

# Framework

## Computergrafik.Online

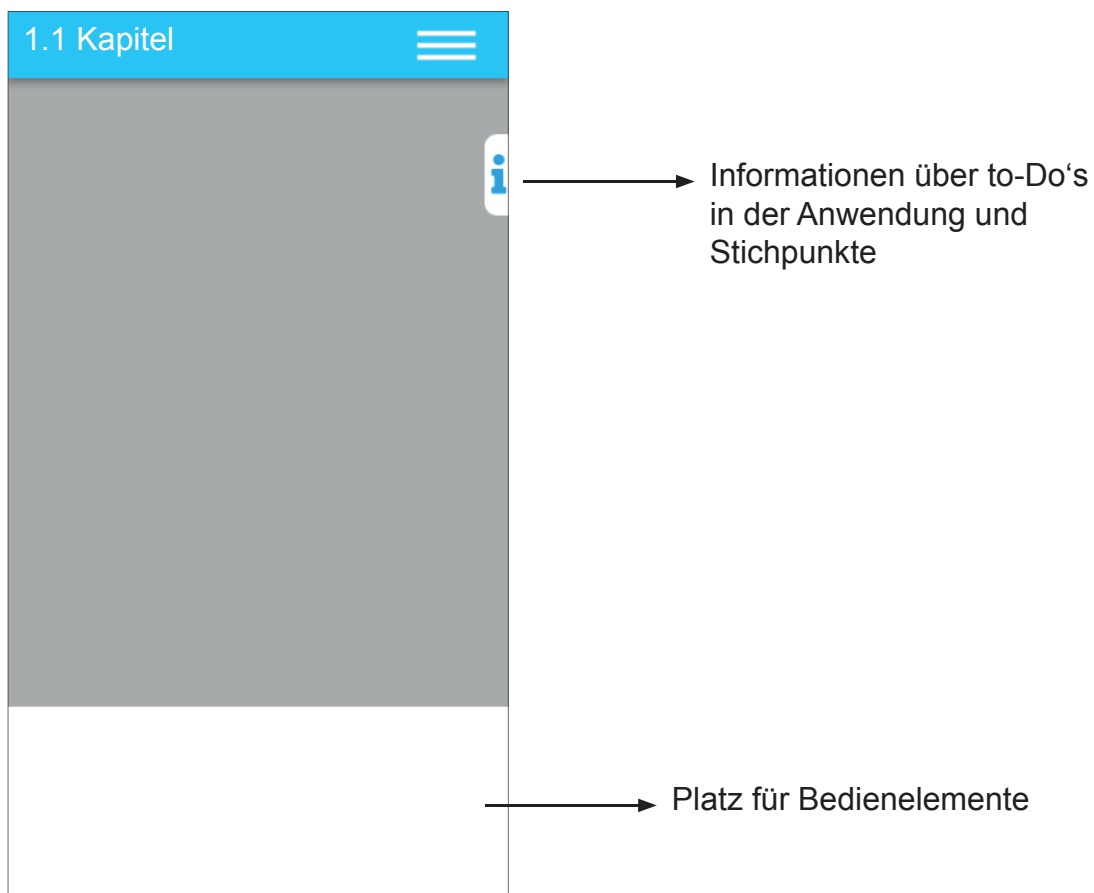
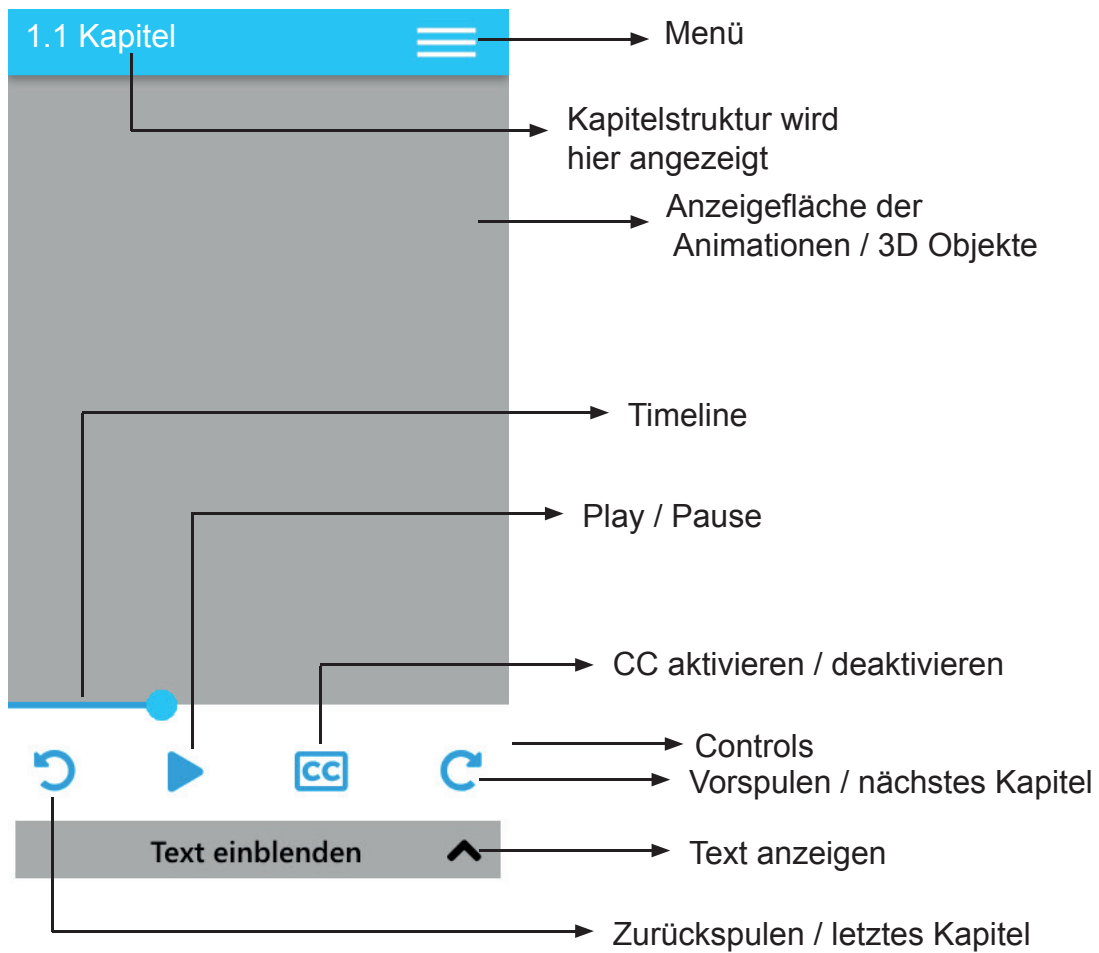
