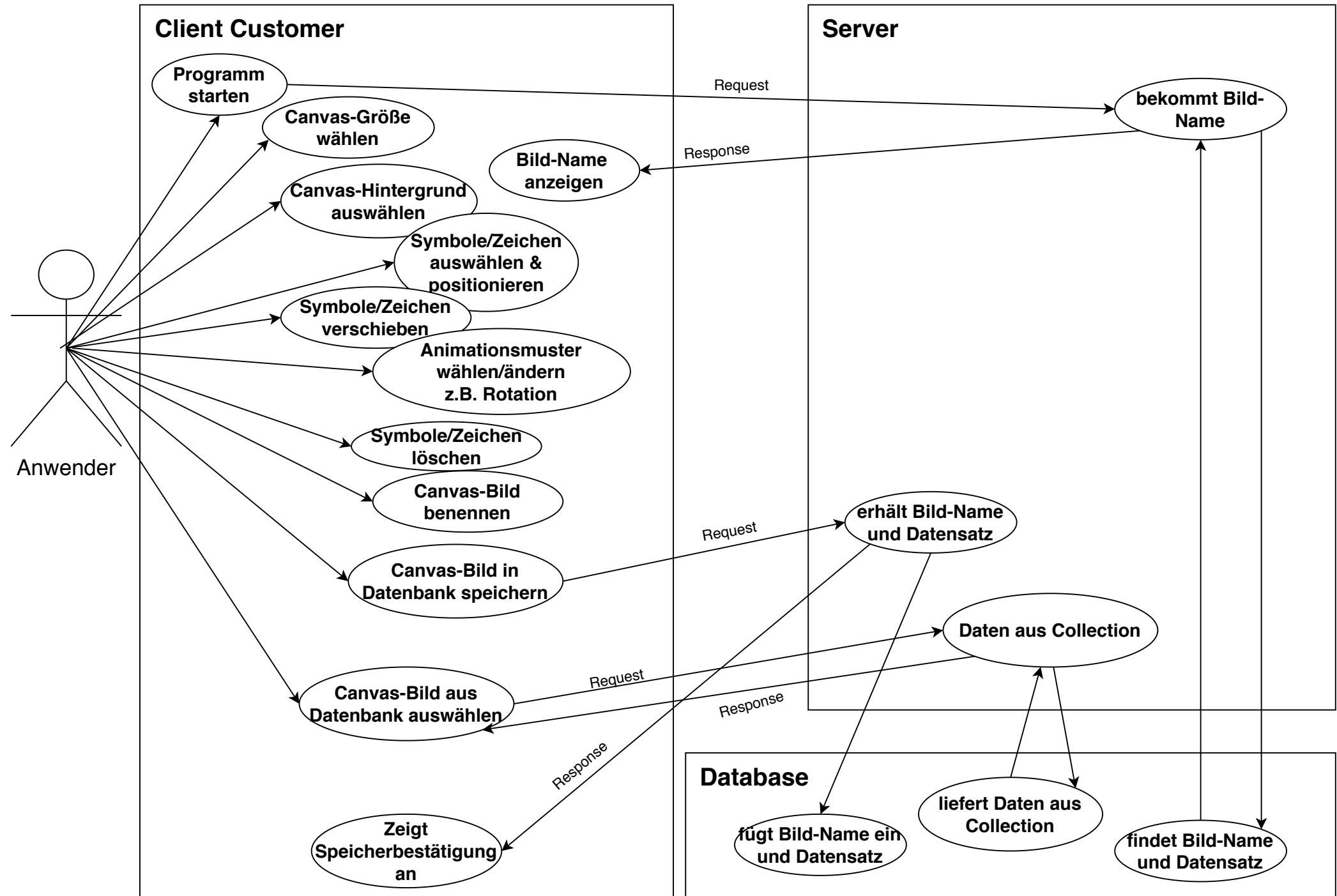
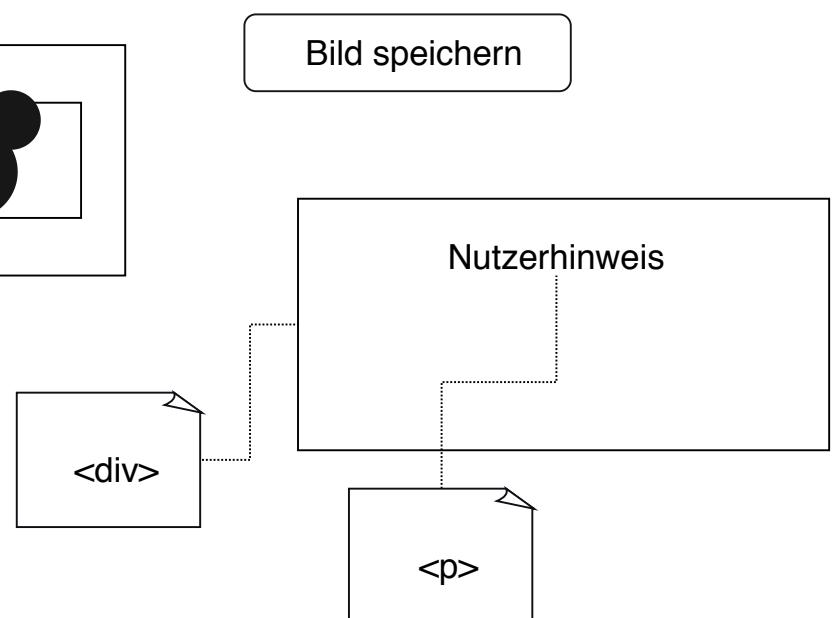
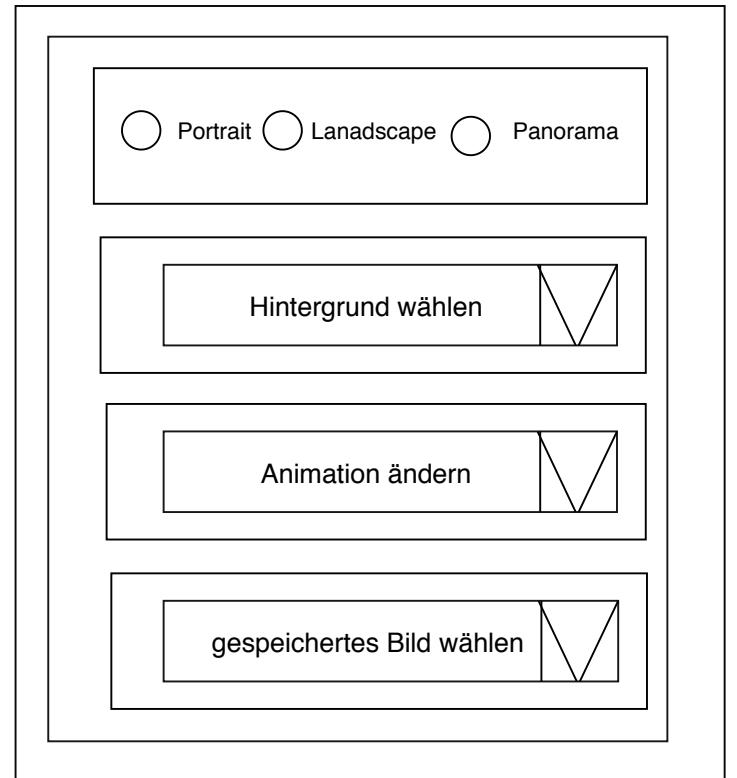
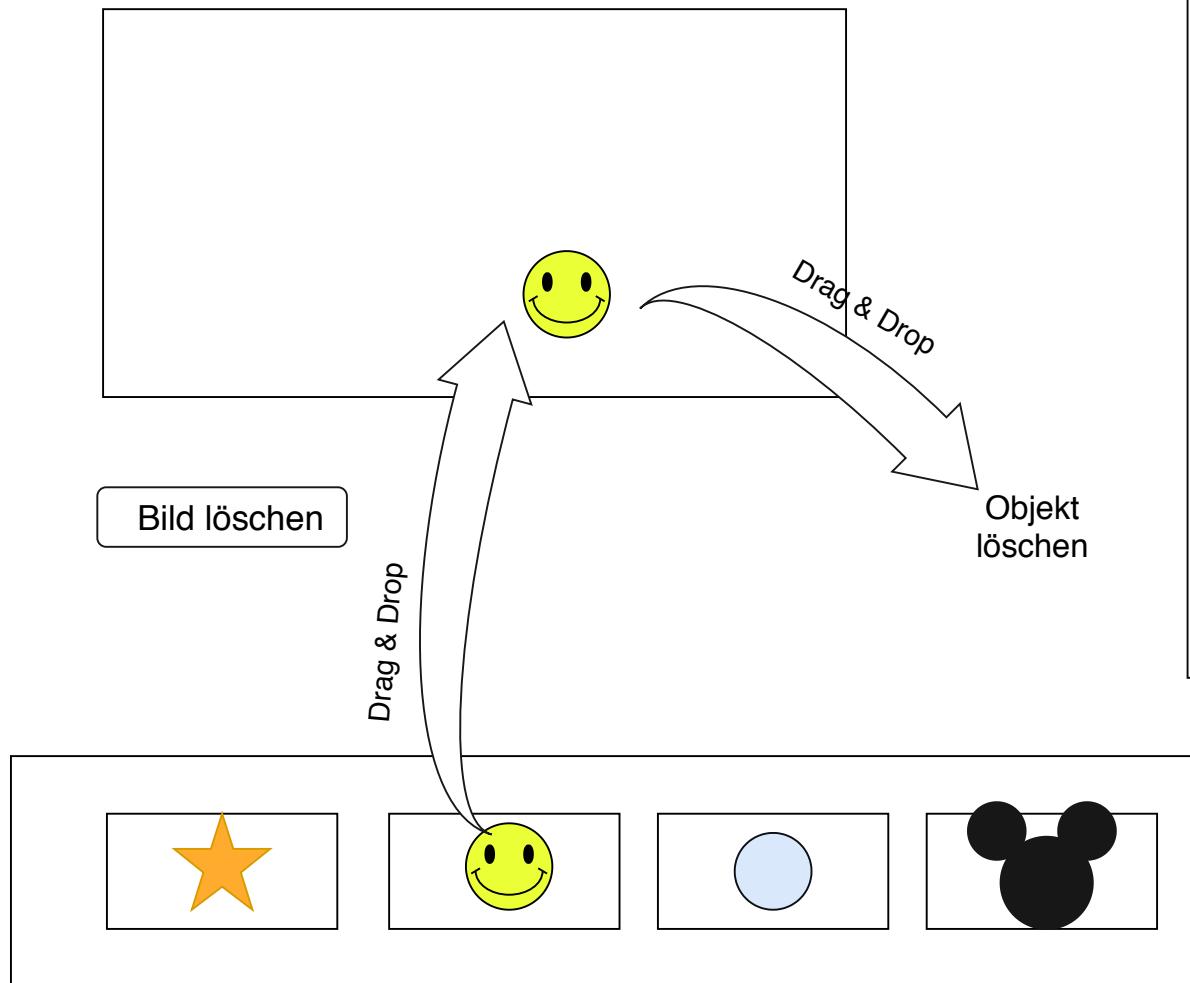


