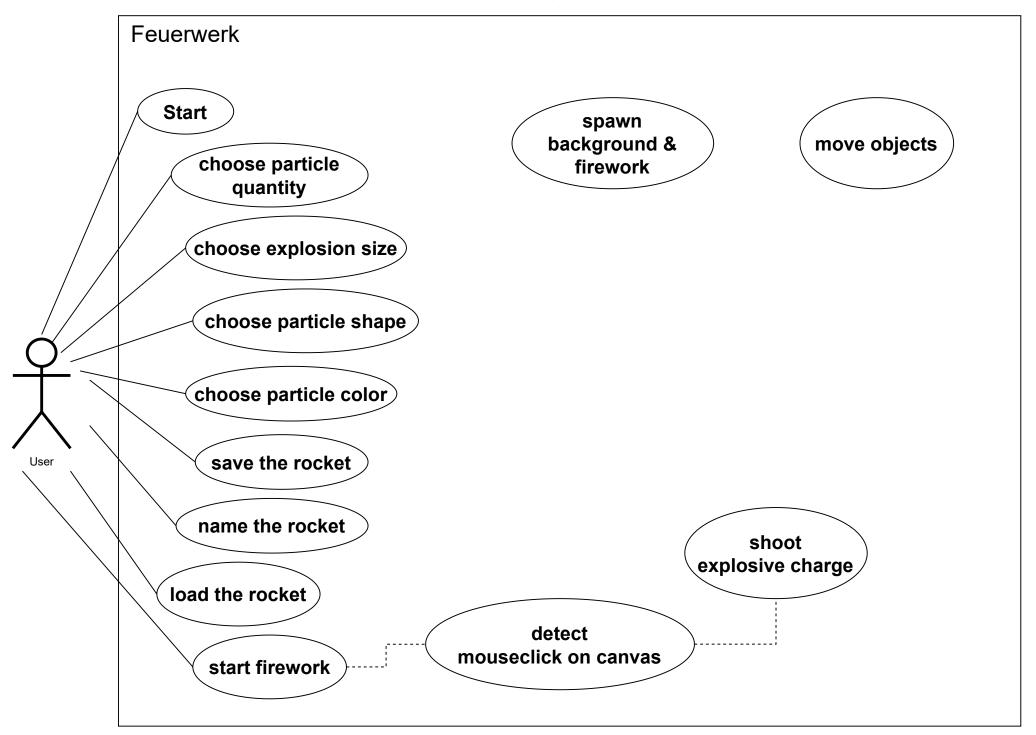
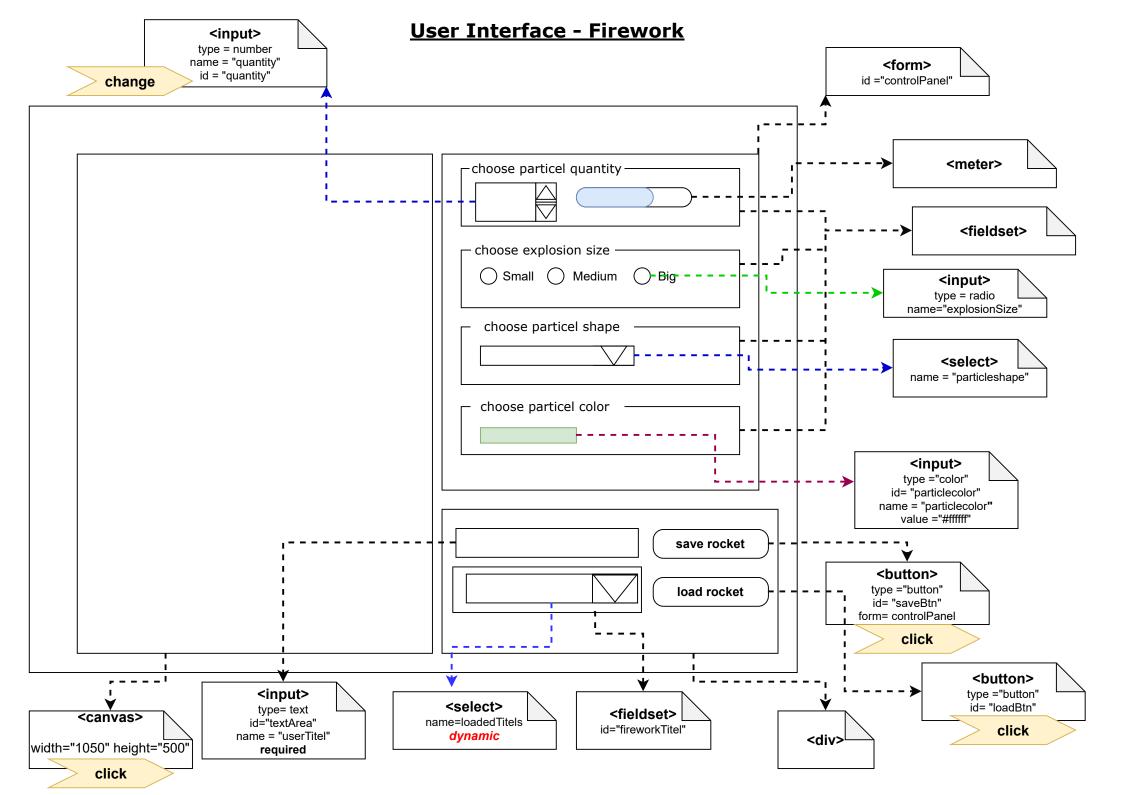