Betreuer: Prof. Jirka Dell'Oro-Friedl

Hochschule Furtwangen University  
Fakultät Digitale Medien

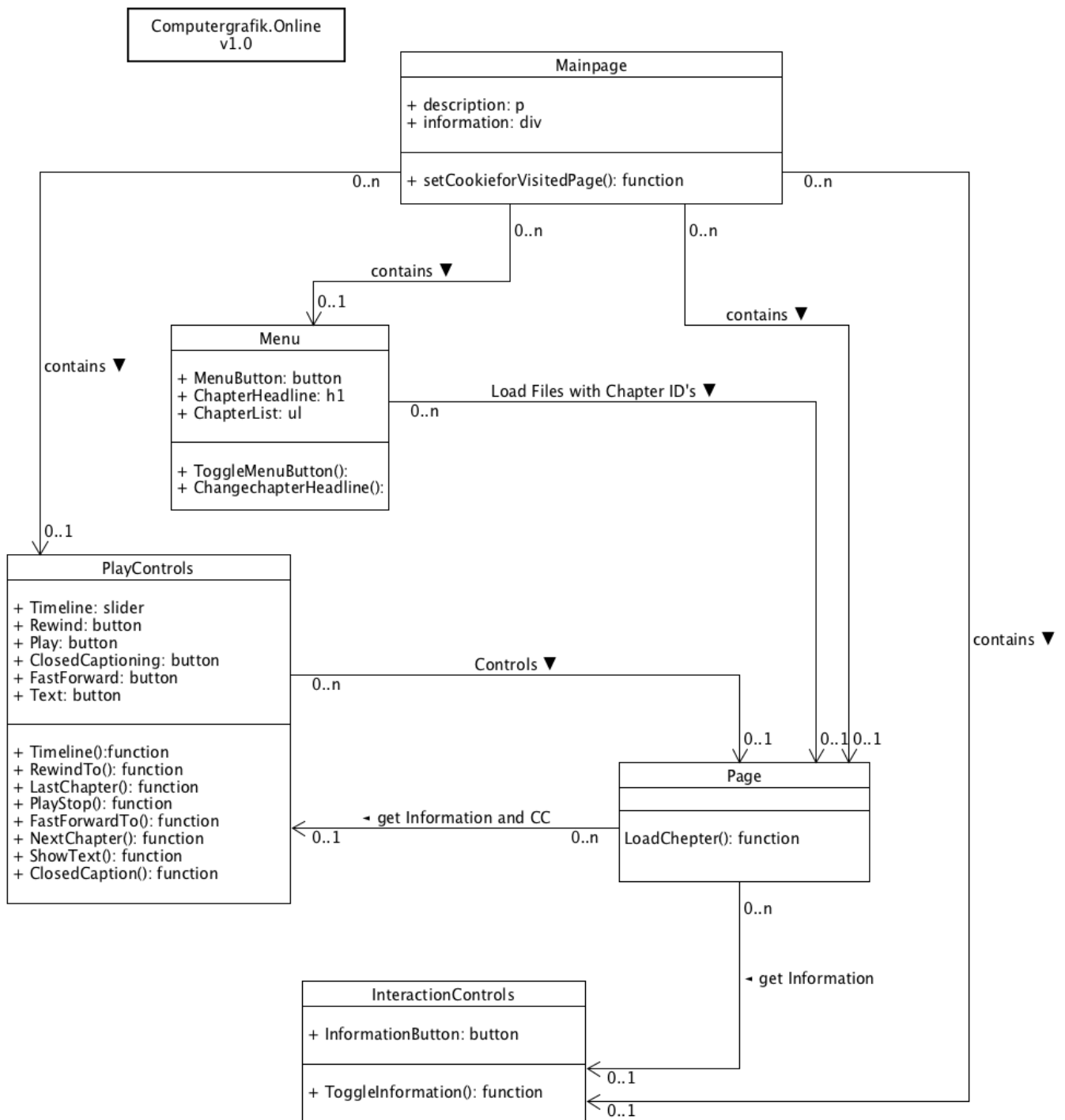
Version: 1.0  
Letzte Änderung: 27.07.2018  