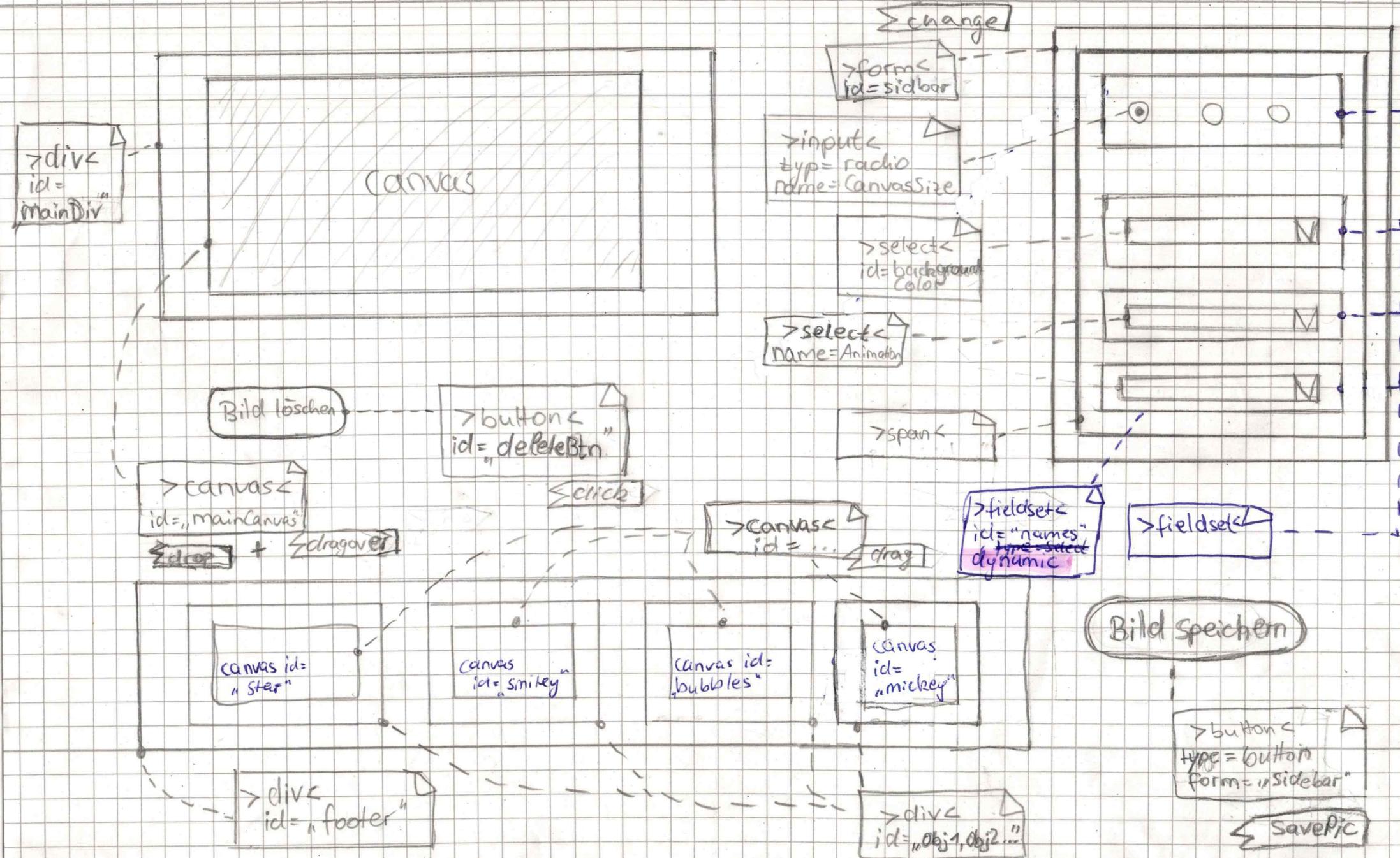
# Use Case Diagramm "Zauberbild"



# User Interface "Zauberbild"

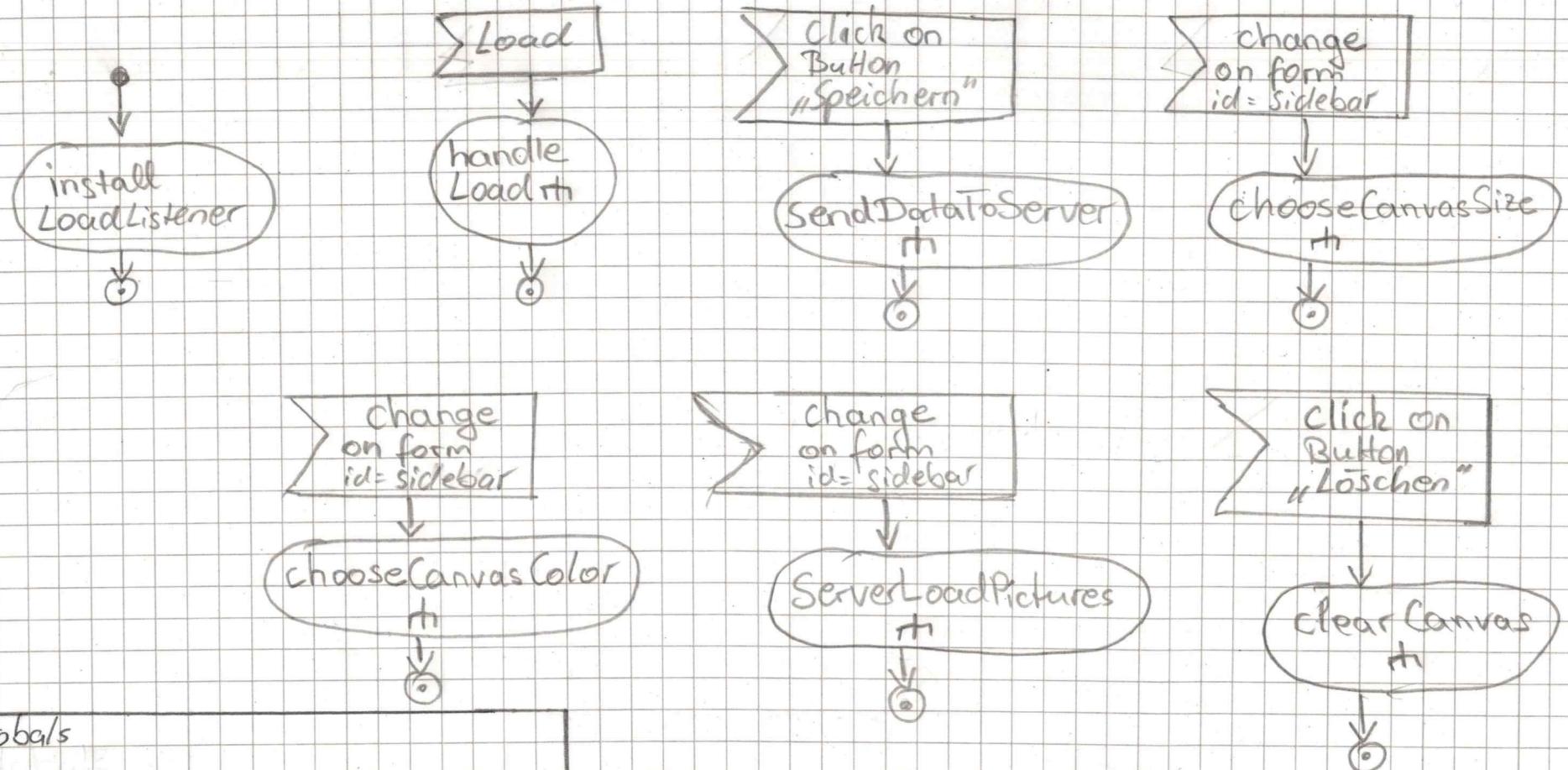


# UI Framework „Zauberbild“



①

## AD Main (Client) „Zauberbild“

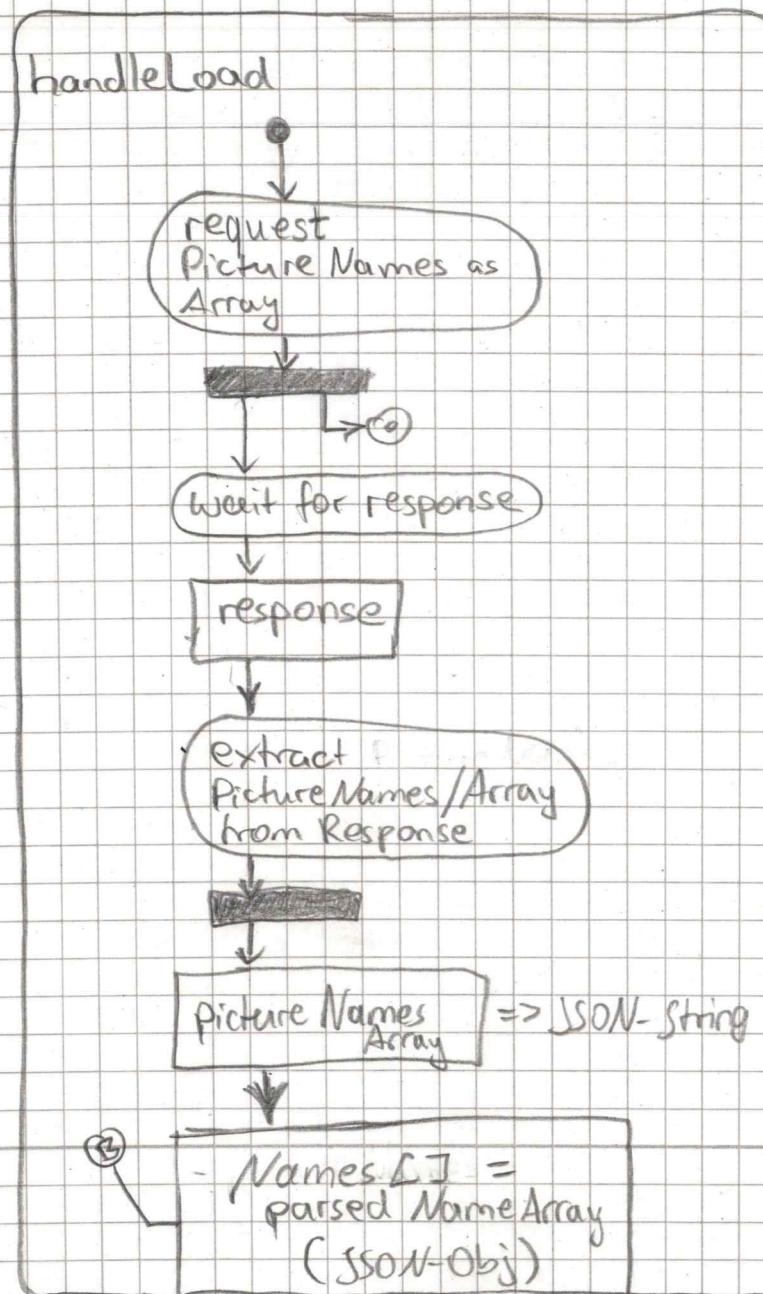
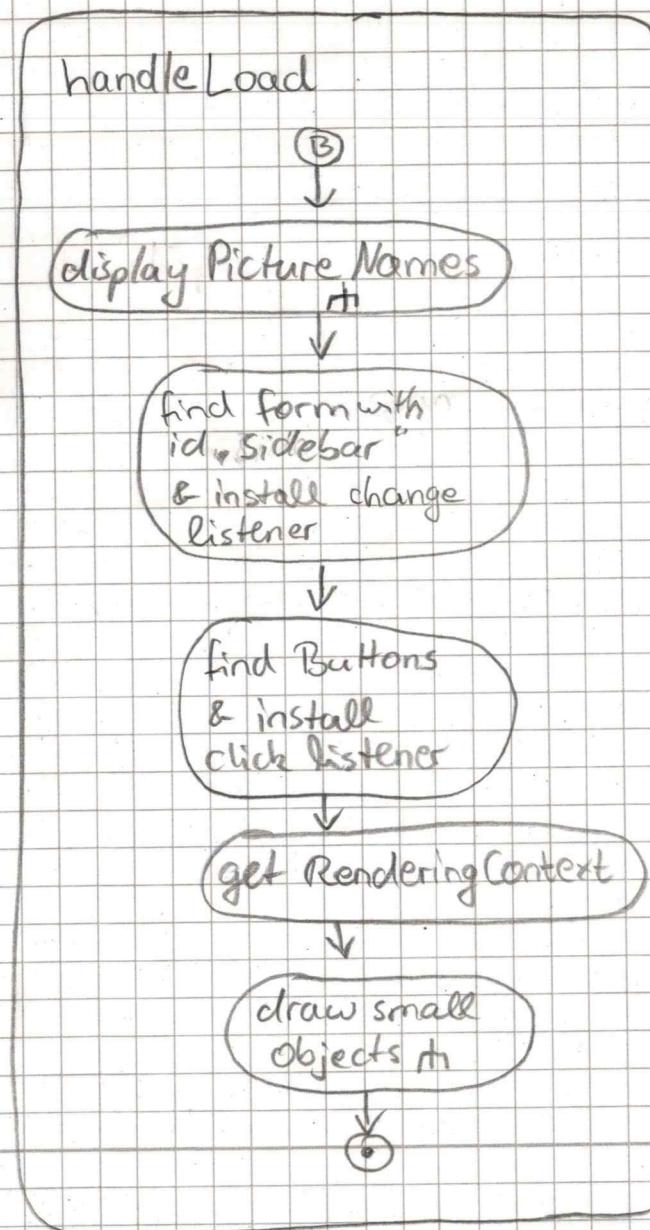


