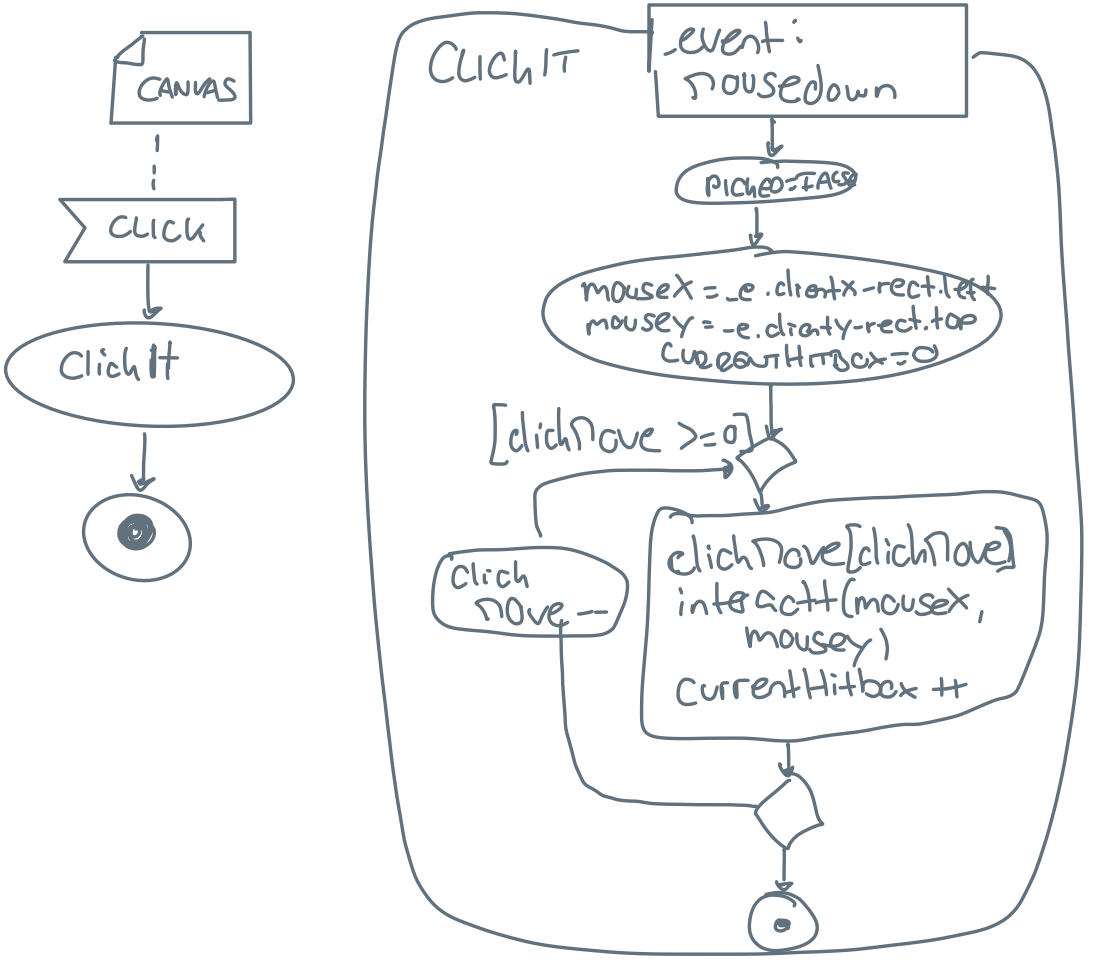

L11 -
INTEGRATION

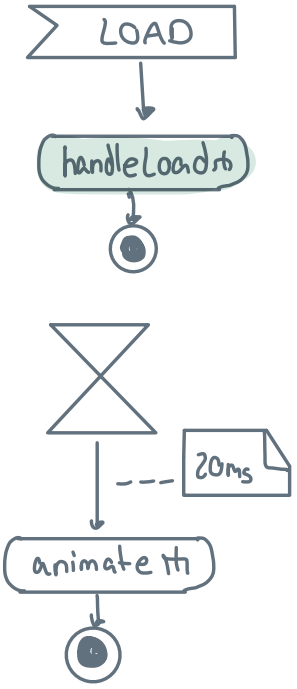
KURZE INFO:
HATTE LEIDER KEINE
ZEIT UM PROGRAMM
ZU ÜBERARBEITEN &
UND GESCHEITES
KONZEPT ZU MACHEN