Autor: Benedikt Grether

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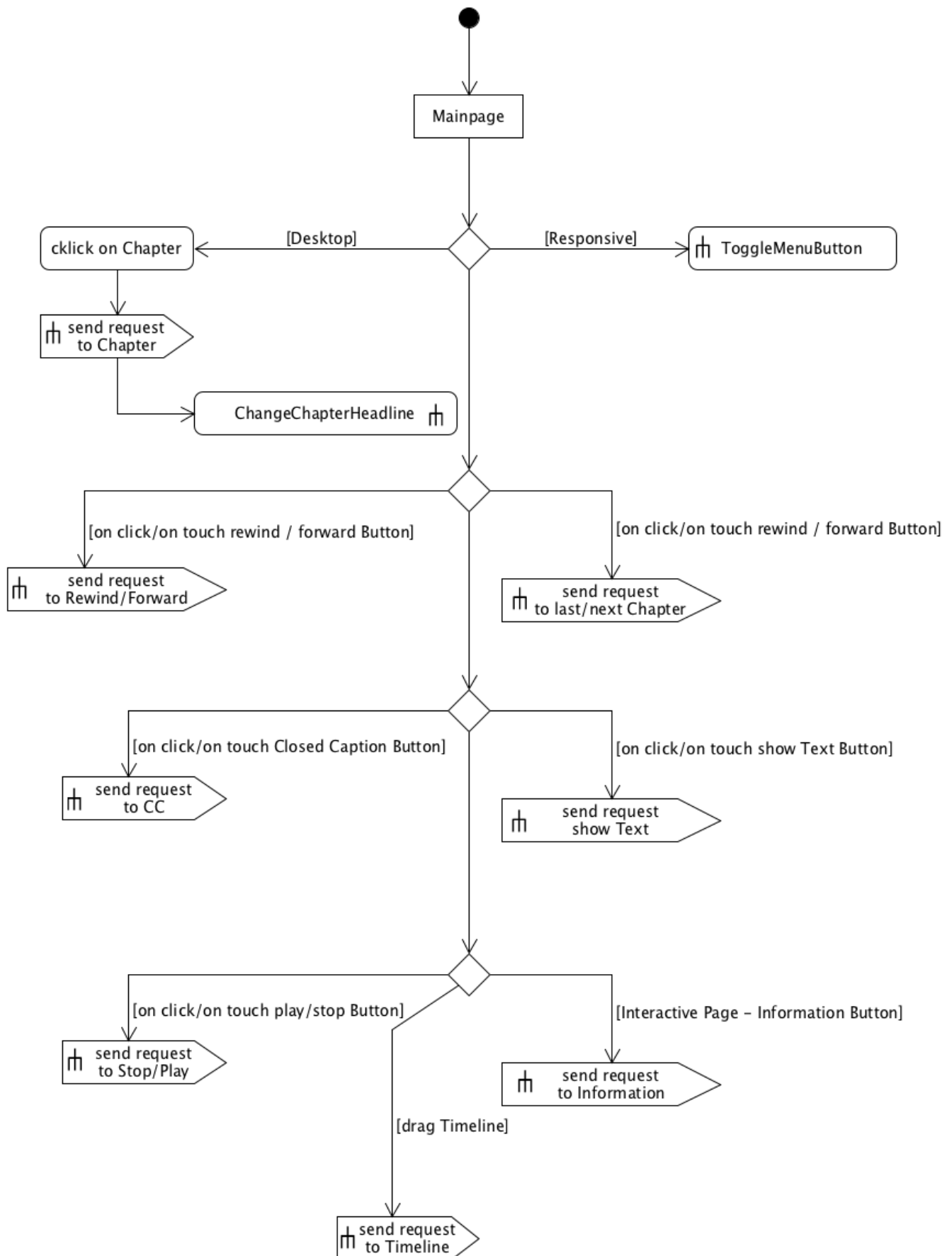