### Globals

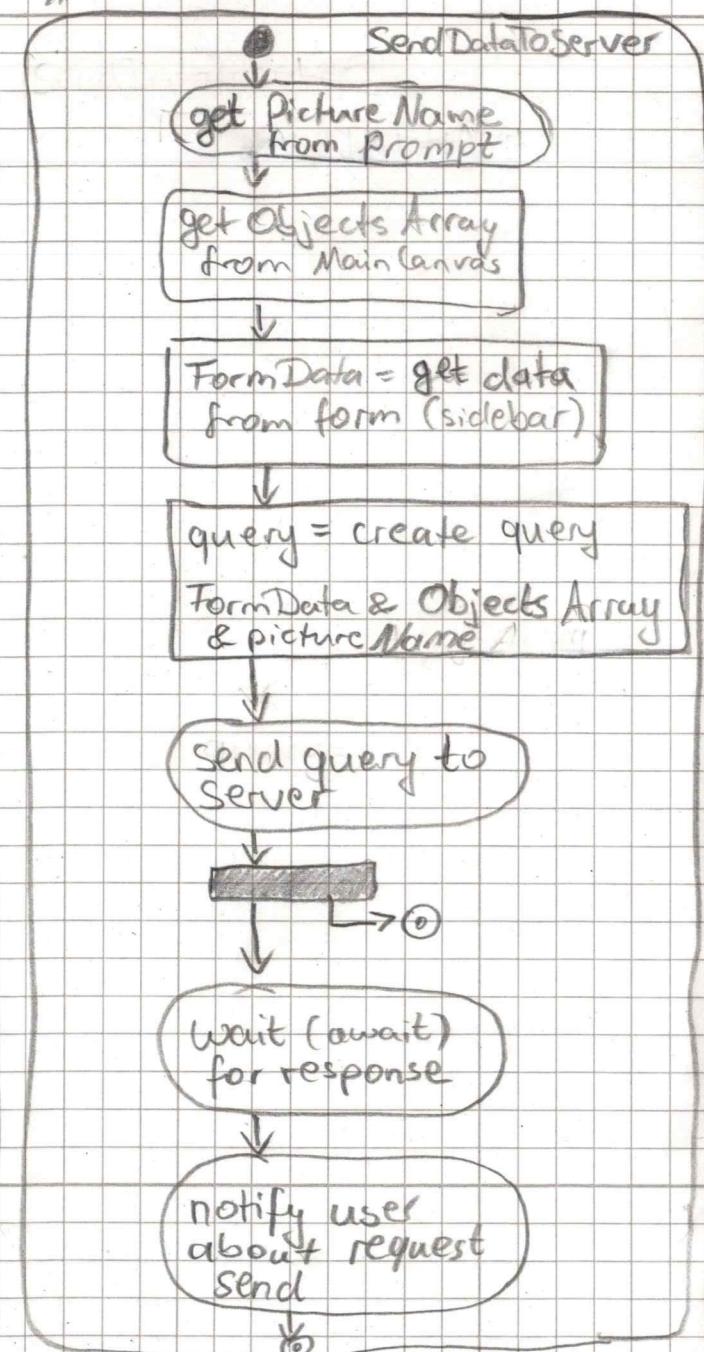
```
mainCanvas : CanvasRenderingContext  
canvasStar : "  
canvasSmiley : "  
canvasMickey : "  
canvasBubbles : "  
sidebar : HTMLFormElement  
url : String  
picture : Objects[]
```

(2)

## AD Main (Client)



## „Zauberbild“



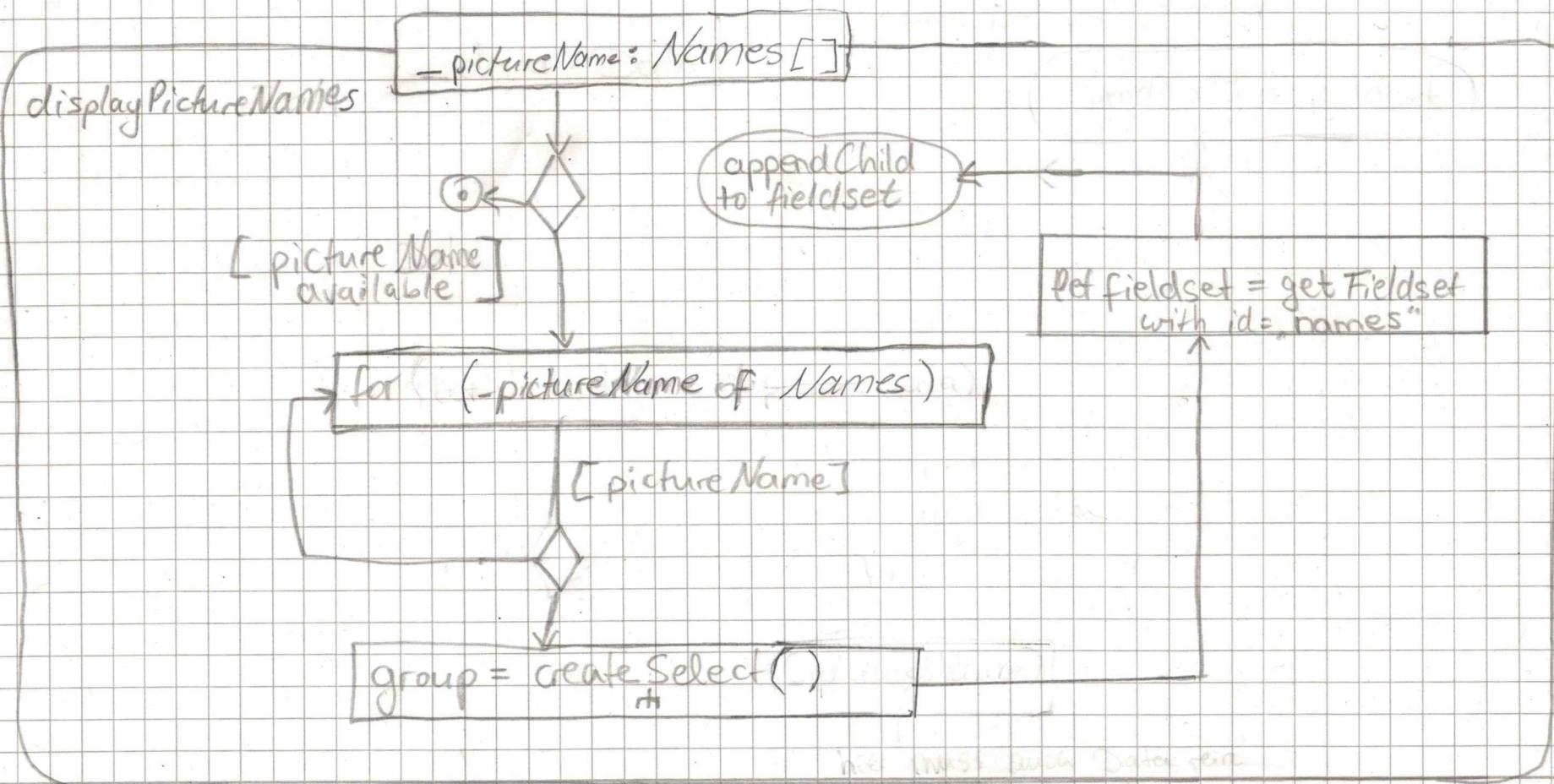
③

[ ] Names

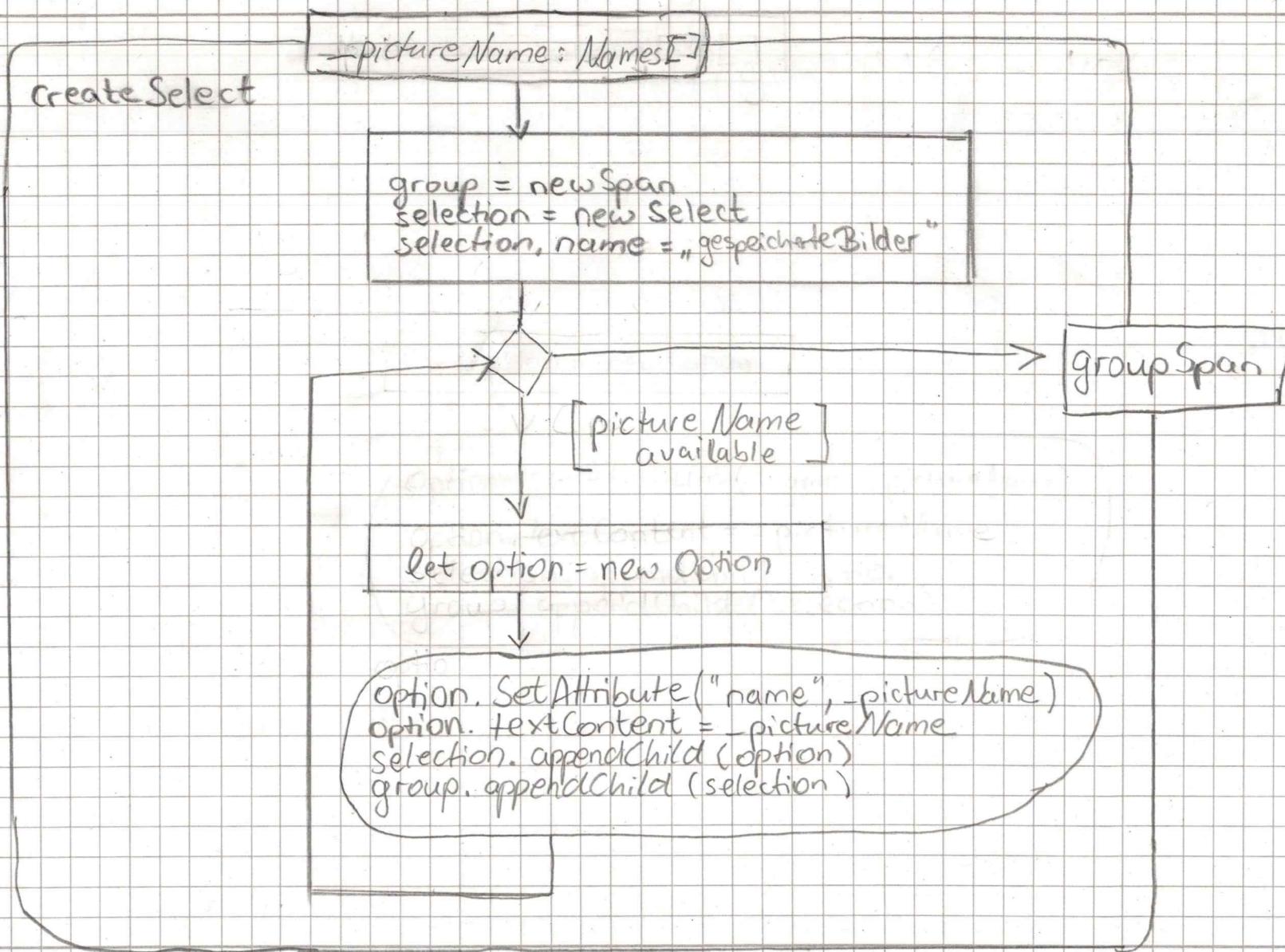
= Array mit Bildnamen

pictureName : string;

z.B.  
pictureName = "Hübsch\_1"



4



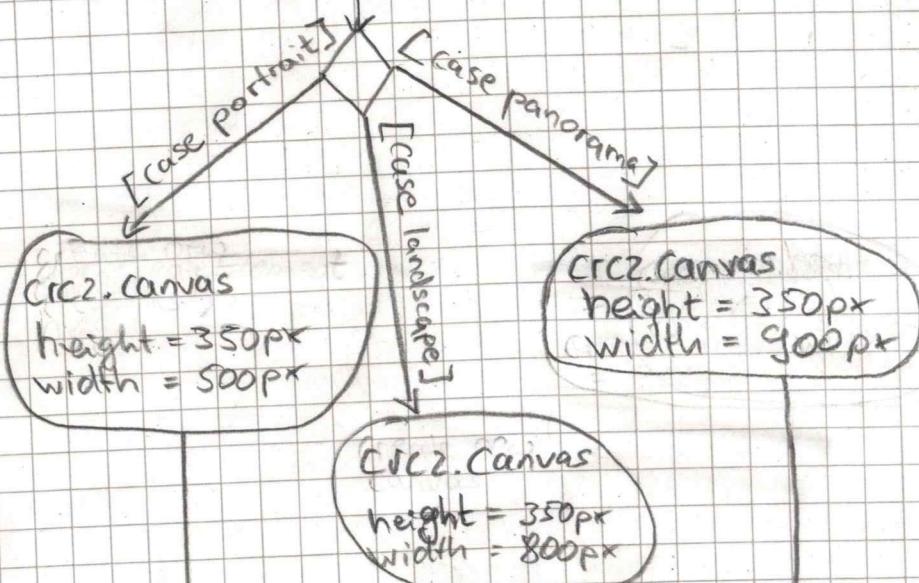
# Zauberbild

## AD Main (Client)

chooseCanvasSize

-event:Event

get Data from FormData



chooseCanvasColor

-event:Event

get Data from FormData

[case blue]

