

Use Case Diagramm



A hand-drawn diagram of a GUI window titled "Memory". The window contains the following elements:

- A list of text labels on the left: "Kardianpaare", "Kardianpaare", "Winkelgrad", "Kardianpaare", "Schrift", "Font".
- A numeric input field containing "10" with a range indicator "< 10 >".
- A radio button.
- A checkbox.
- A button labeled "Tabelle".
- A button labeled "Start".

Annotations and connections:

- A line points from the title "Memory" to the label "type name".
- A line points from the numeric input field to the label "type range".
- A line points from the "Tabelle" button to the label "Fieldset can be hidden".
- A line points from the "Start" button to the label "input type color".
- A line points from the "Font" label to the label "id select font-family".
- A line points from the "Schrift" label to the label "radio color dropdown".

The image contains four handwritten UML diagrams on grid paper:

- Diagram 1 (Top Left):** A class hierarchy for 'Person'. 'Person' is the superclass, with 'Kartenspieler' and 'Fußballer' as subclasses. 'Person' has an association to 'Kartenspieler' and 'Fußballer'.
- Diagram 2 (Top Middle):** A state machine for 'Person'. It has a start state (circle with a dot) leading to a state labeled 'Person', which then leads to a final state (circle with a dot).
- Diagram 3 (Top Right):** A state machine for 'Kartenspieler'. It has a start state leading to a state labeled 'Kartenspieler', which then leads to a final state.
- Diagram 4 (Bottom):** A state machine for 'Fußballer'. It has a start state leading to a state labeled 'Fußballer', which then leads to a final state.