

Scribble

"Firework"

"dot" o =

$\text{arc}(0, 0, 4, 0, 2 * \text{Math.PI})$

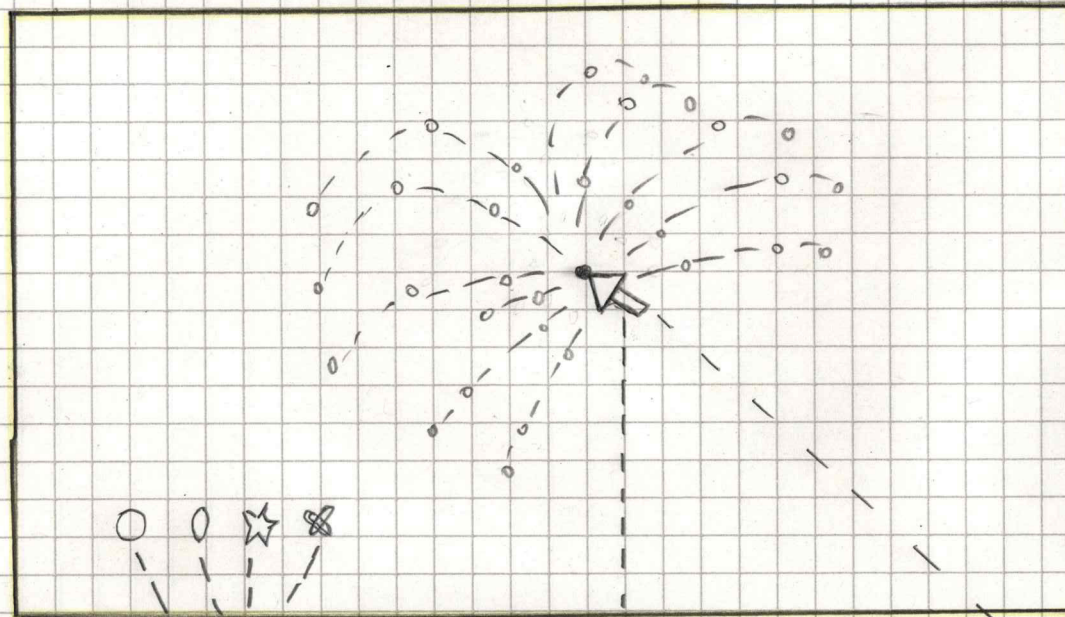
"confetti" o =

$\text{ellipse}(0, 0, 3, 12, \text{Math.PI} / 7, 0, 2 * \text{Math.PI})$

"popcorn" ✖ =

$\text{ellipse}(0, 0, 3, 12, \text{Math.PI} / 7, 0, 2 * \text{Math.PI})$

$\text{ellipse}(0, 0, 3, 12, \text{Math.PI} / -7, 0, 2 * \text{Math.PI})$

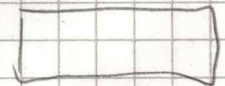
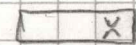