Crc2.fillStyle = "blue"  
Crc2.fillRect

case green

Crc2.fillStyle = "green"  
Crc2.fillRect

case gradient

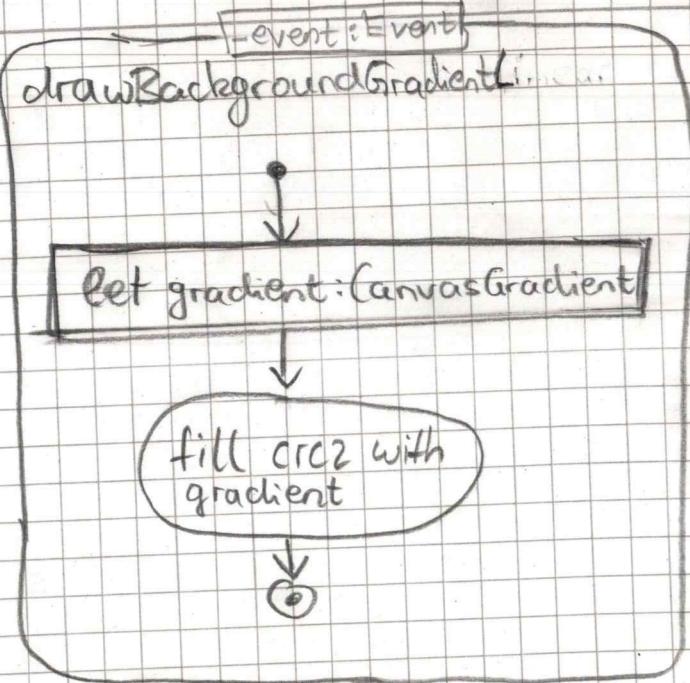
[case gradientR]

drawBackGroundGradientR

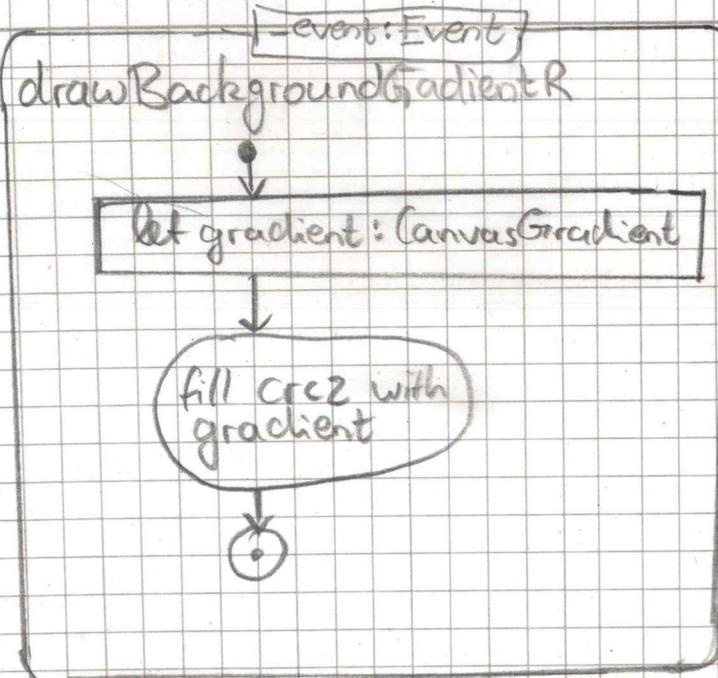
drawBackGroundGradientL

⑥

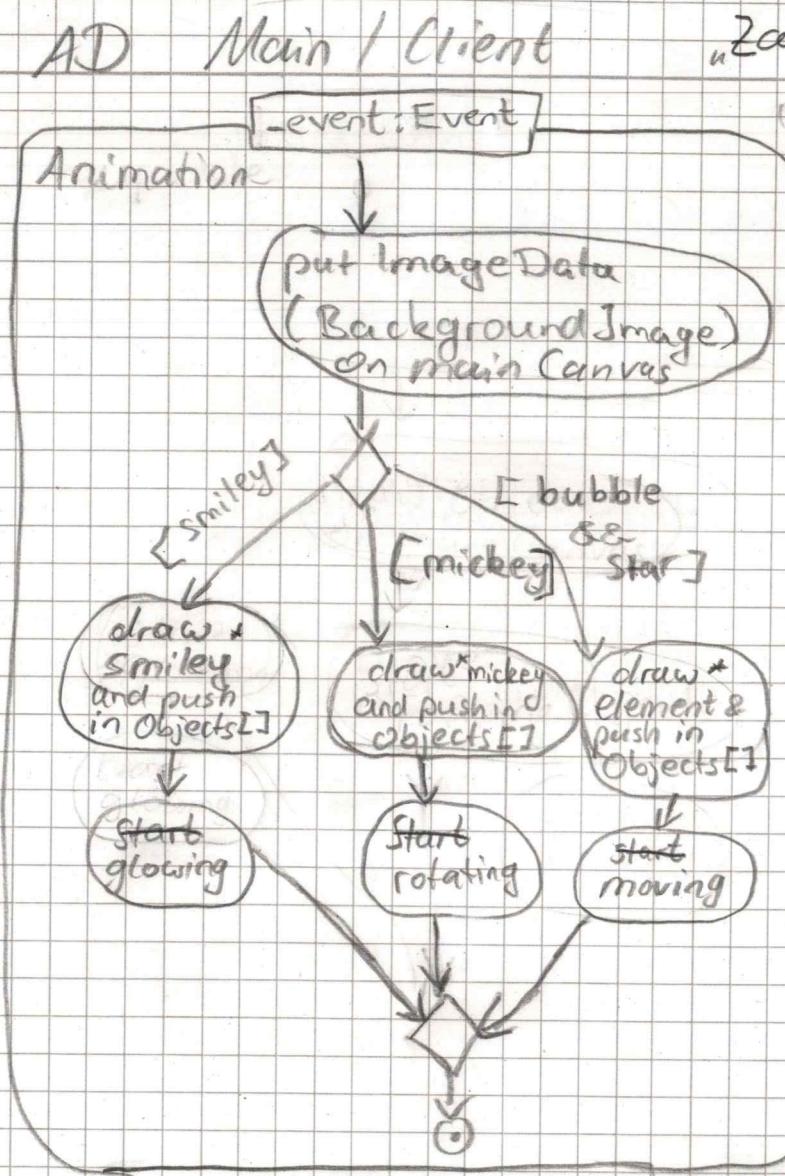
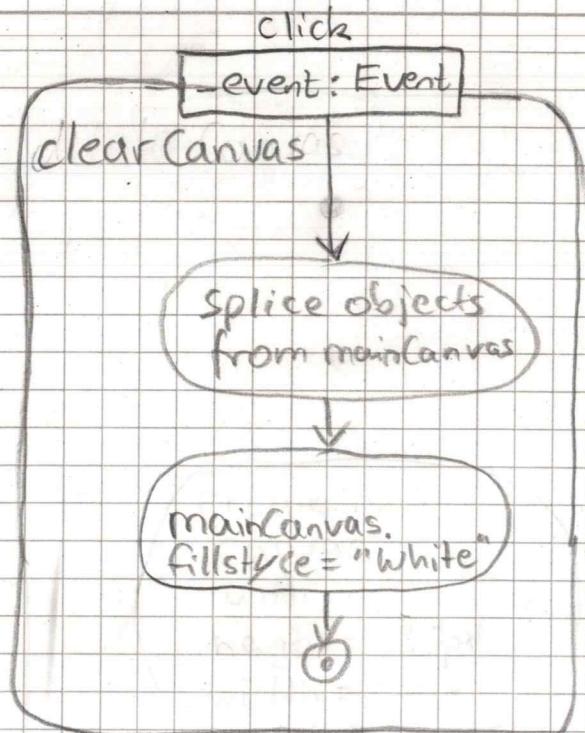
## Zauberbild



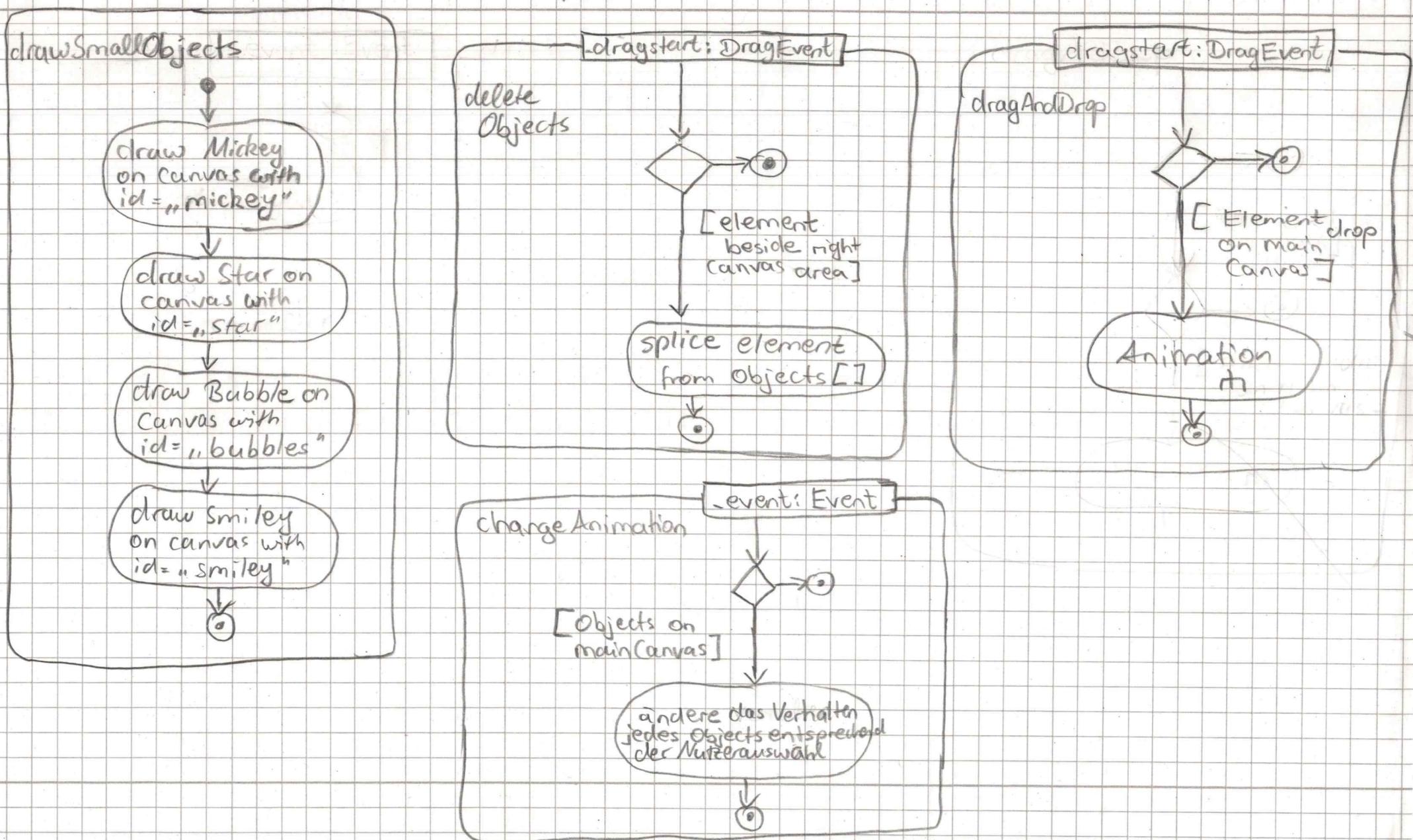
## AD Main (Client)