# 1 - Standard UI



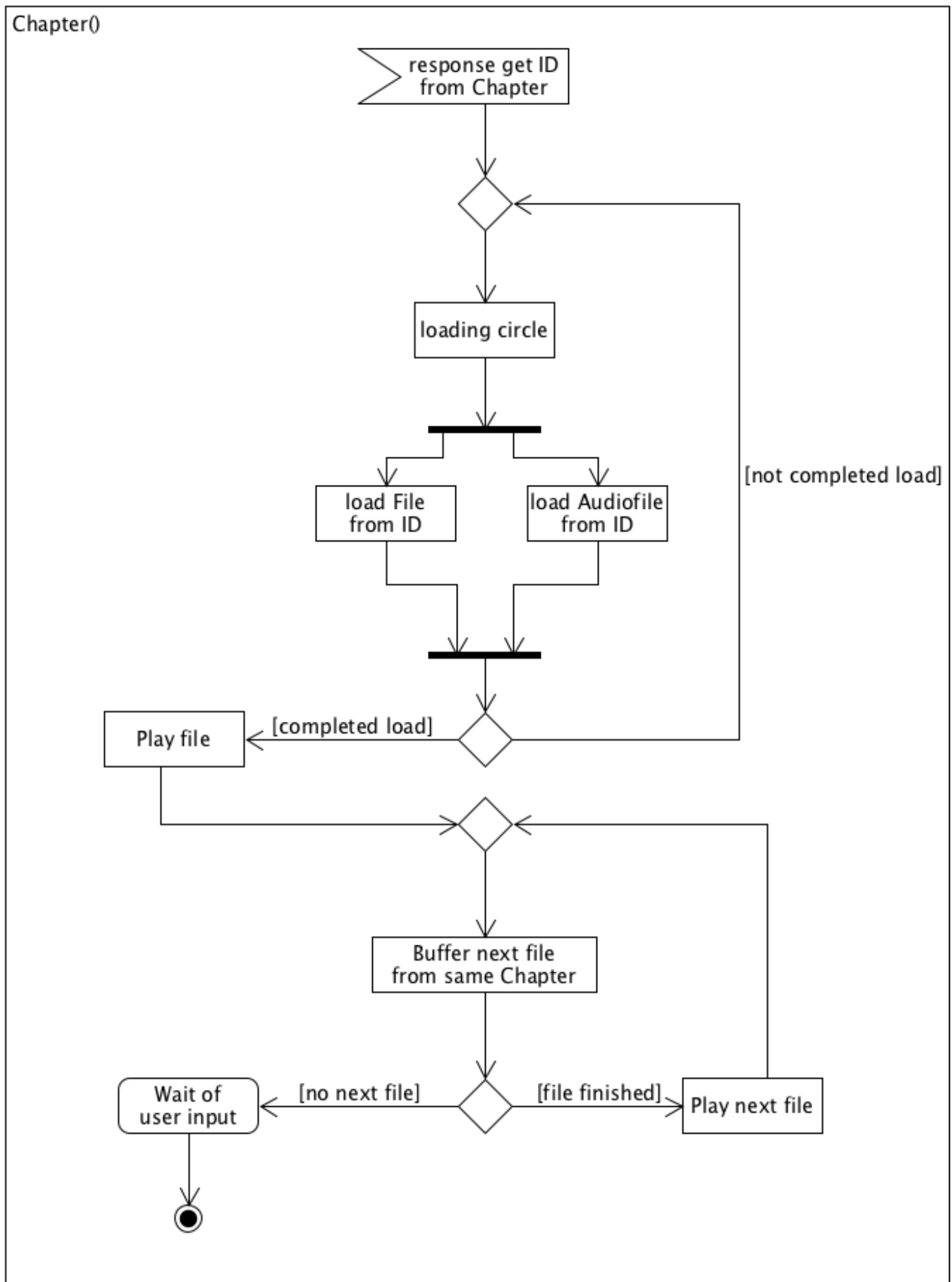
## 1.1 - Klassendiagramm