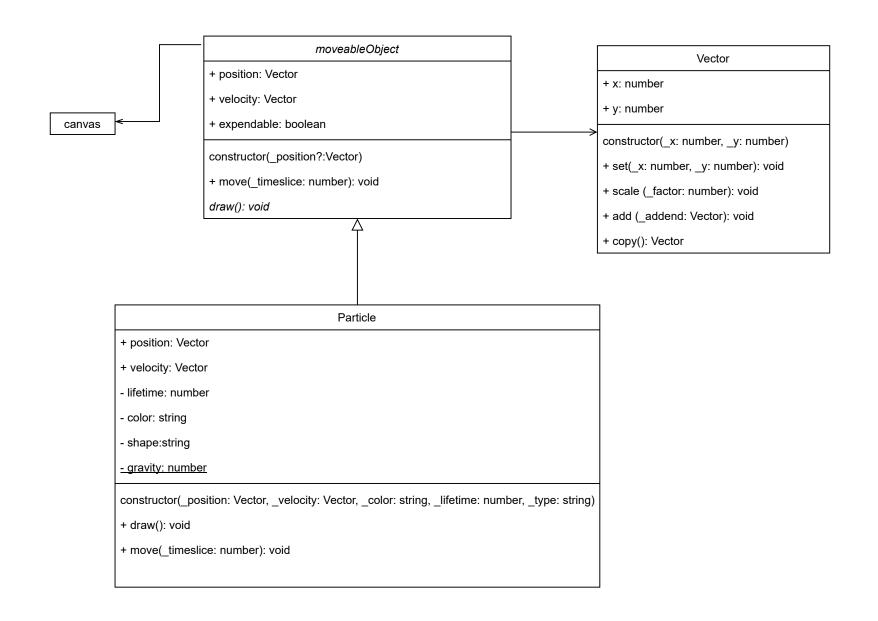