⑦

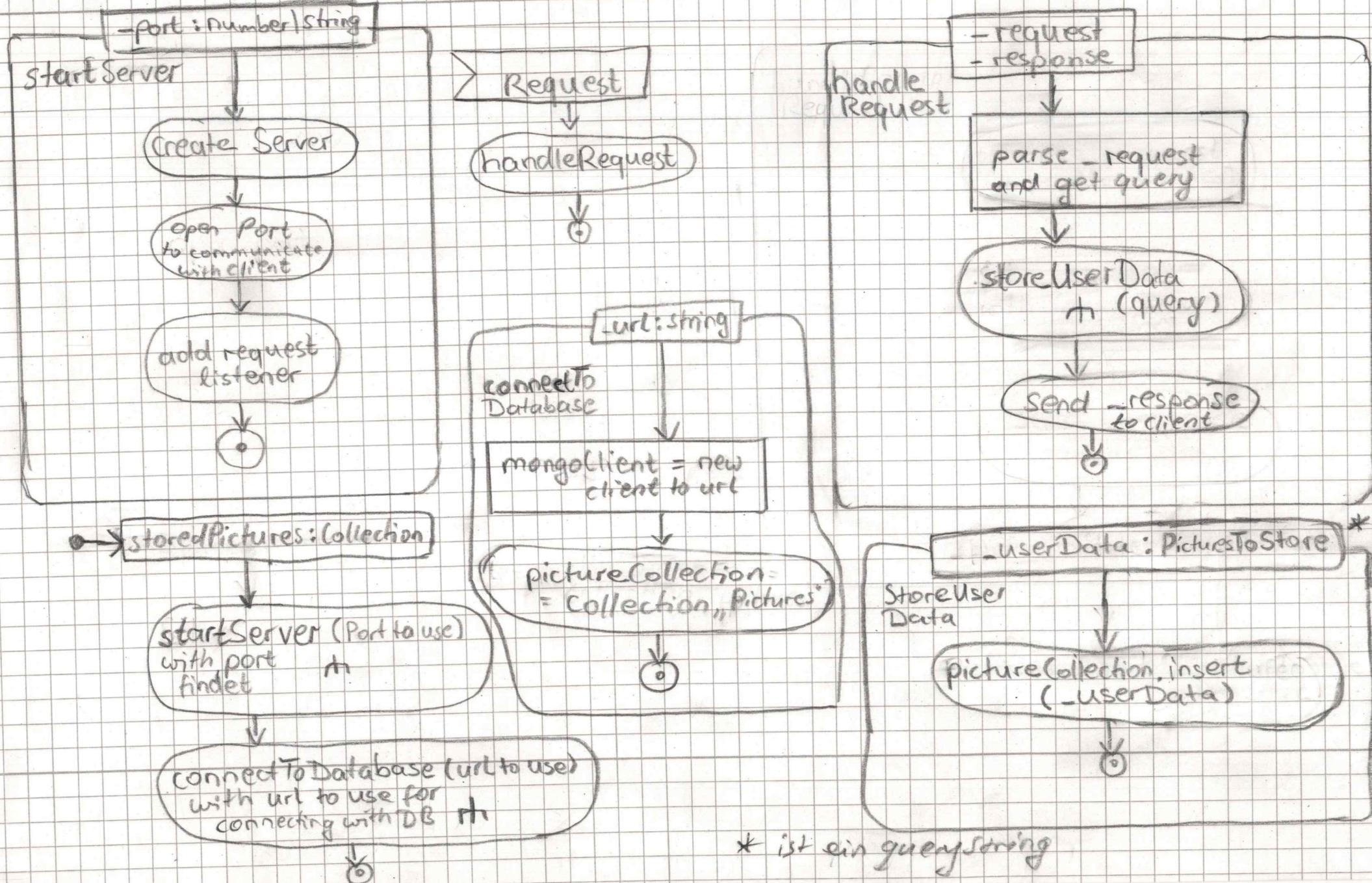


## AD Main (Client)



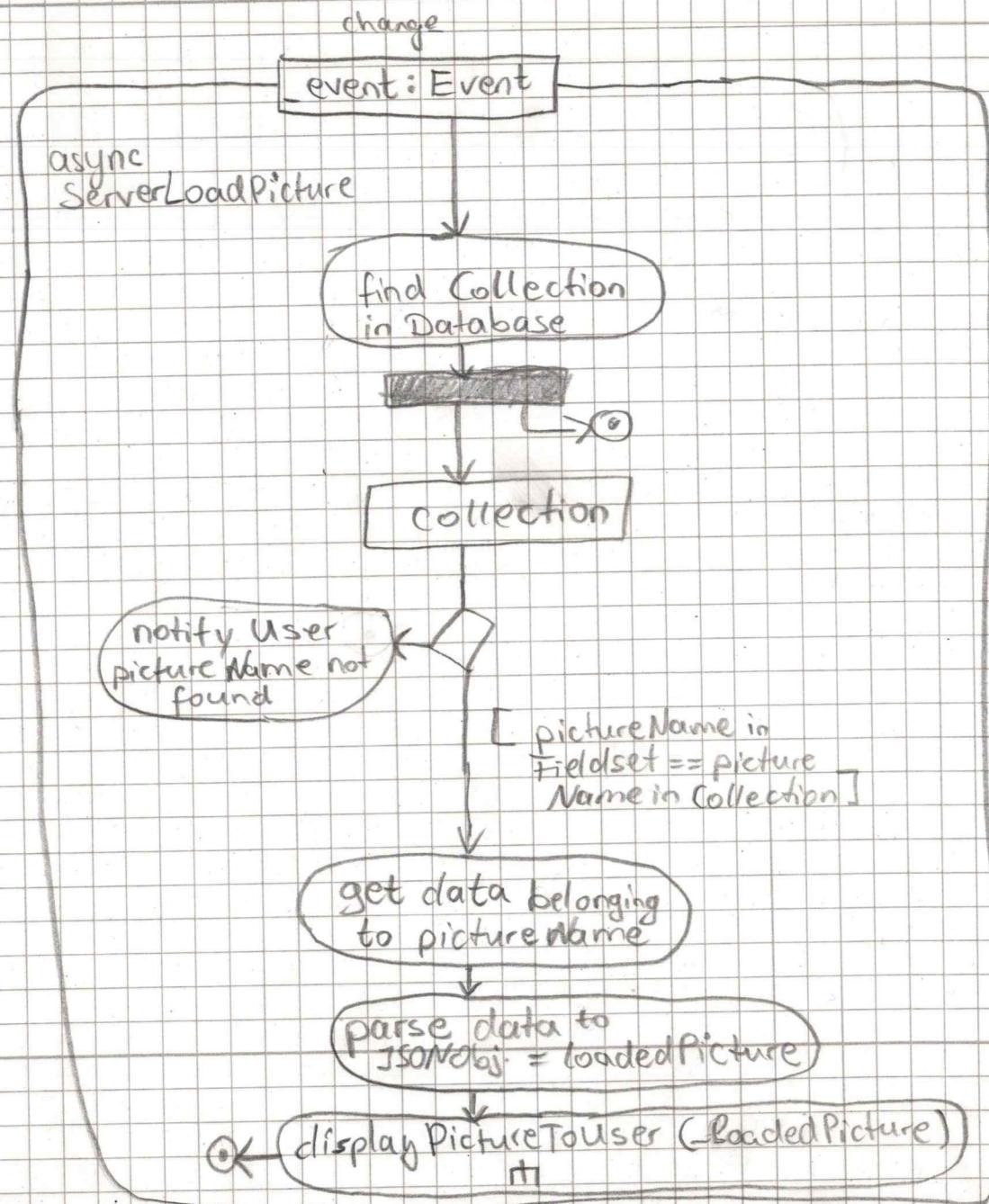
interface  
PictureToStore

## "Zauberbild" AD Server

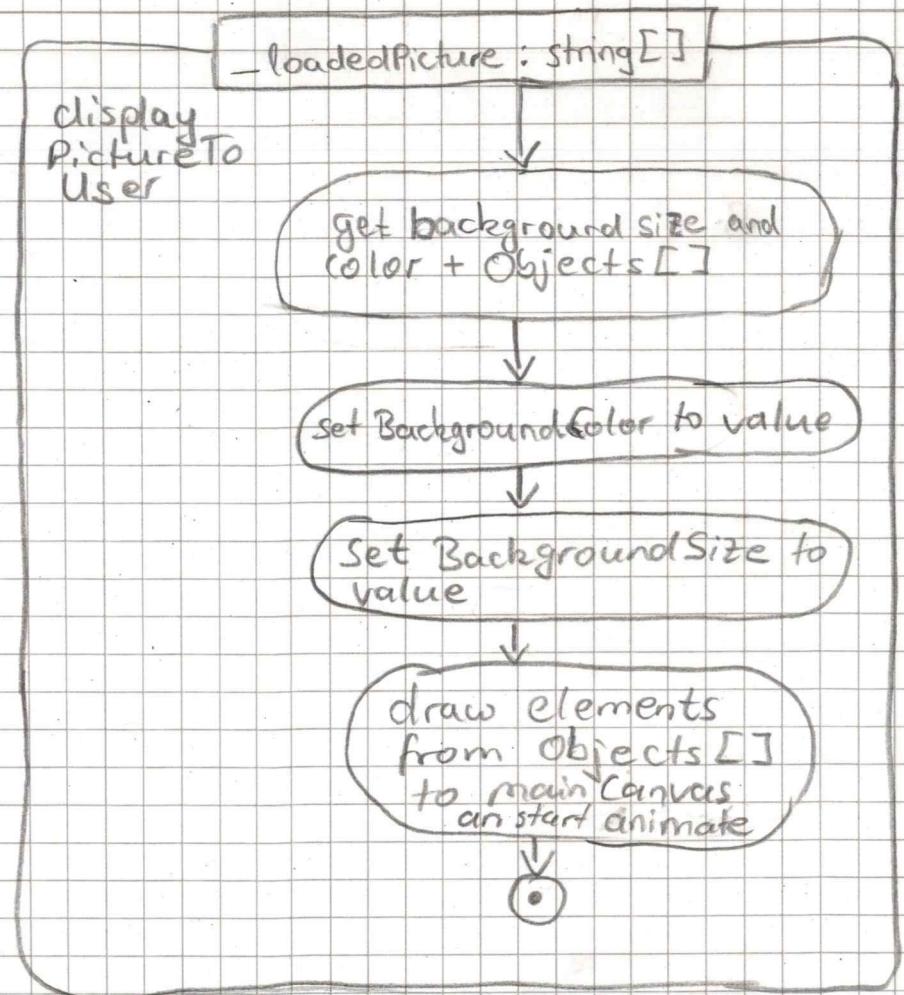


10

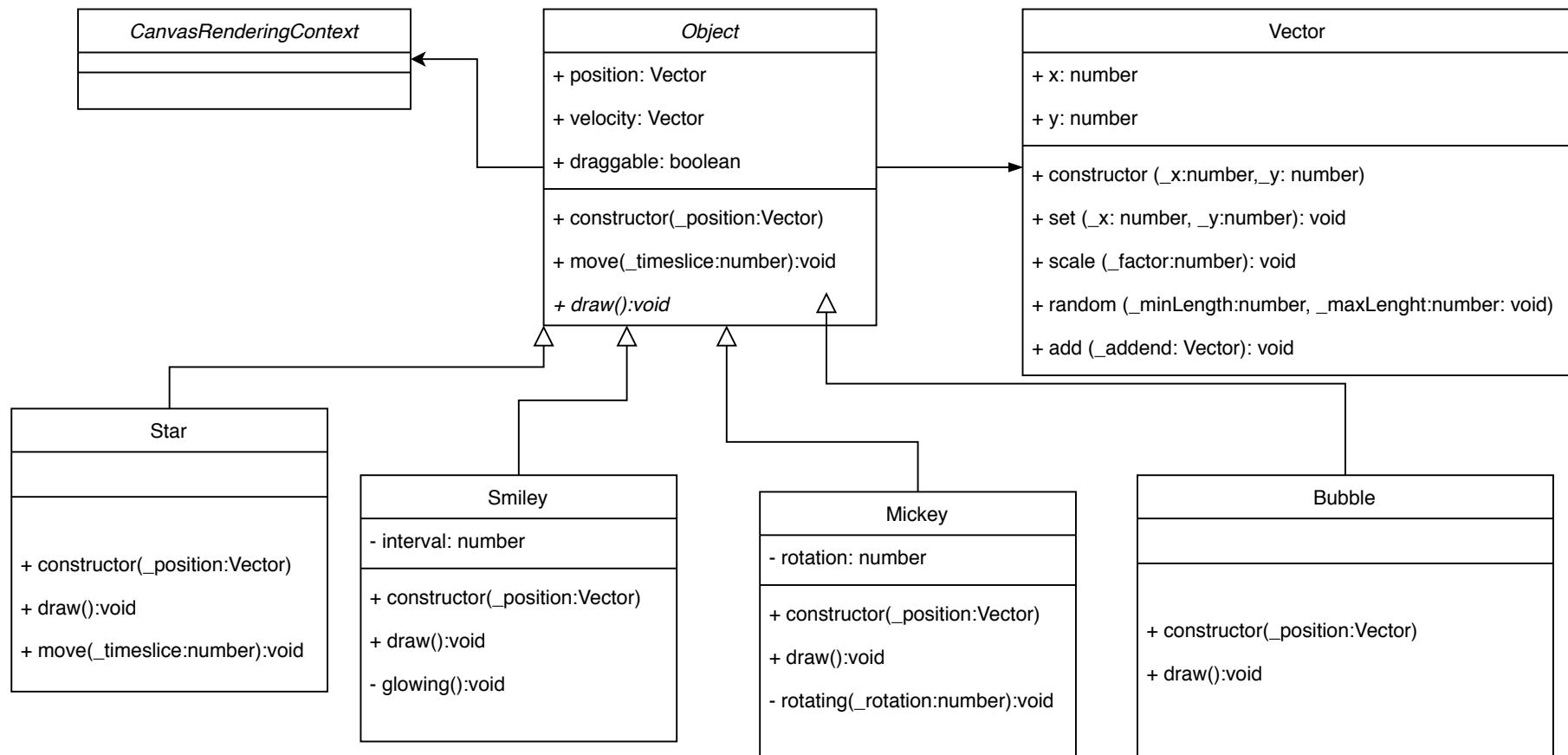
## AD Server



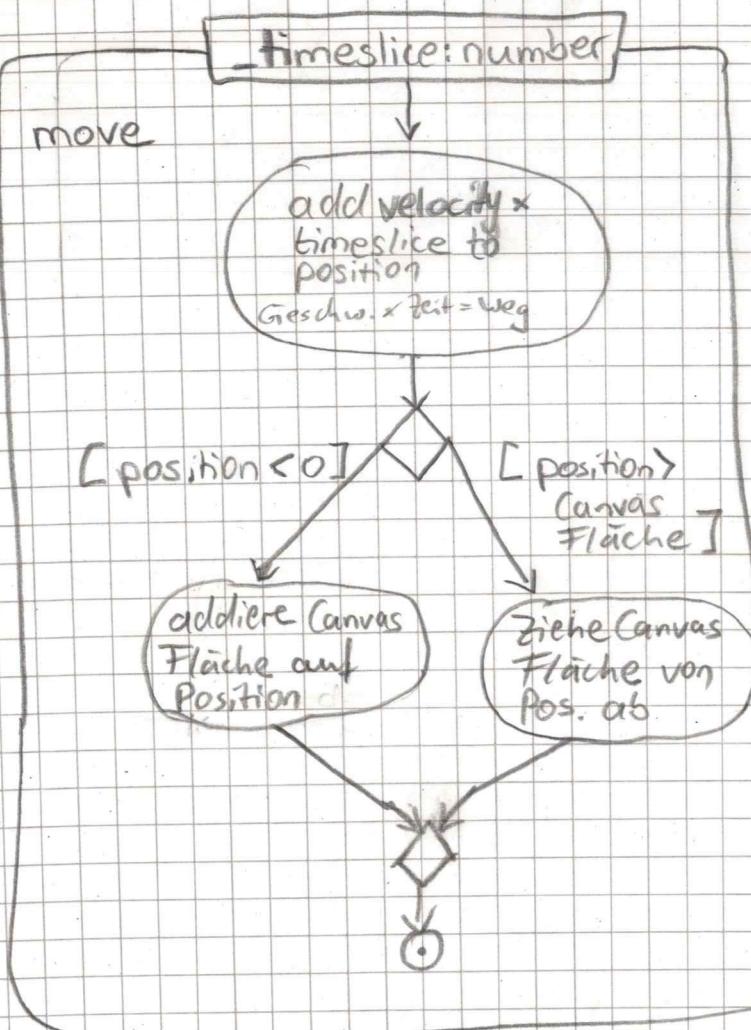
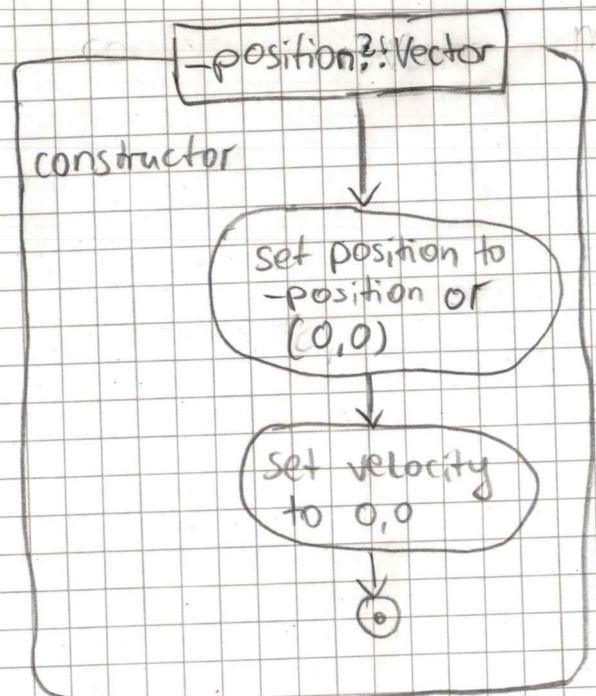