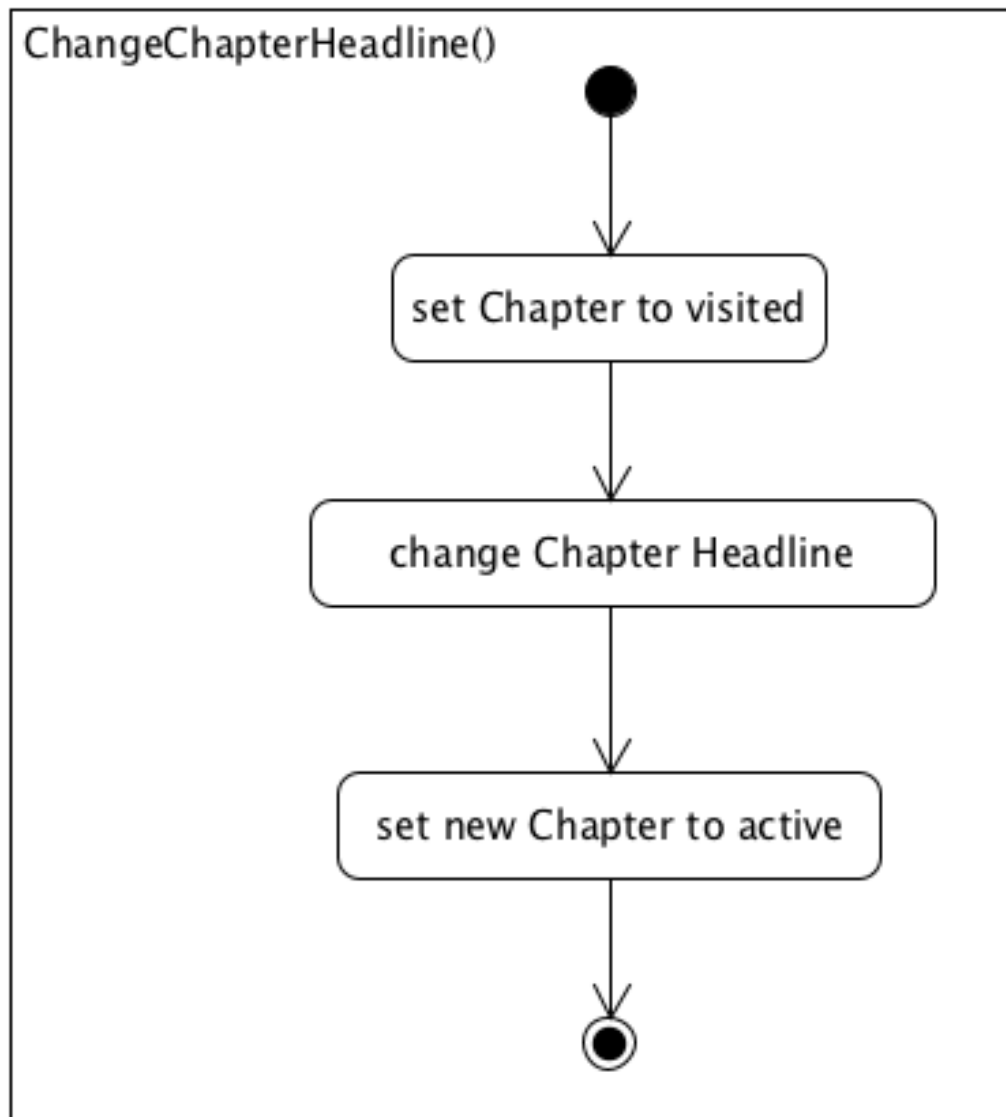
## 1.2 - Mainpage



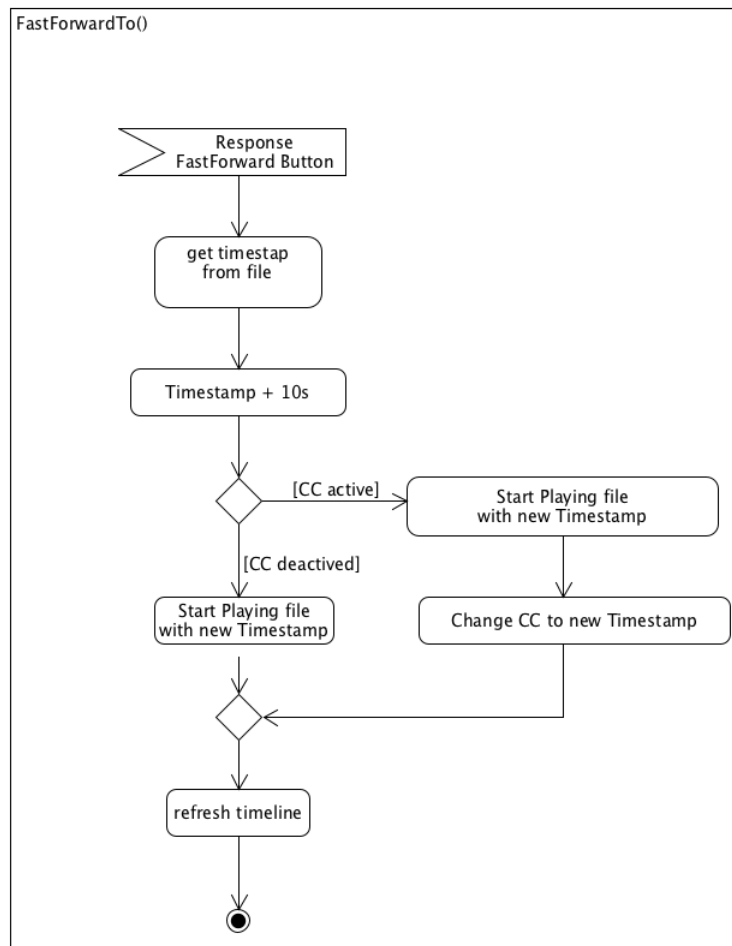