four different
shapes

with click on
Canvas explosion
starts

explosion Sound
each click 3

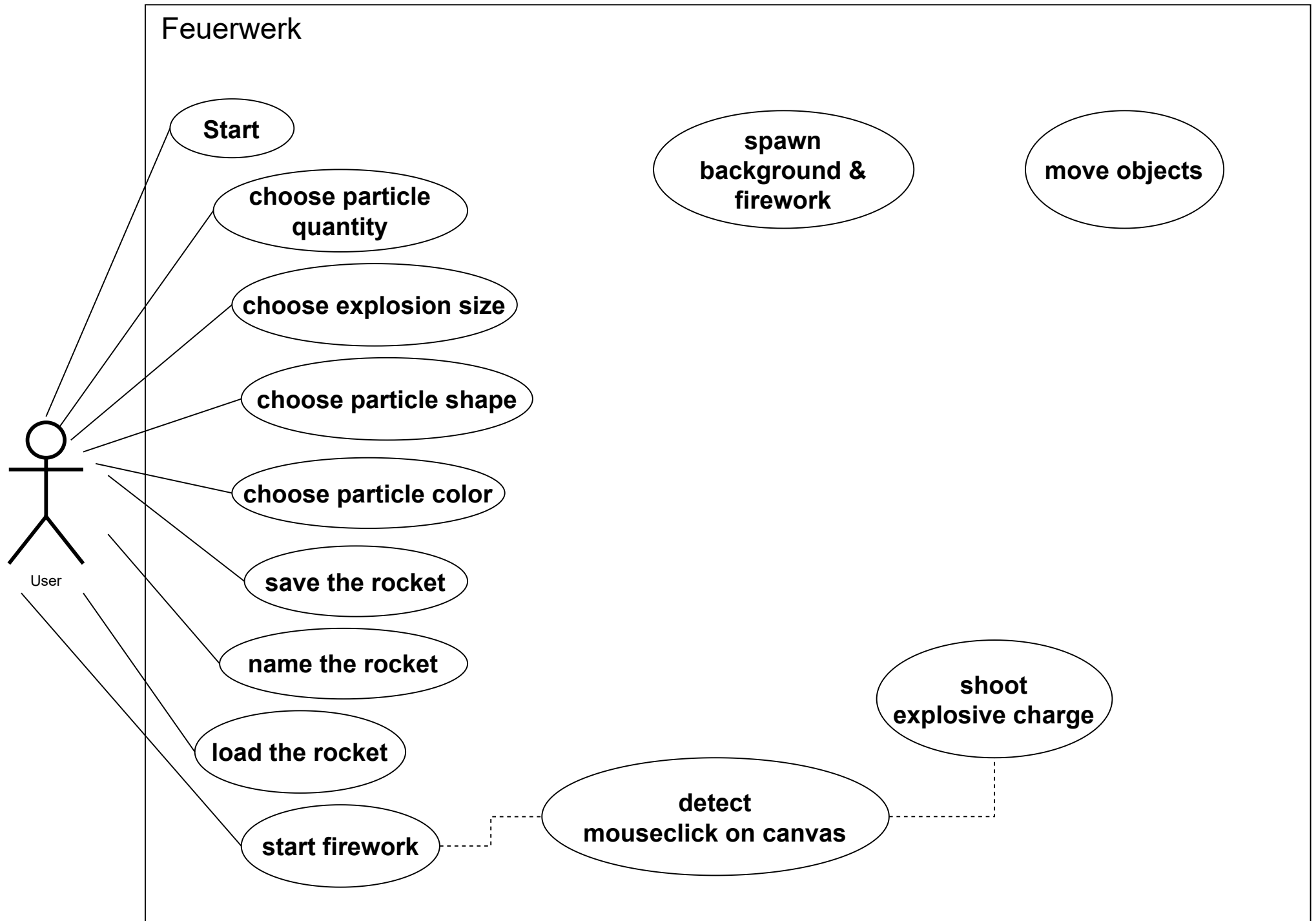
Create your own
Rocket Charge



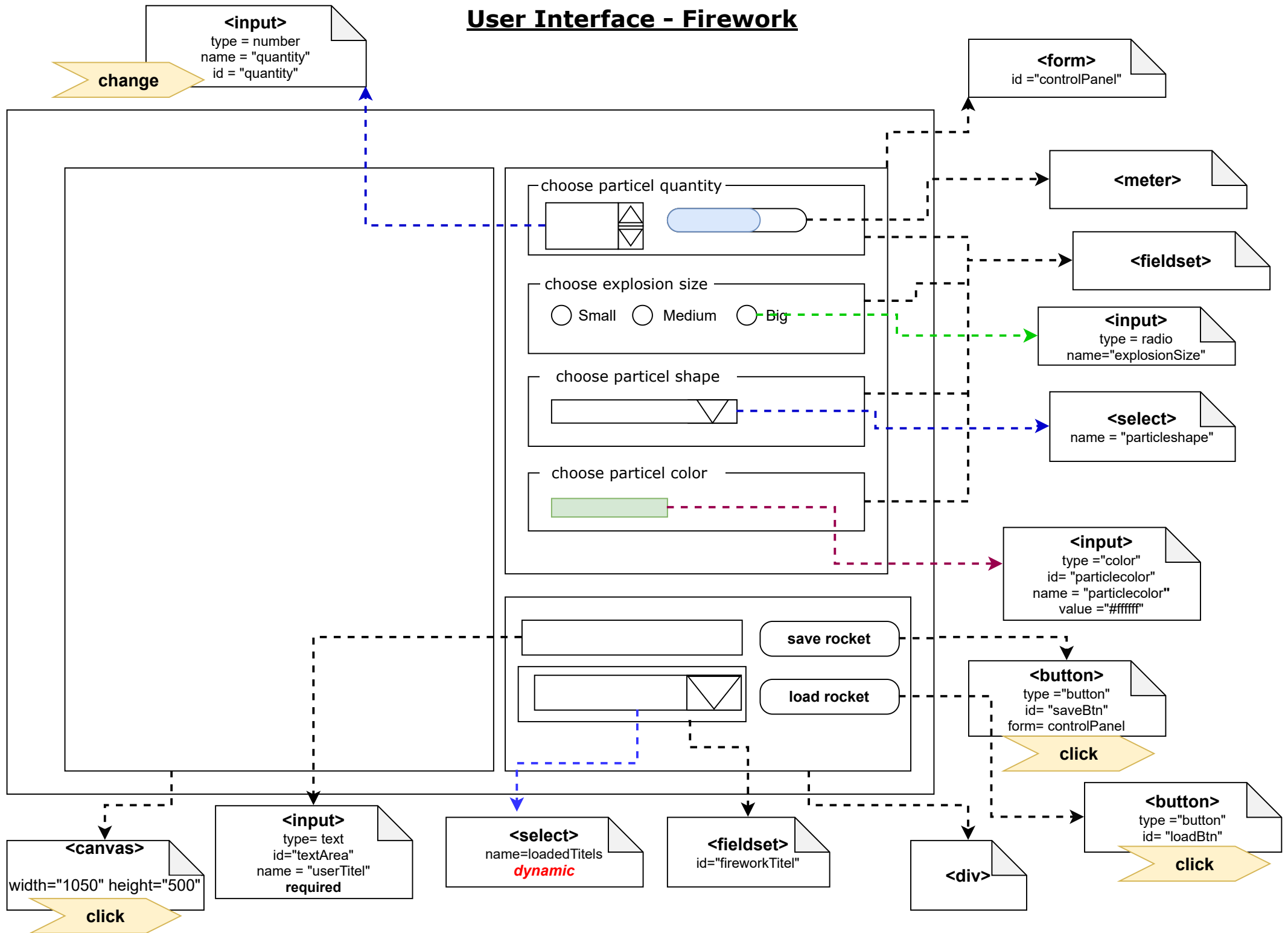
control Panel

Mousecursor
changes to ✖ by
hover