## „Zauberbild“



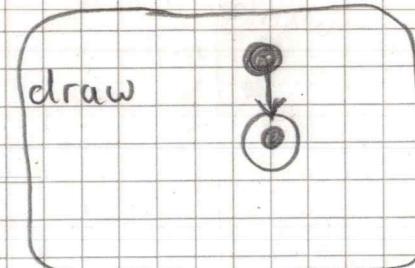
## Class Diagram "Zauberbild"



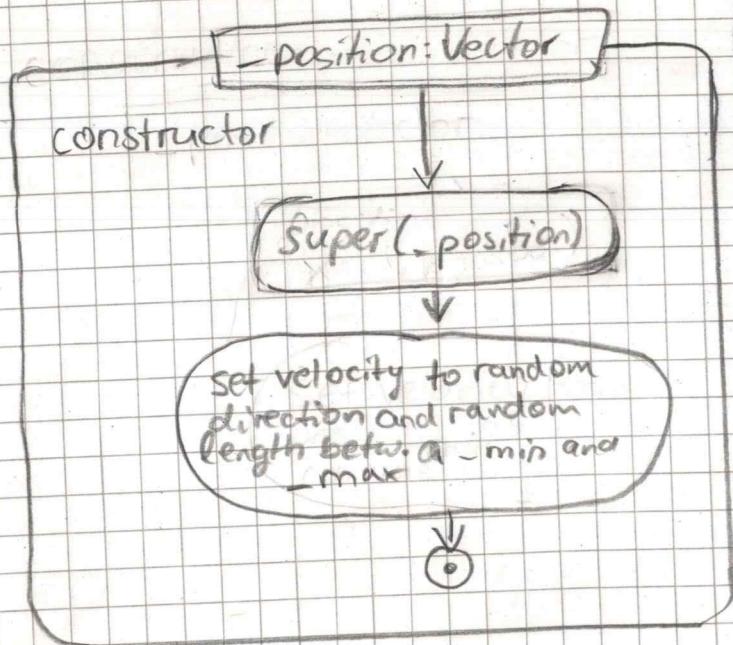
## 2D Object



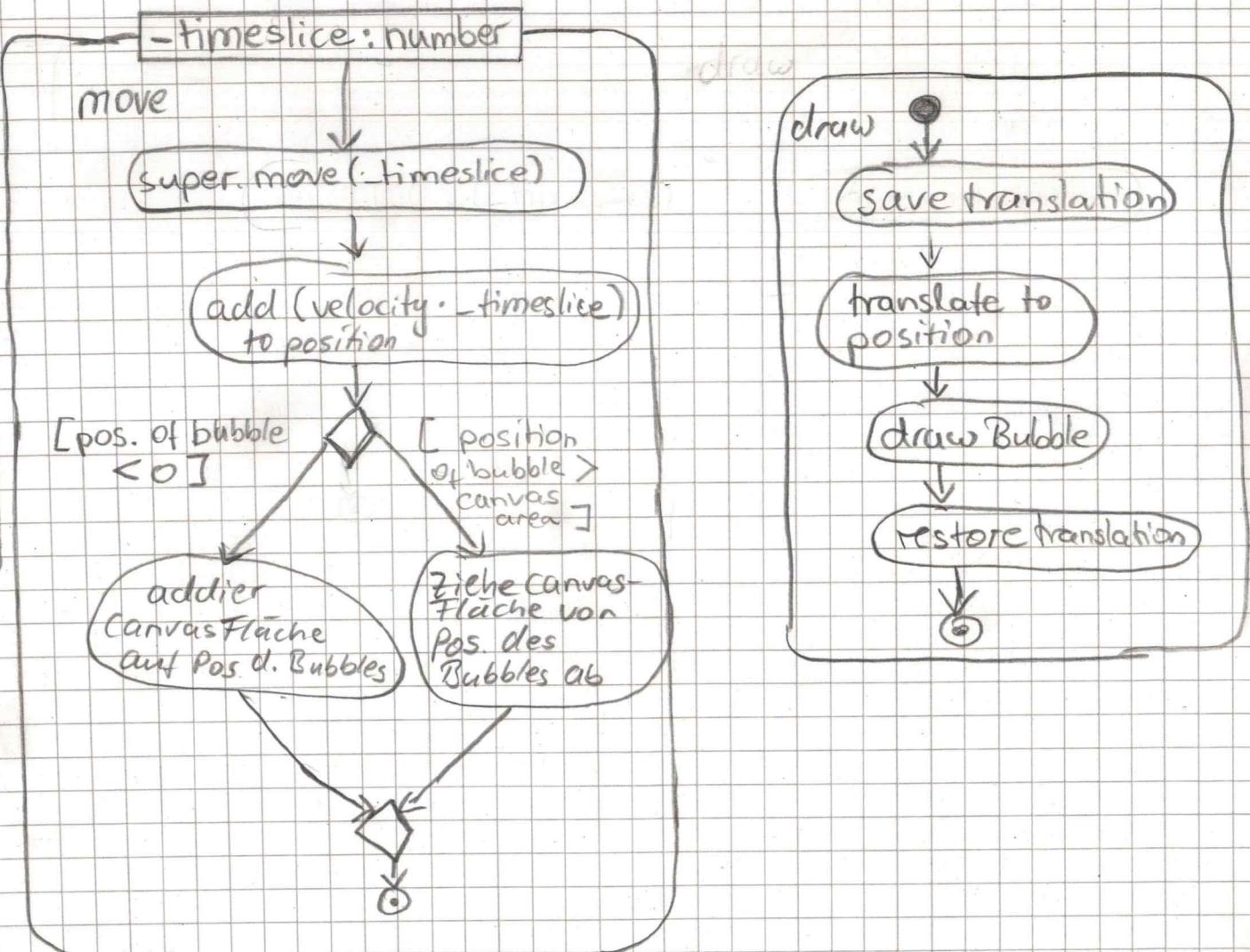
„Zauberbild“



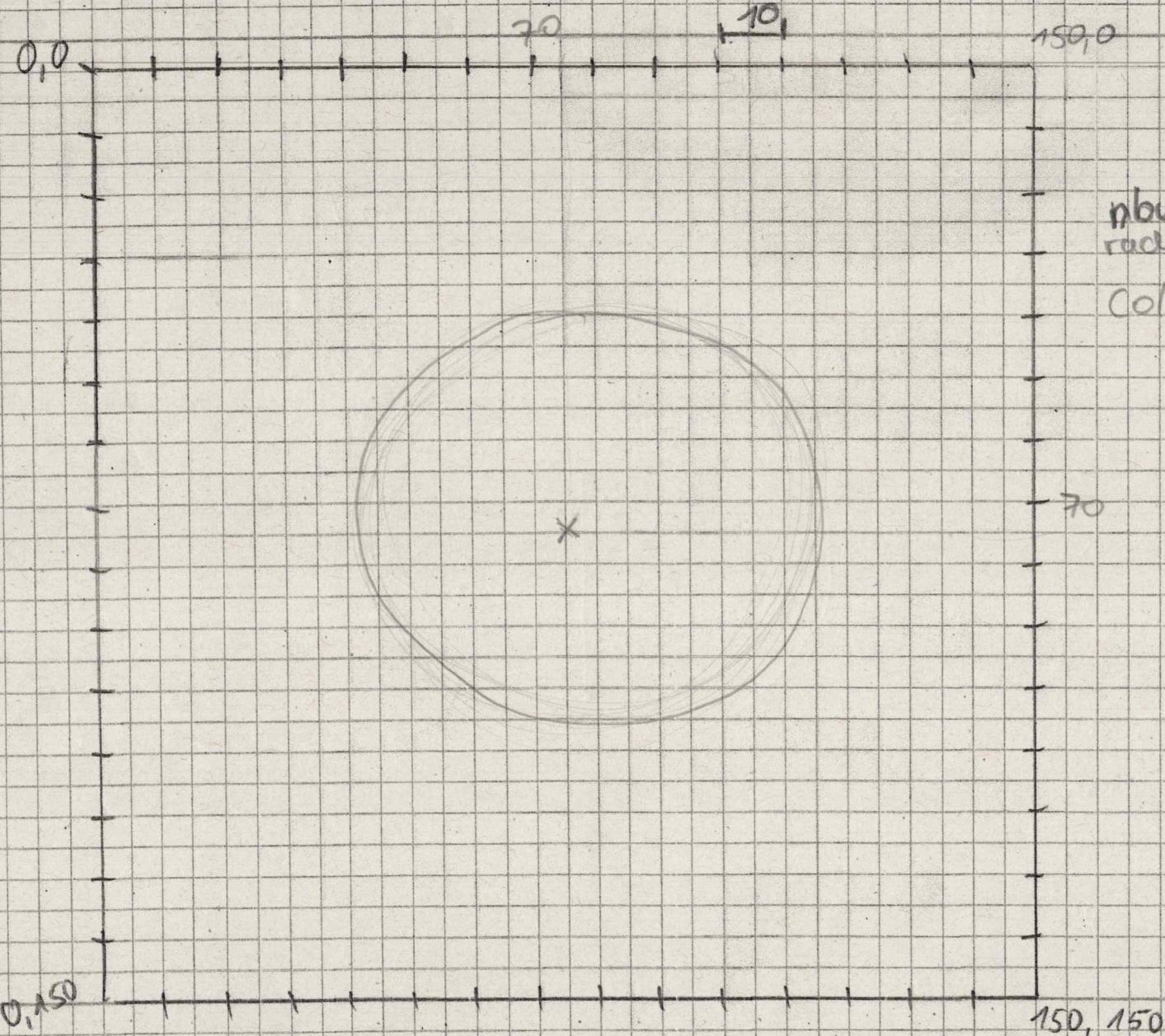
## Zauberbild



## AD Bubble



# Canvas Zauberbild



bubbles

n**bubbles** = 20 (Anzahl)