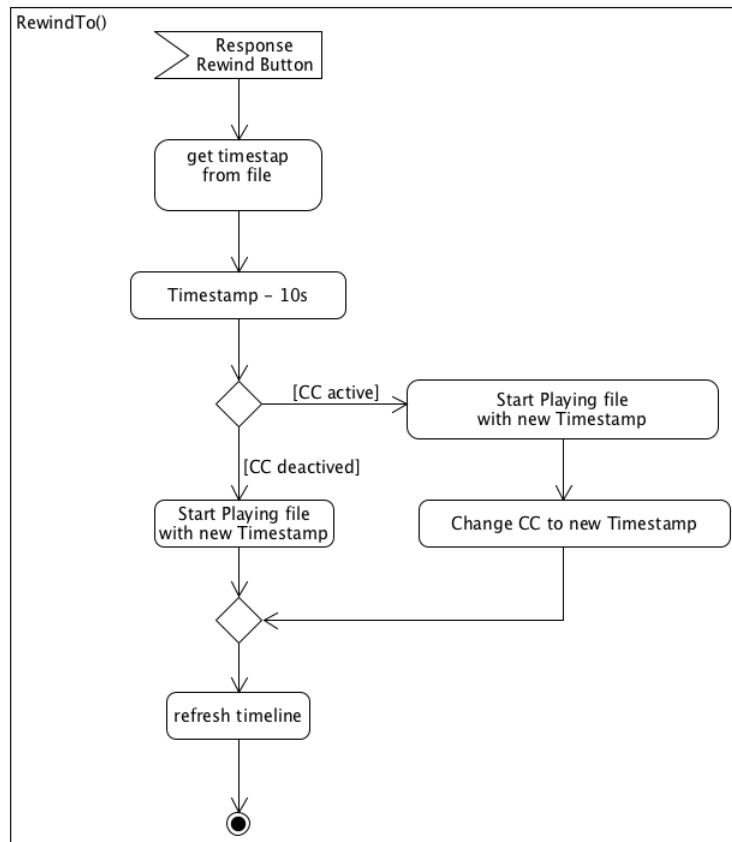
## 1.3 - Chapter



## 1.4 - Change Chapter Headline

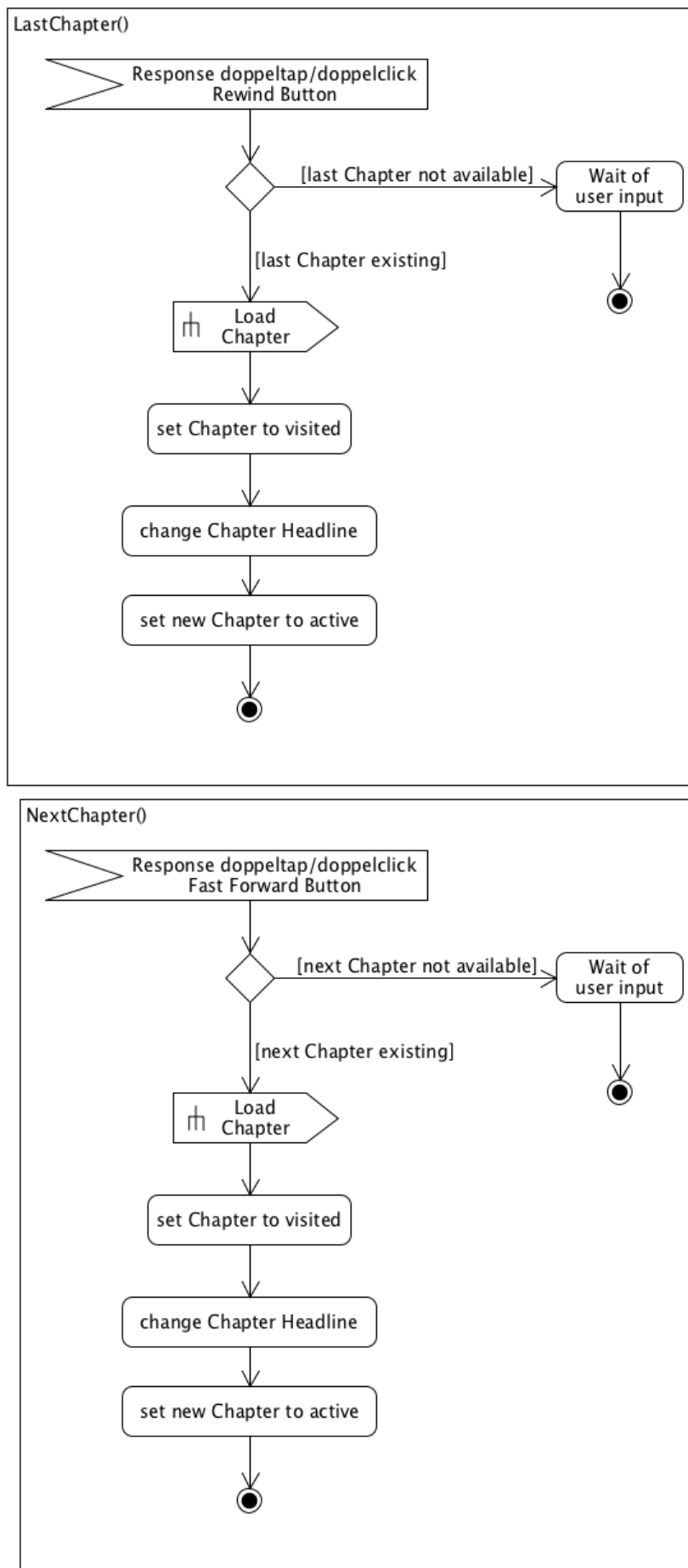