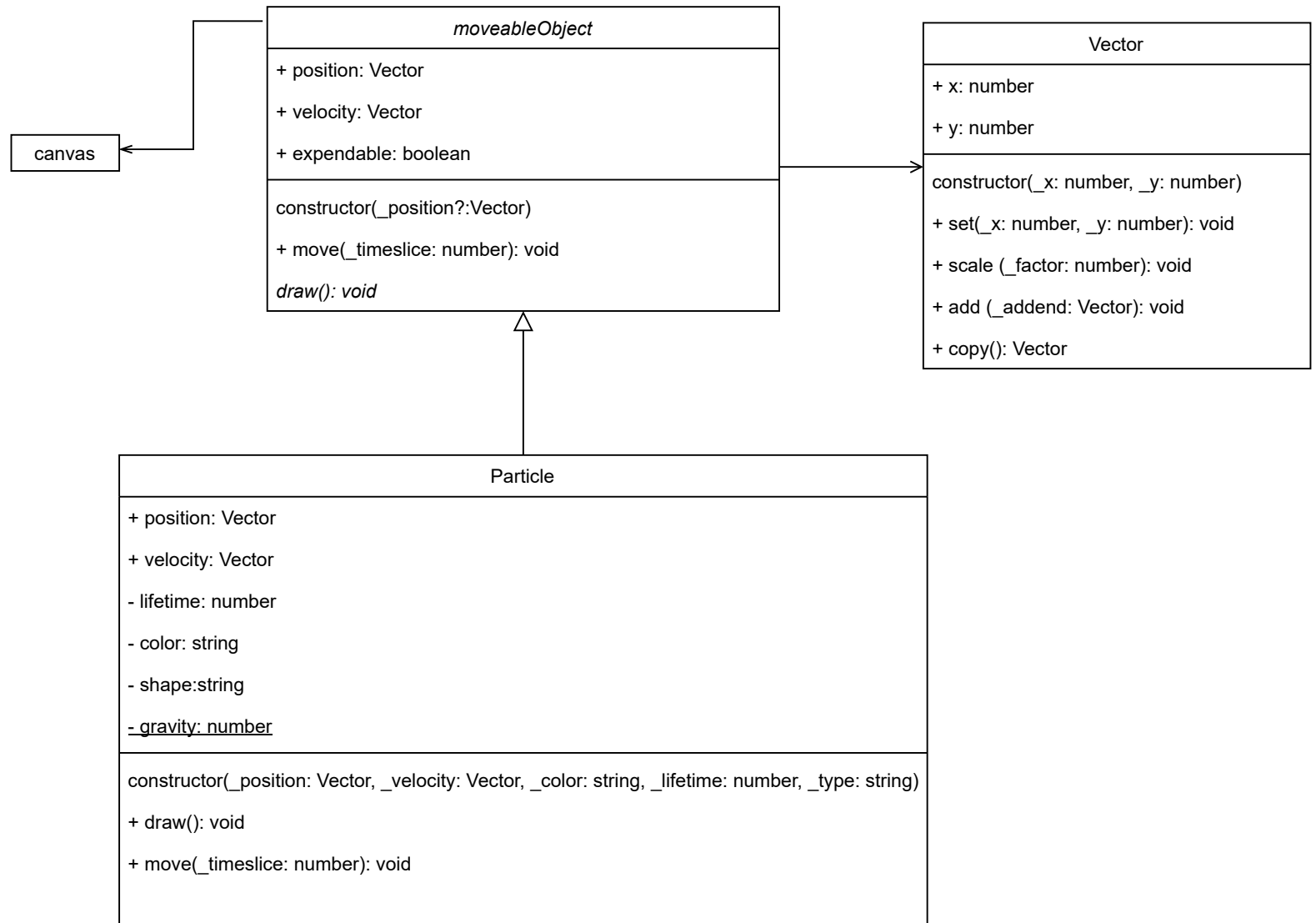
UseCaseDiagram-Firework



User Interface - Firework



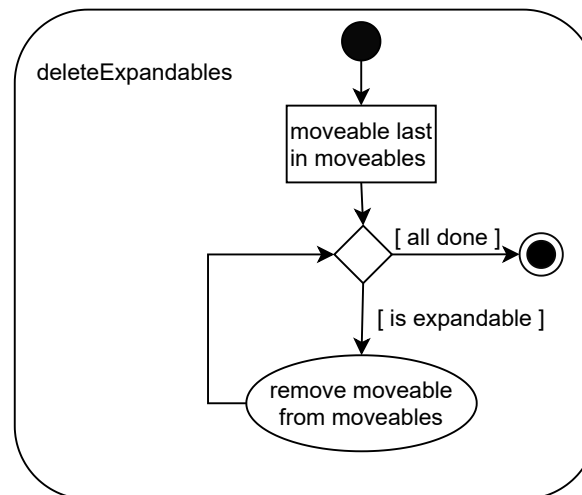
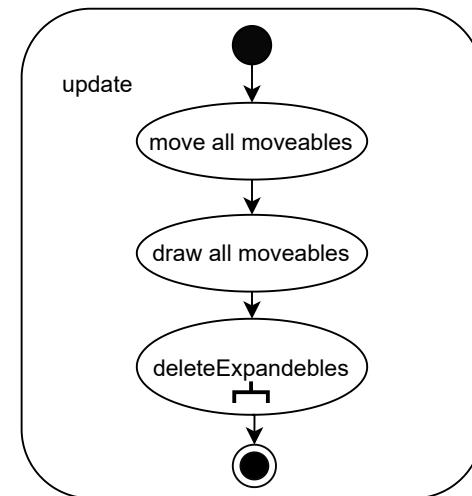
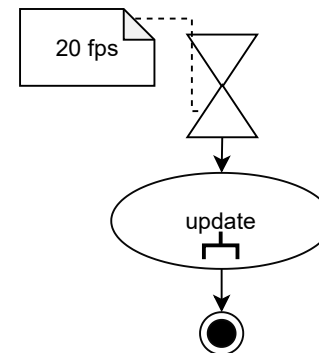
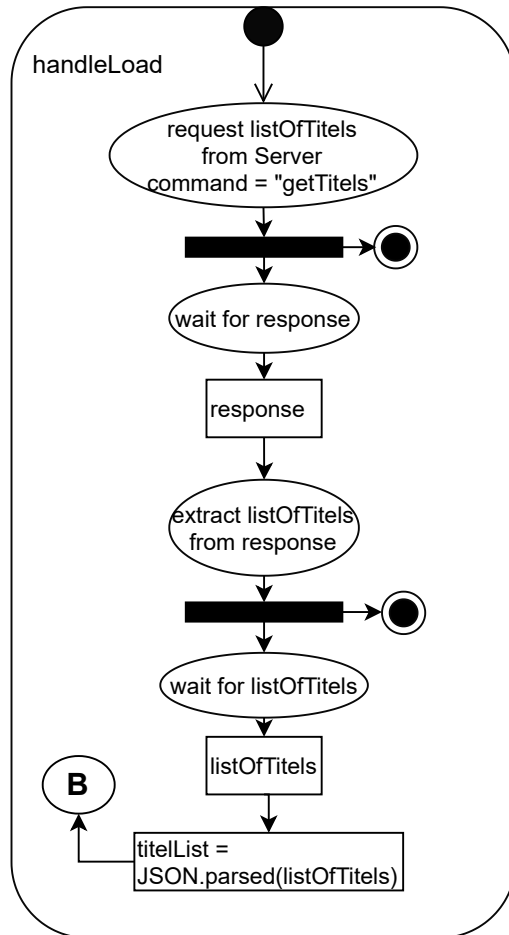
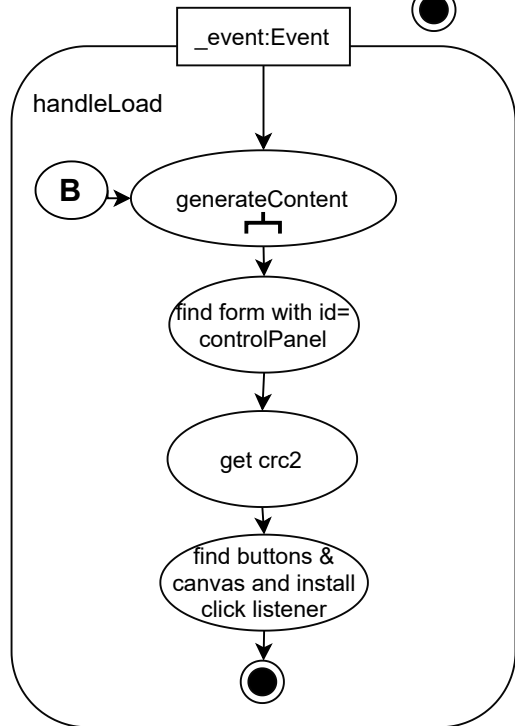
