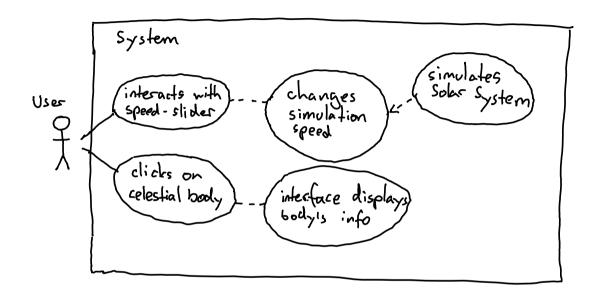
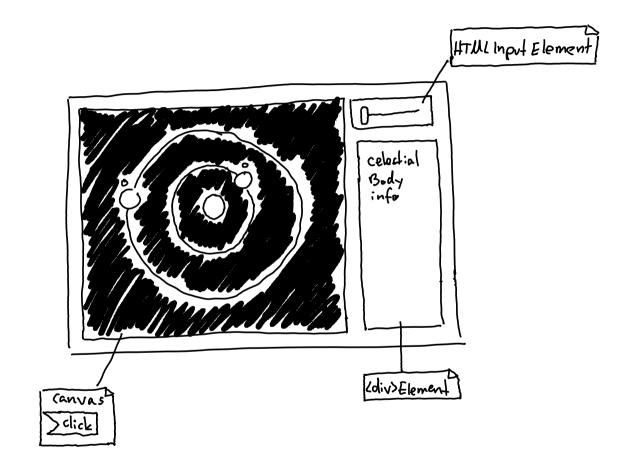
Solar System: Use Case Diagram



Solar System: Ul-Scribble



Solar System: Class Diagram

Celestial Body	
name: string	
children: Celestial Body[] info: string	
tadius: numbes	
color: string	
rotAnale: number = 0	
rot speed. number	
clistance From Conter: number	
path: Path20	
constructor(-)	- ~
draw(): void	
orbitStep (_speed Modifier: number): void	
checklf (licked (-x: number, -y: number): string)	
Canvas Rendering Context	

_name: string _children: celestial Body[] _info: string _radius: number _color: string _ angle Spead: number _dist ance From Center: number

Solar System: Activity Diagram - Celestial Body _dildren: Celestic Body [] if trivial, simplify _name : string _info: string draw _radius: number - angle speed: number save transform -color: string distance Fromtarent: number 1 Create constructor rotate by new path rotState everytime set attributes according to parameters translate to (distance From Parent, 0) rothnale 0 to set fillstyle to color path to new Path2D fill arc(0,0, radius) iterate over children asray, each child evokes its down-method _x: number, -y: number checked If Clicked restore transform save transform rotate -speedModifier number rof Anale orbitStep translate to add rof Speed * _ speedllodifier (distance From Parent, to rotAngle 0) check if (x,y) iterate over children, is in path each dild evolces its orbitstep-method return this. info iterate over children, each restore child evokes its transform checklf Clicked-method 8