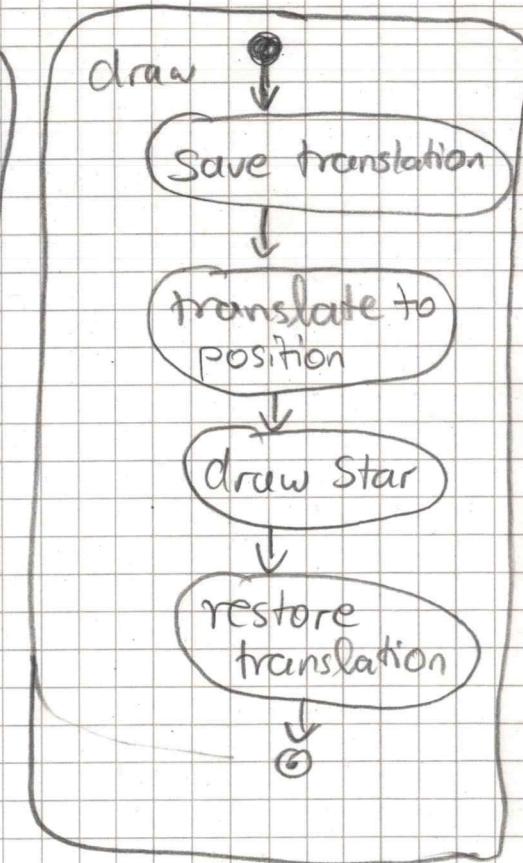
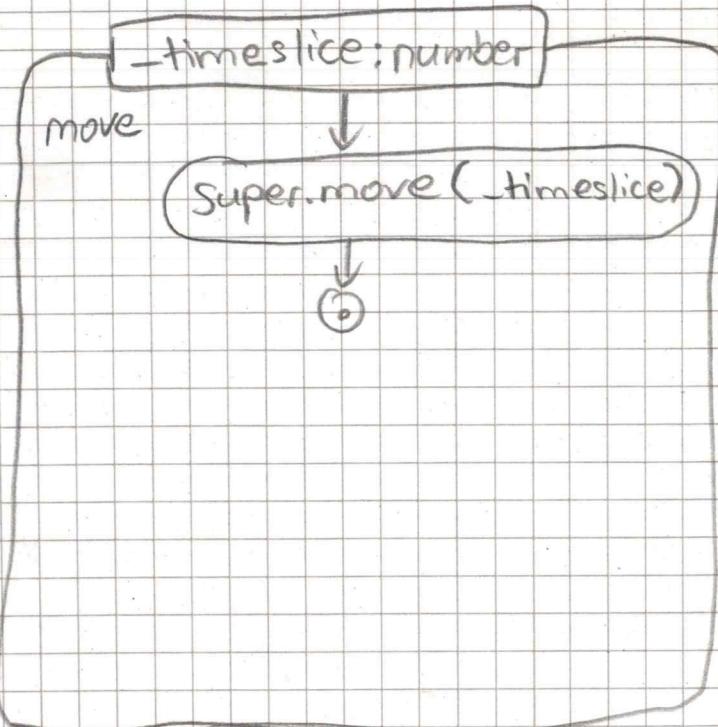
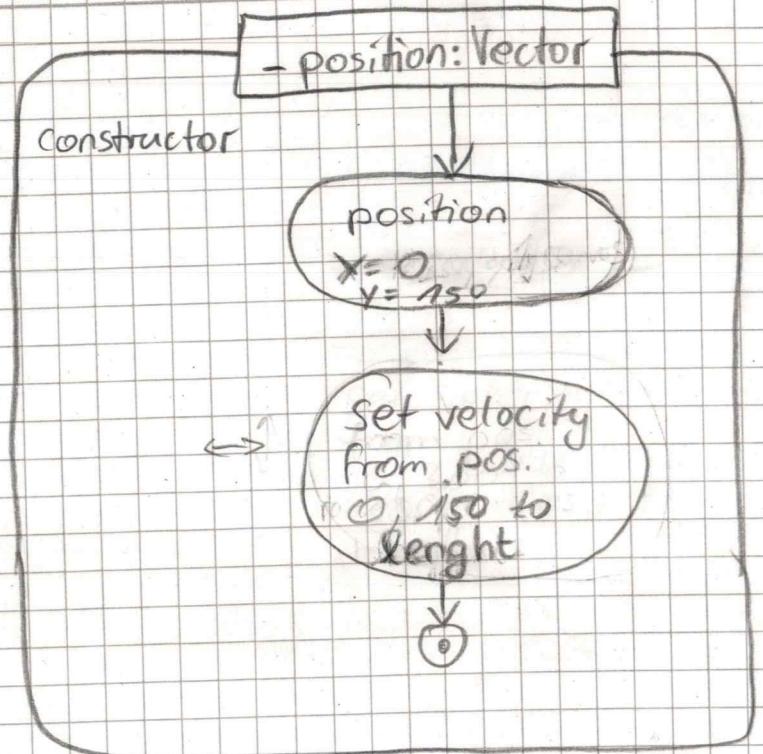
radius**bubbles** = 30

color = light blue

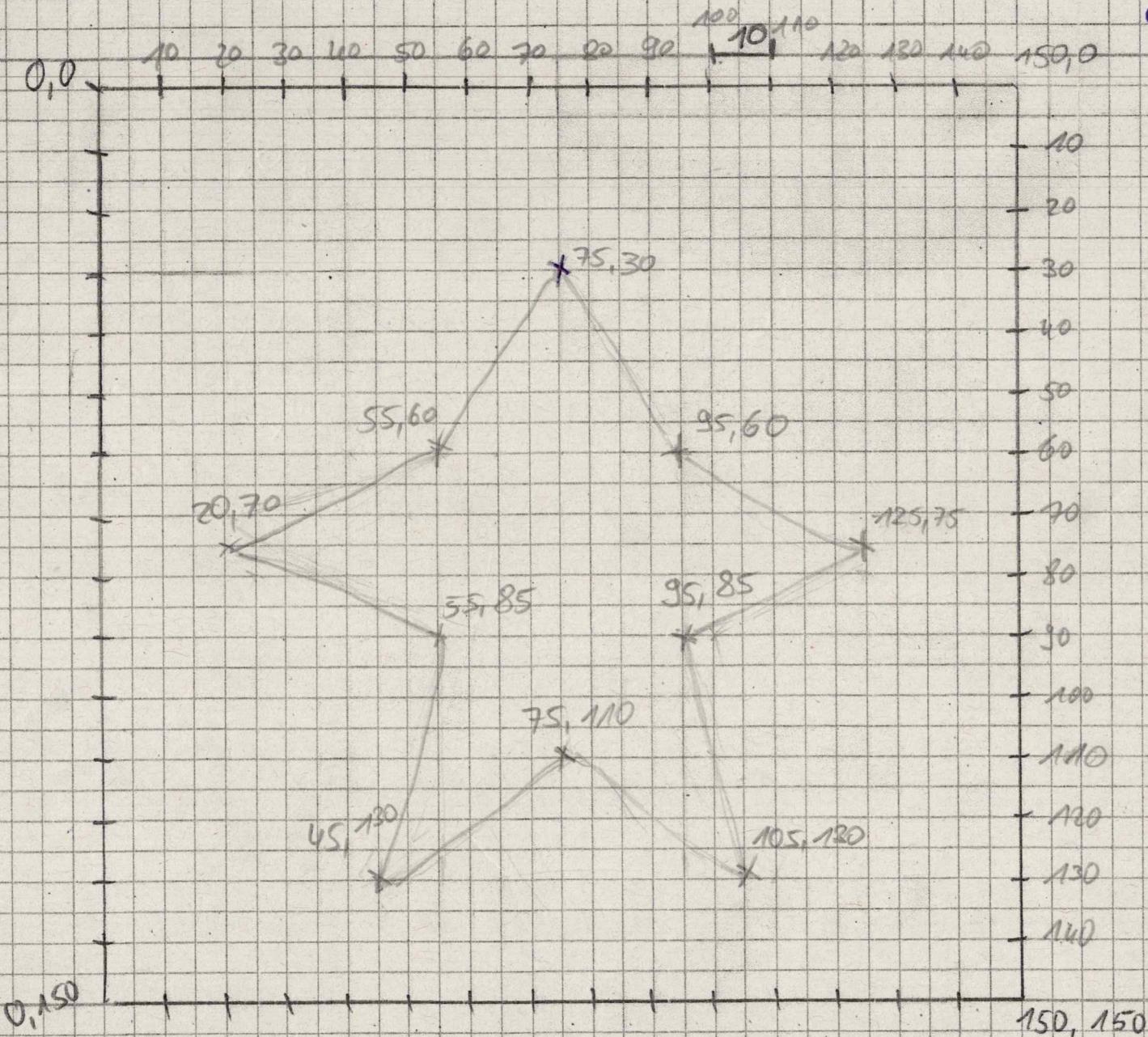
move randomly  
on main canvas

## AD Star

„Zauberbild“



# Canvas Zauberbild

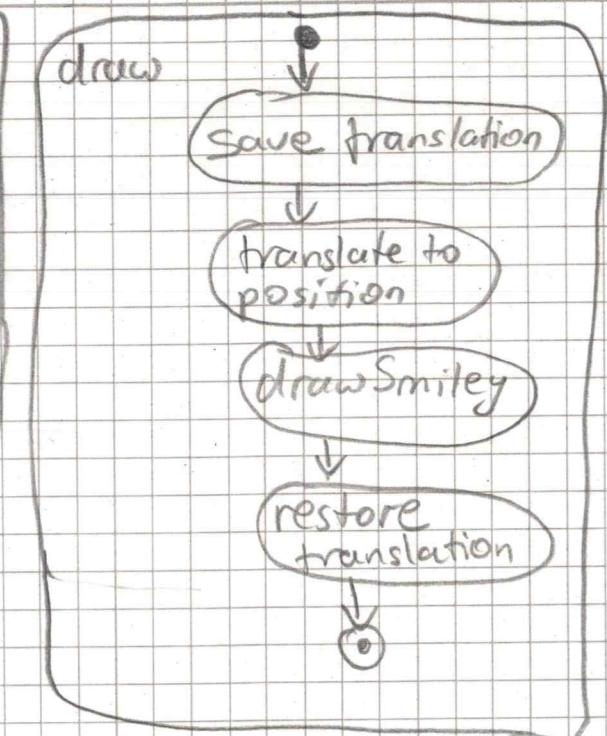
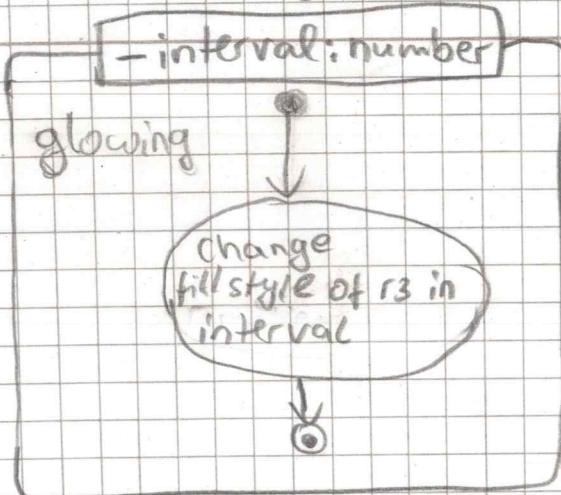
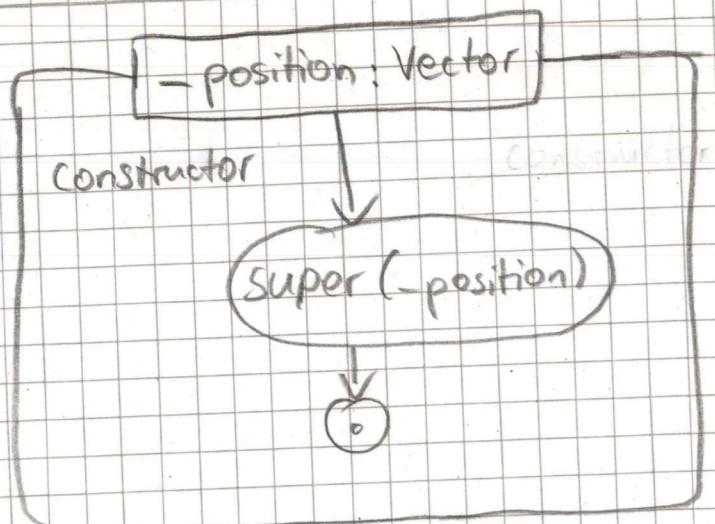