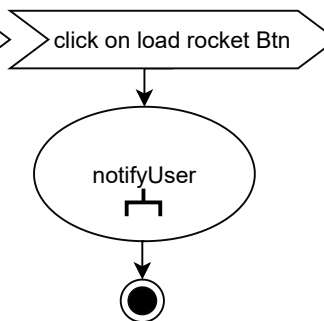
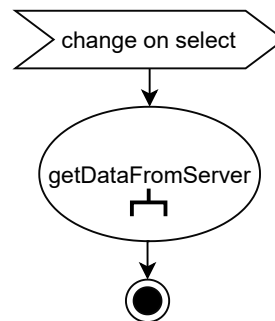
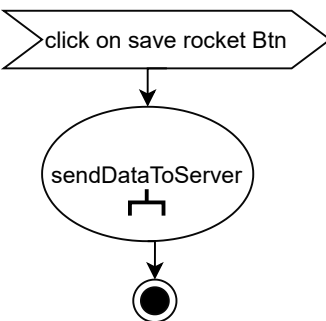
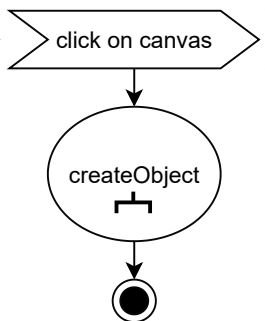
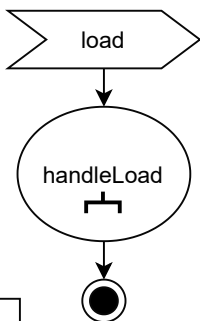
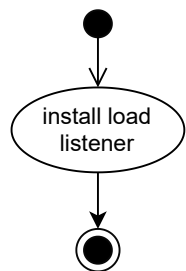
ClassDiagram-Firework