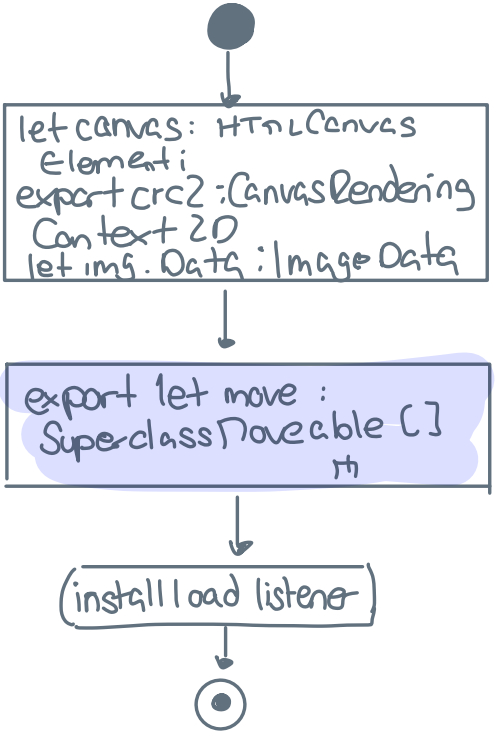
BEACH - CLASS DIAGRAM

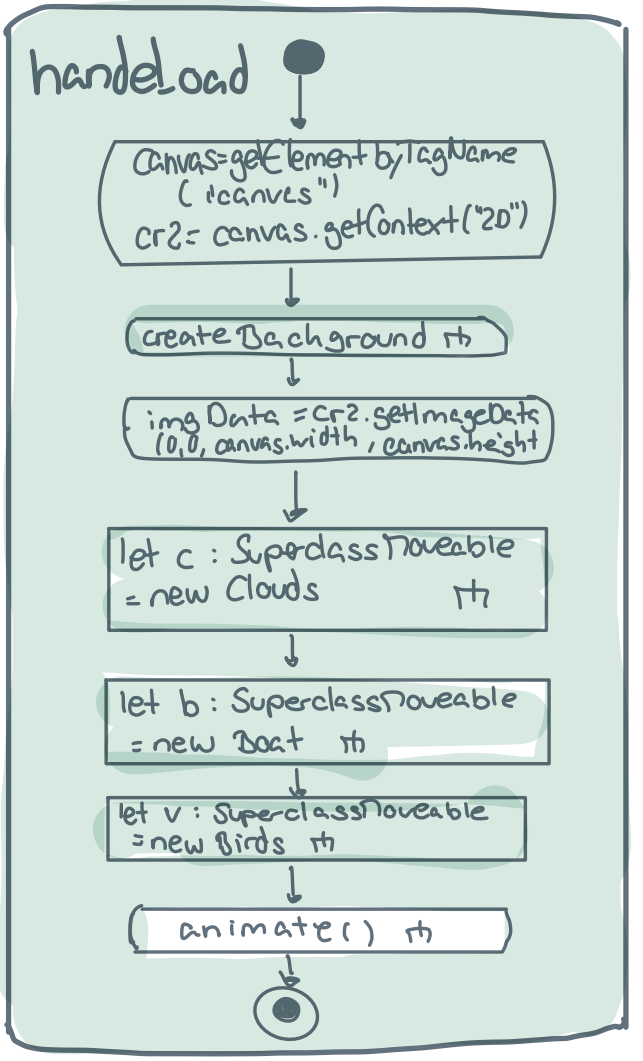
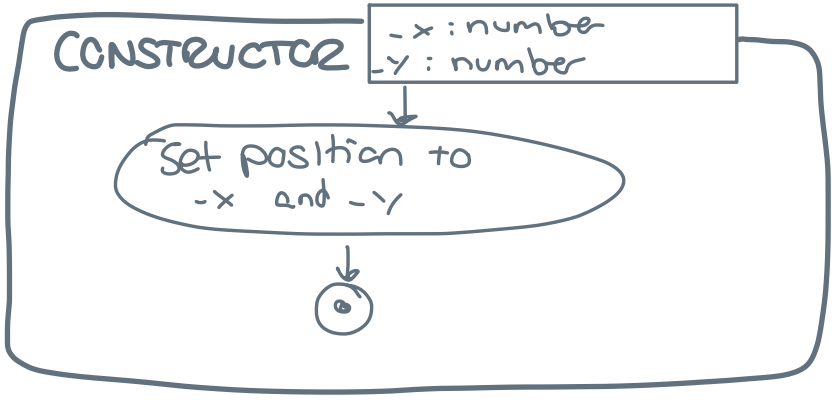
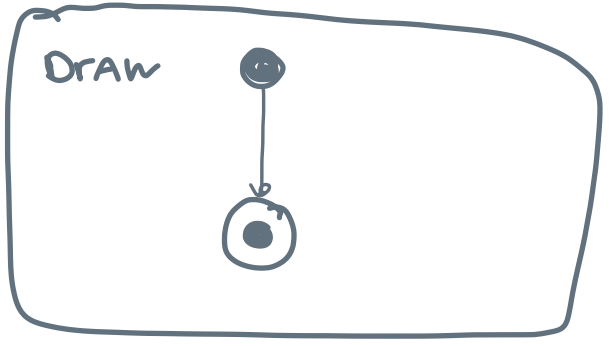
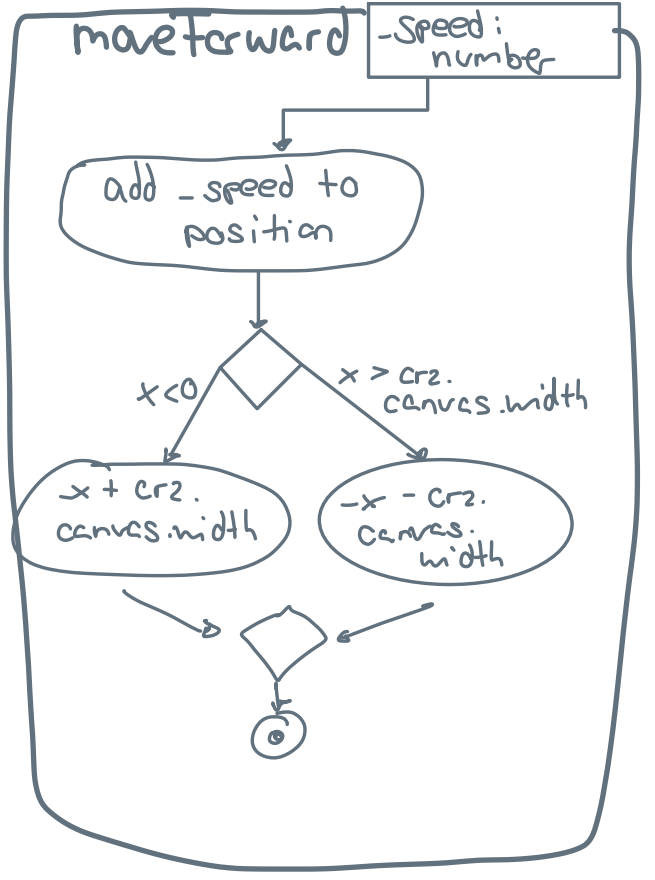



CANVAS
CLICK
ClickIt
ClickIT
_event:
mousedown
PICKED=FALSE
mouseX = _e.clientX-rect.left
mouseY = _e.clientY-rect.top
currentHitbox=0
[clickMove >=0]
clickMove[clickMove]
interactH(mouseX,
mouseY)
currentHitbox ++
Click
Move--

ACIVITY DIAGRAM







ACIVITY DIACRAM : _SUPERCLASSMOVEABLE