Star

color = „orange“

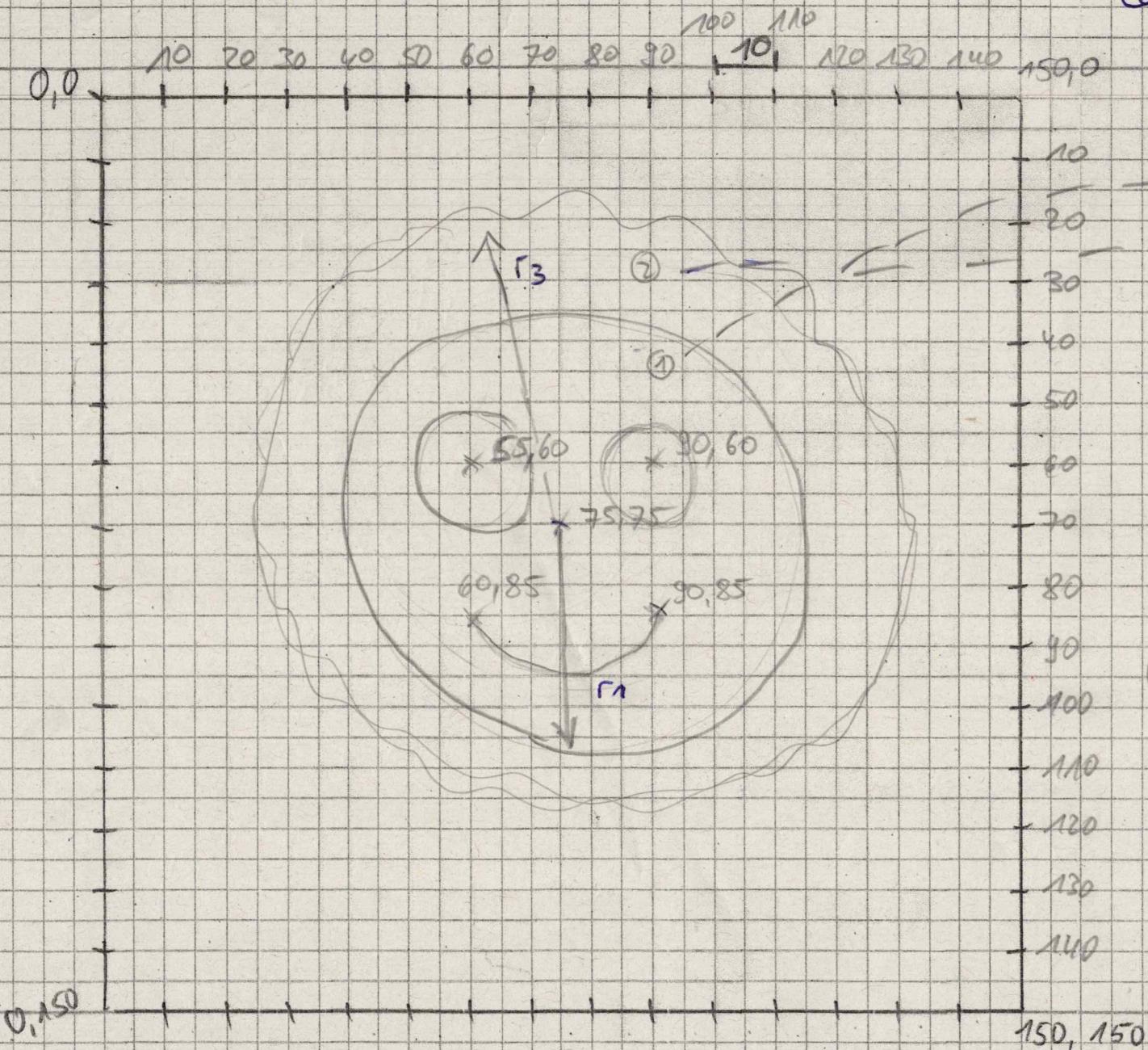
move from left to right  
on Main Canvas

# AD Smiley



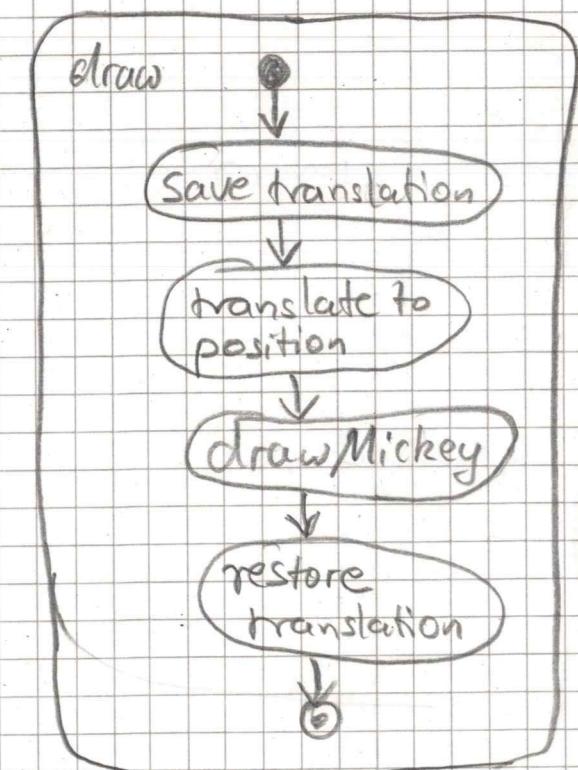
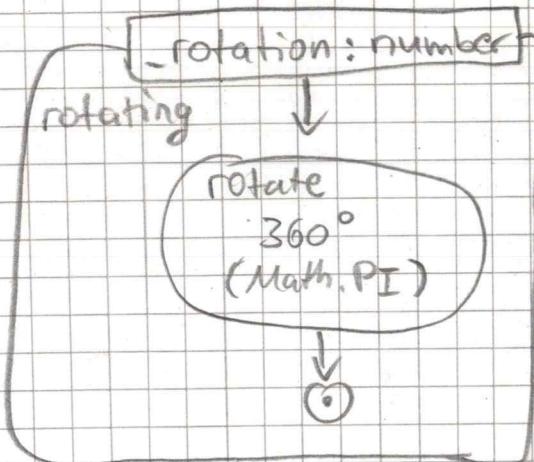
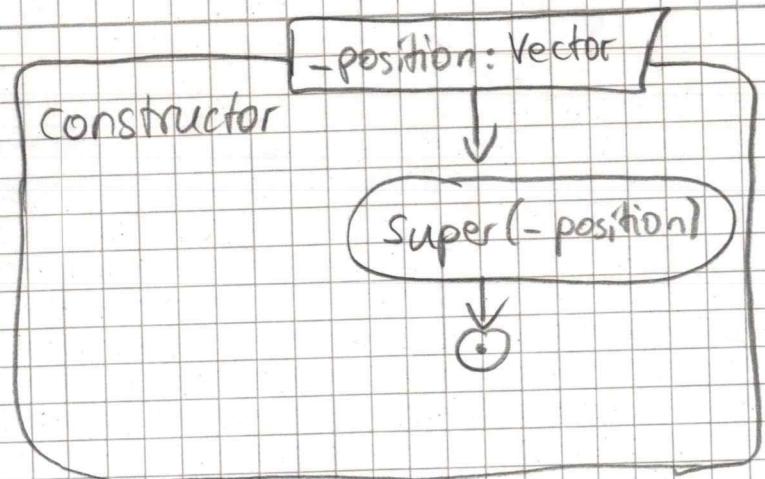
„Zauberbild“

# Canvas Zauberbild

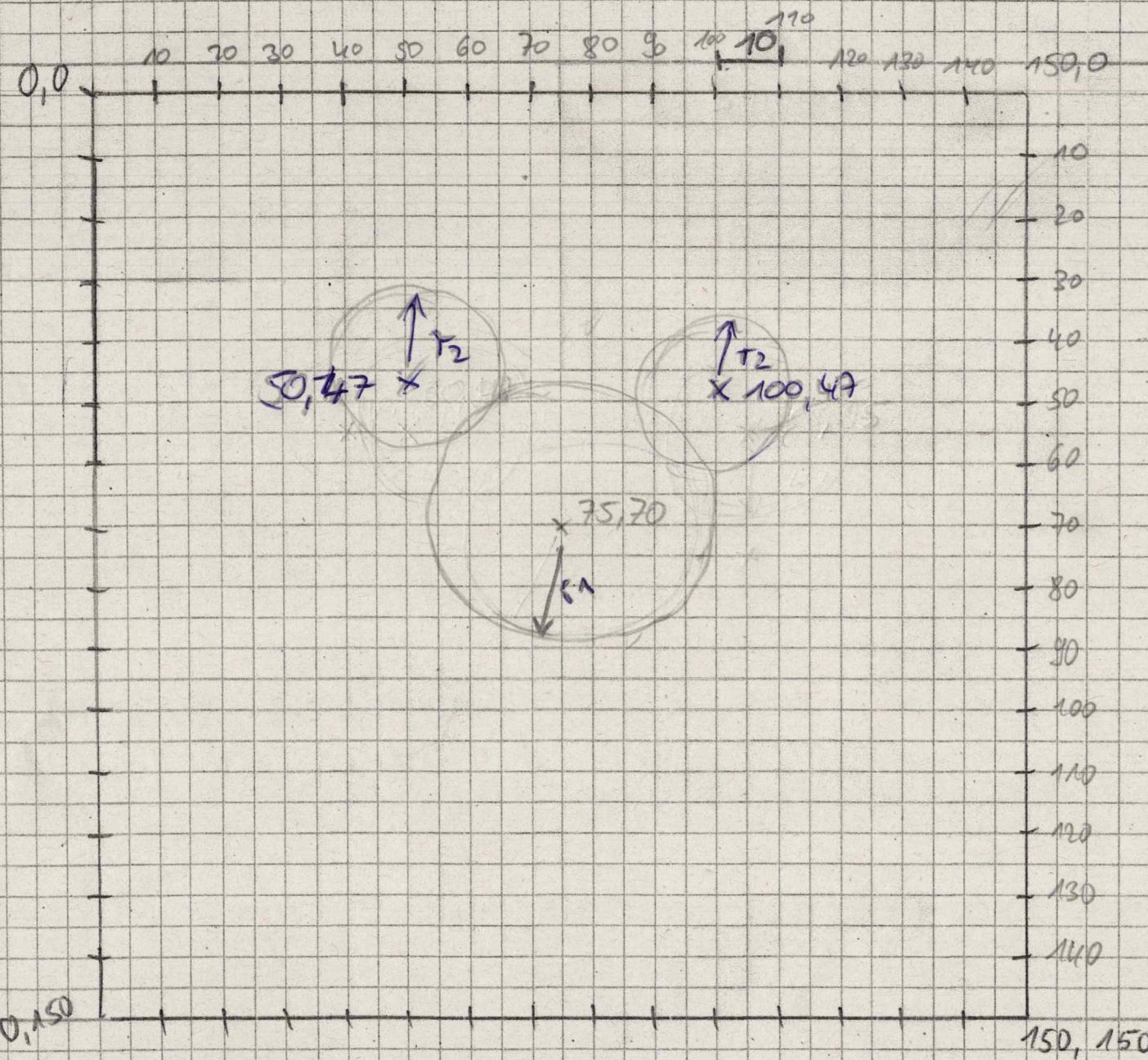


# A① Mickey

„Zauberbild“



# Canvas Zauberbild



Mickey

color = black

$$r_1 = \frac{25}{15}$$

10  
20  
30  
40  
50  
60  
70  
80  
90  
100  
110  
120  
130  
140  
150

150, 150

360° ↗ ↘

rotate on  
main canvas