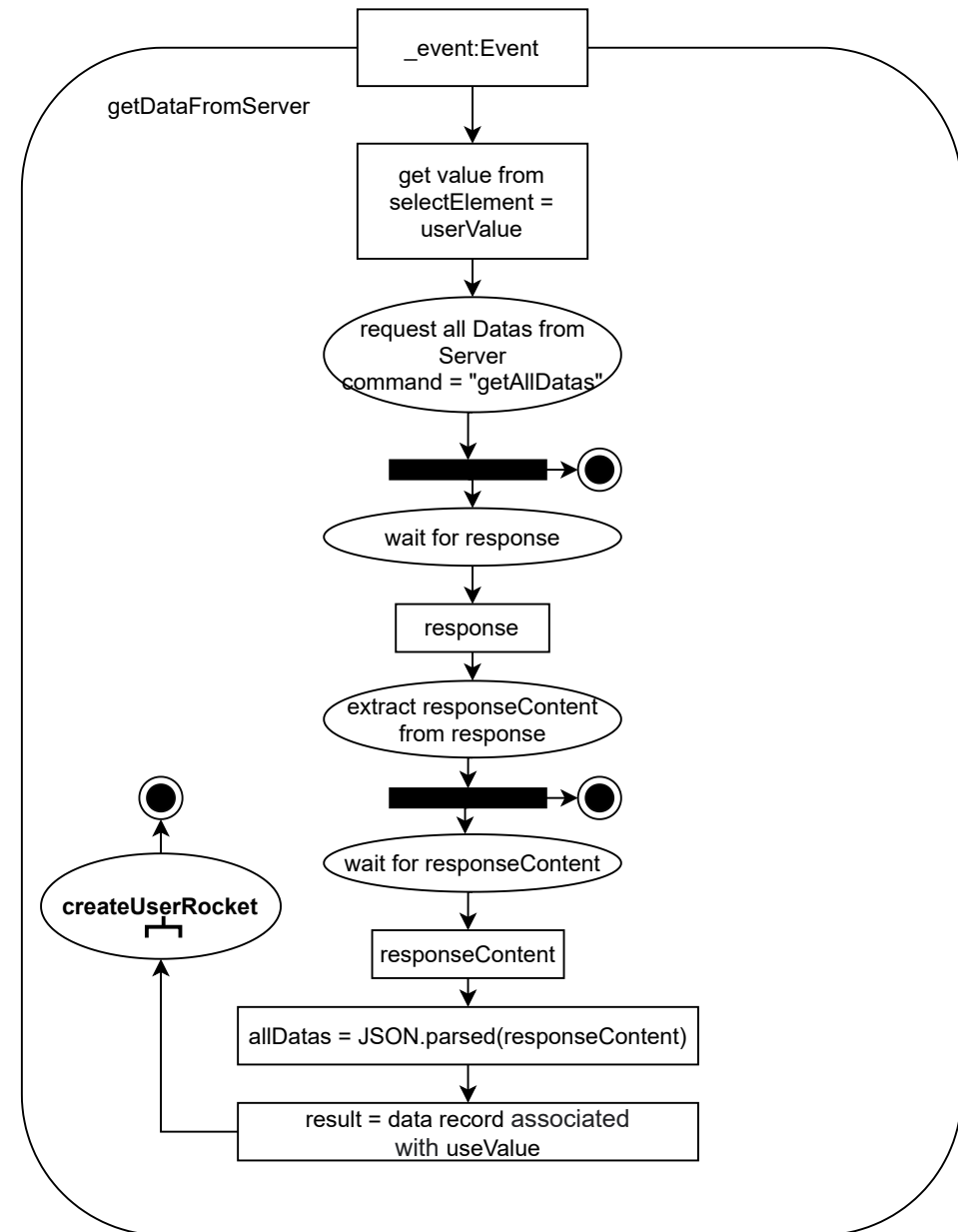
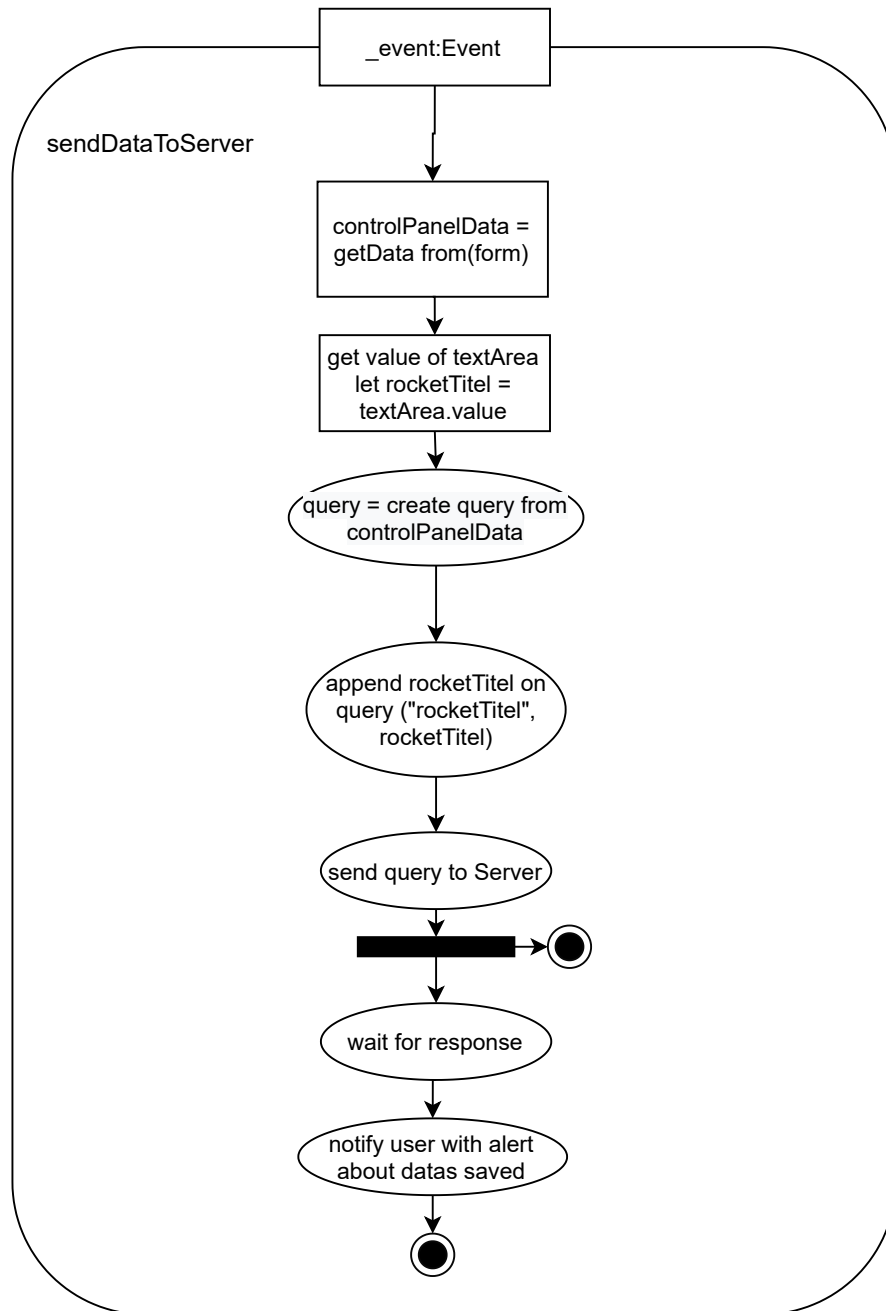