UseCaseDiagram-Firework



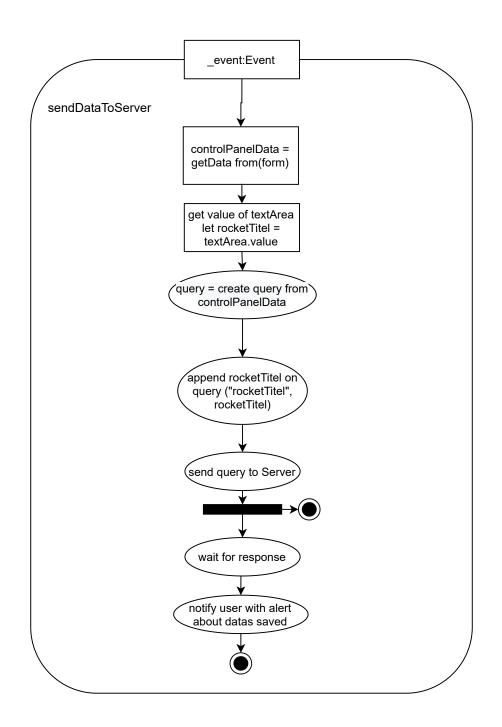


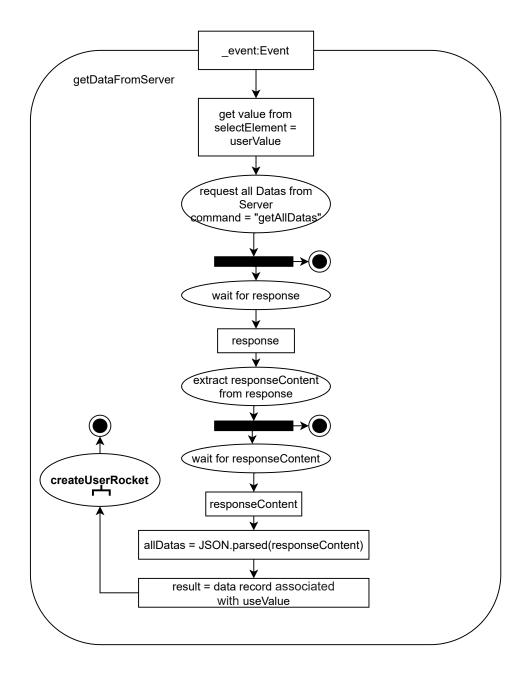
ClassDiagram-Firework



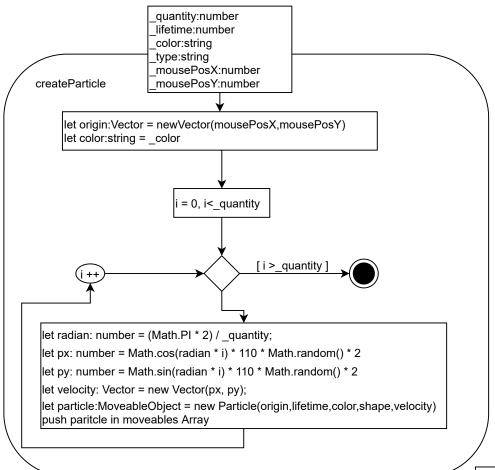
MAIN ActivityDiagram Firework click on load rocket Btn click on canvas click on save rocket Btn change on select load Globals: crc2:CanvasRenderingContext2D serverPage:string install load form:HTMLFormElement listener quantity:number sendDataToServer getDataFromServer notifyUser handleLoad createObject color: string \vdash lifetime:number type:string moveables:MoveableObject [] event:Event handleLoad handleLoad 20 fps request listOfTitels В from Server generateContent update command = "getTitels" move all moveables find form with id= update controlPanel (wait for response) draw all moveables response get crc2 deleteExpandebles find buttons & extract listOfTitels canvas and install from response click listener (wait for listOfTitels) deleteExpandables moveable last listOfTitels in moveables B titelList = [all done] JSON.parsed(listOfTitels) [is expandable] remove moveable from moveables