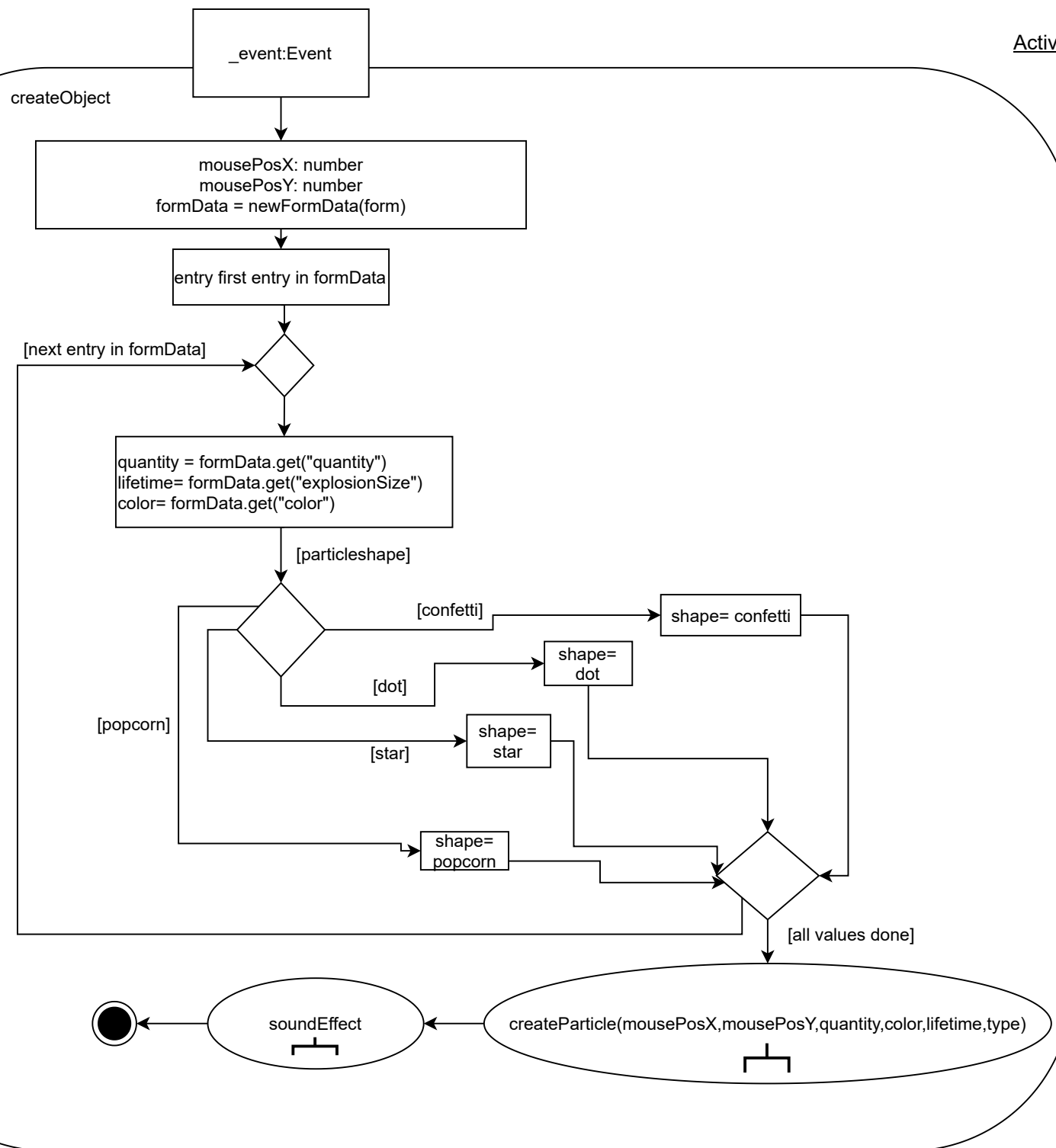
ActivityDiagram Firework

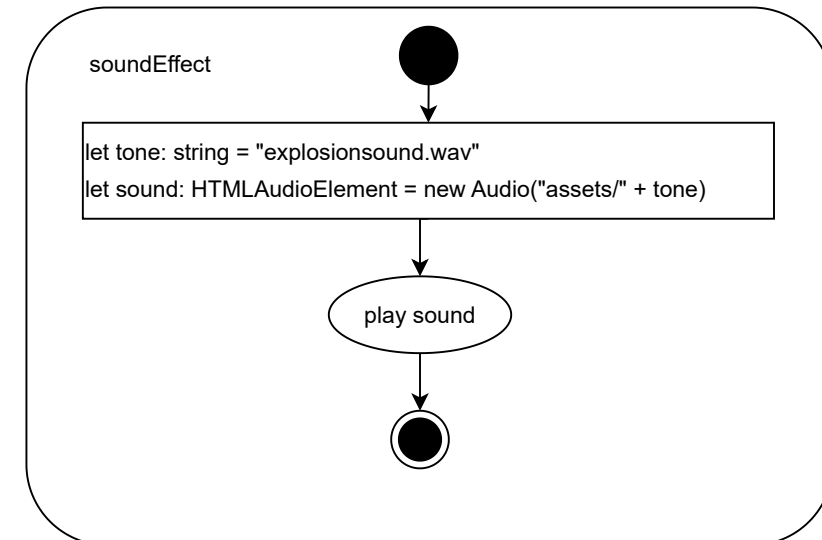
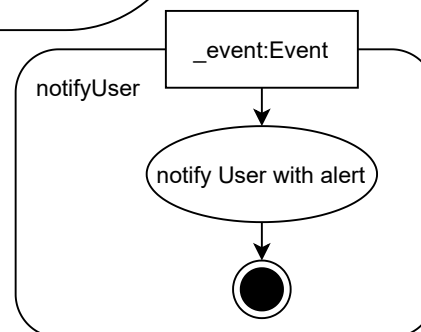
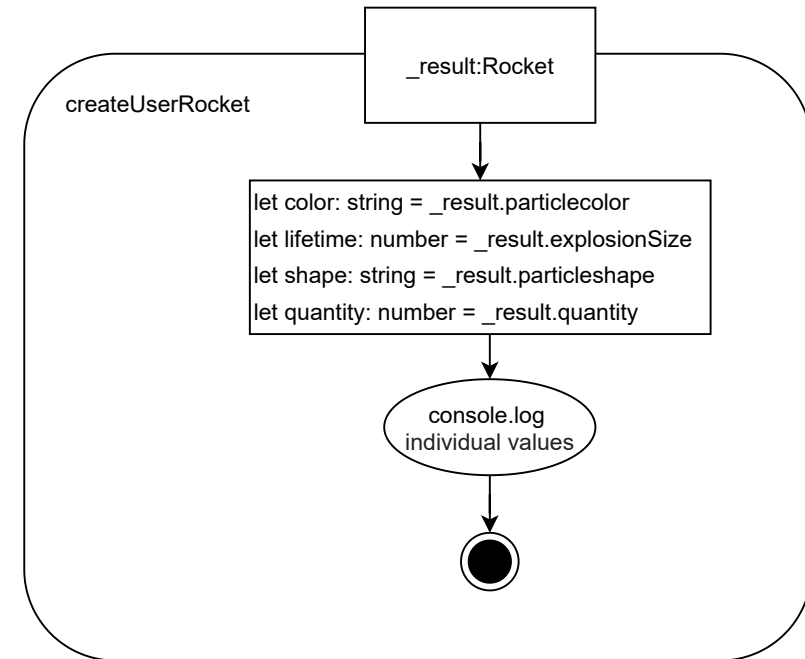
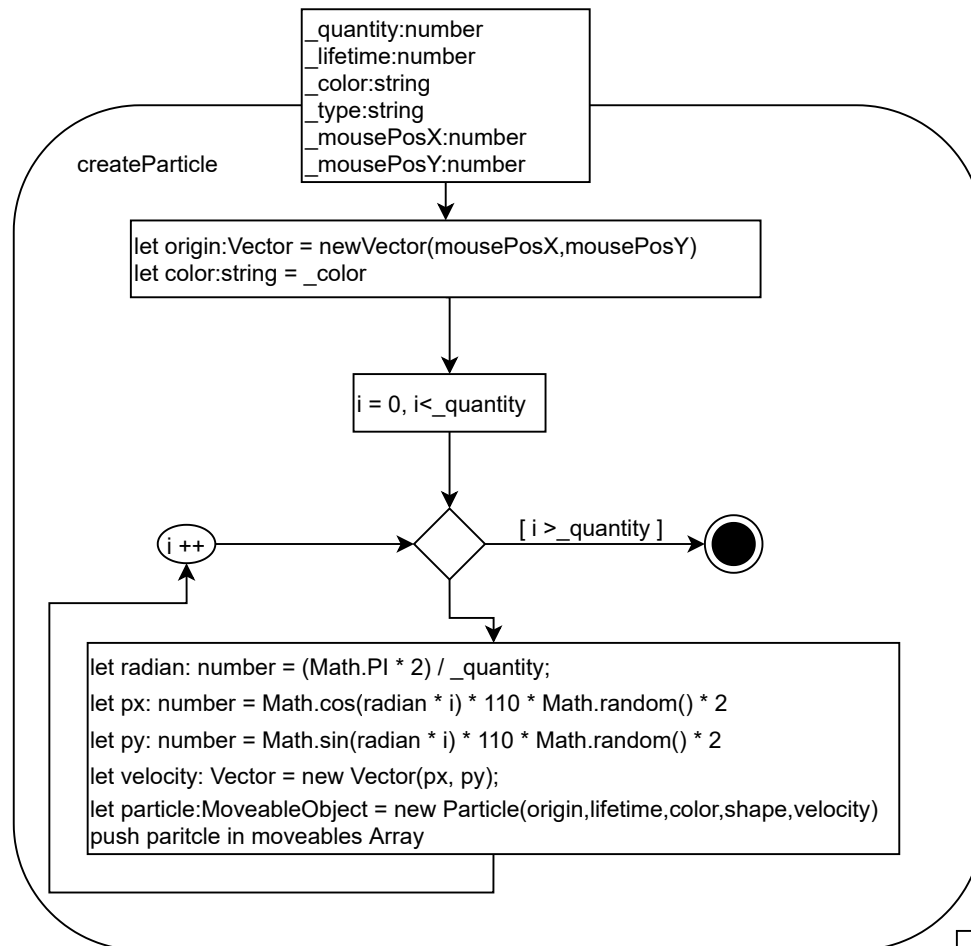
MAIN