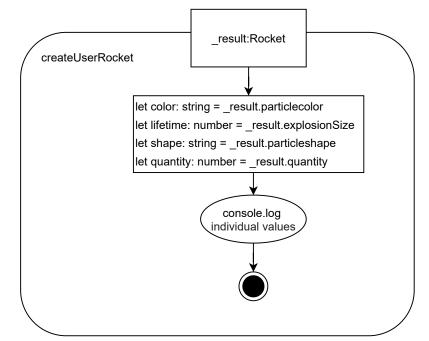
MAIN

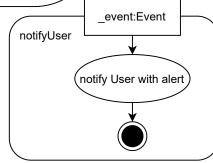


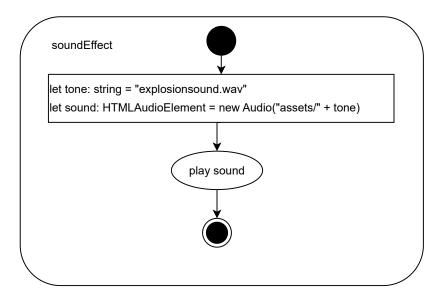


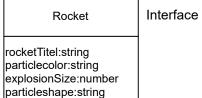
ActivityDiagram Firework MAIN



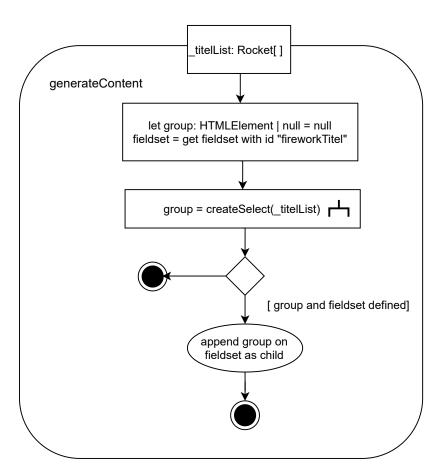


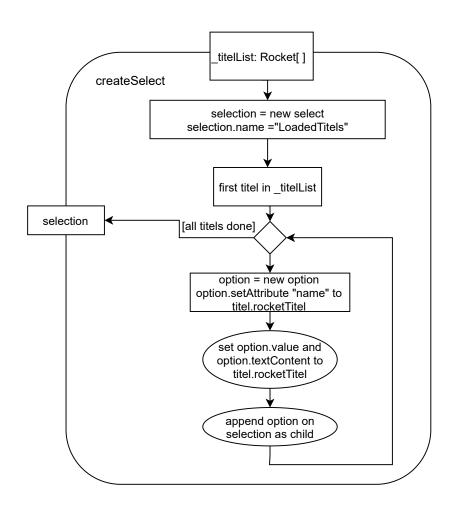


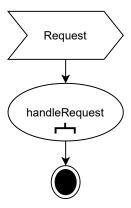


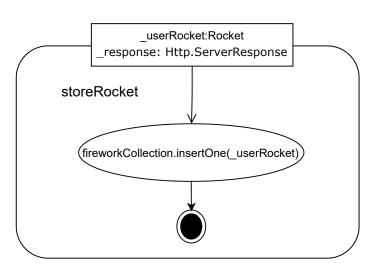


quantity: number



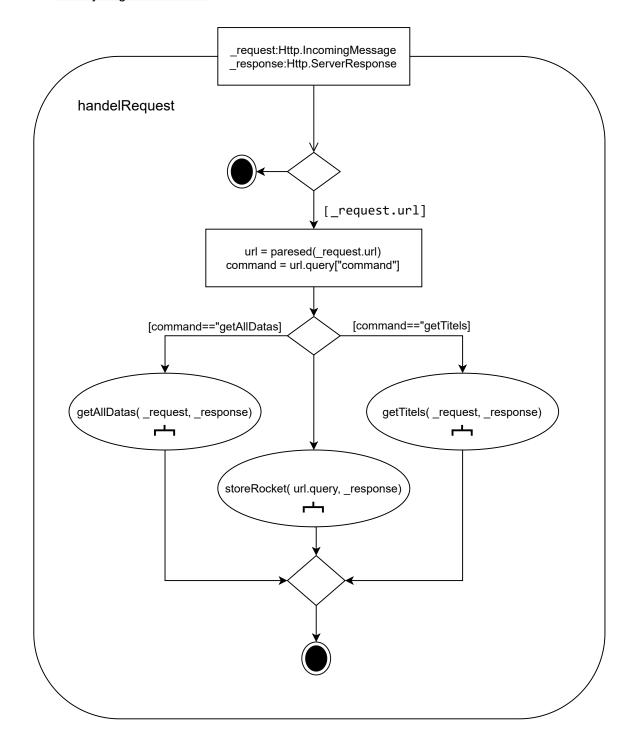


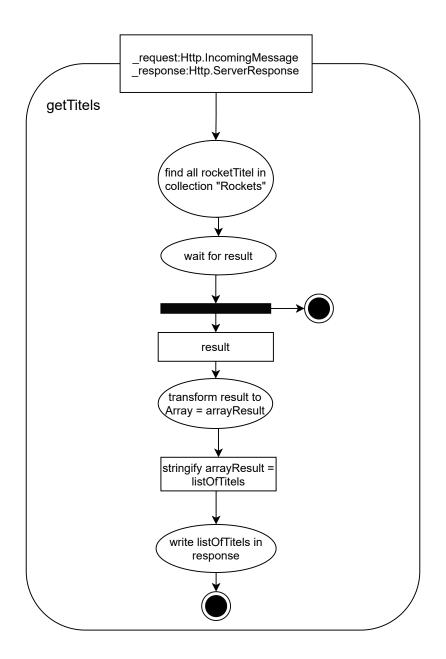


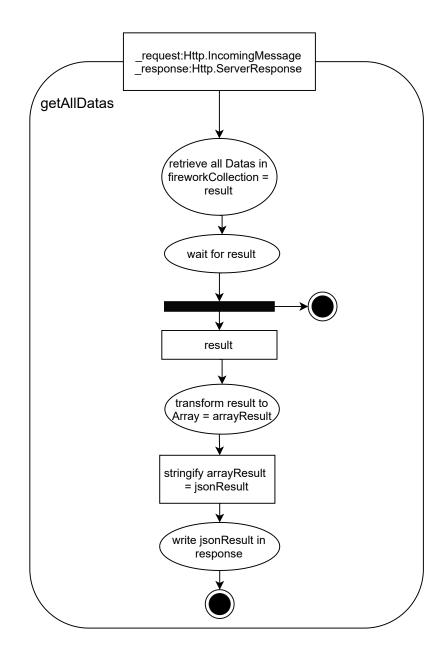


ActivityDiagram Firework

Server







MoveableObject

ActivityDiagram Firework