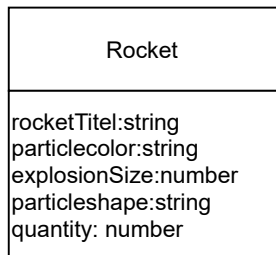
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 form:HTMLFormElement
 quantity:number
 color:string
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 moveables:MoveableObject []



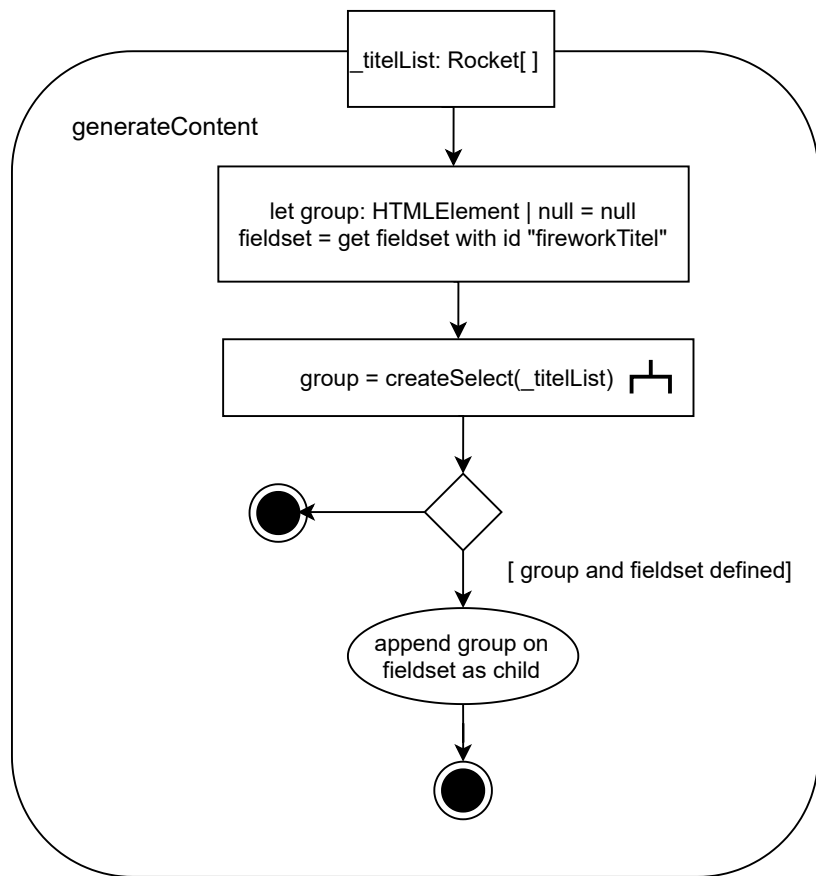








Interface



ActivityDiagram Firework

gernerateContent