## 1.5 - Rewind to / Fast Forward to

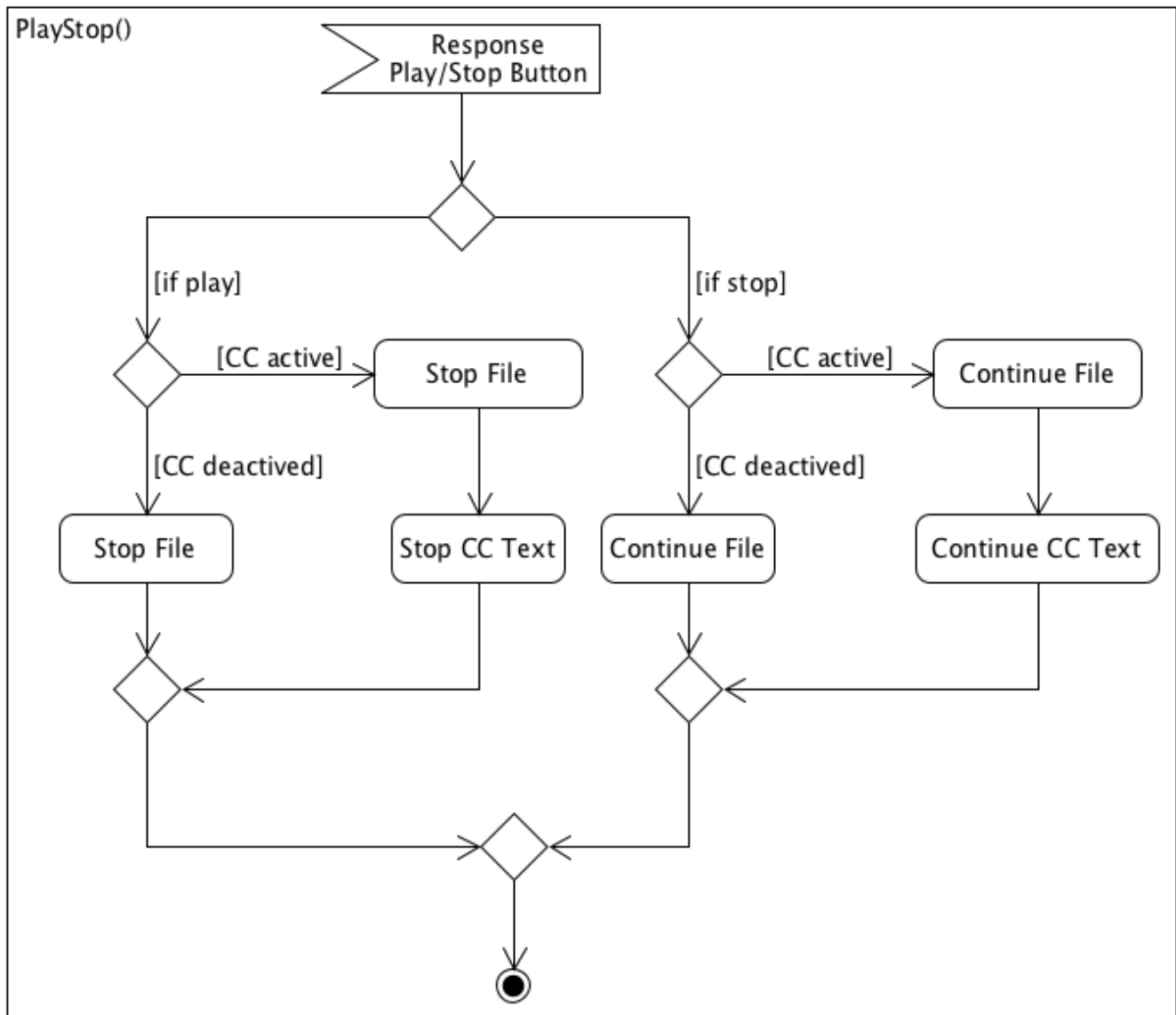




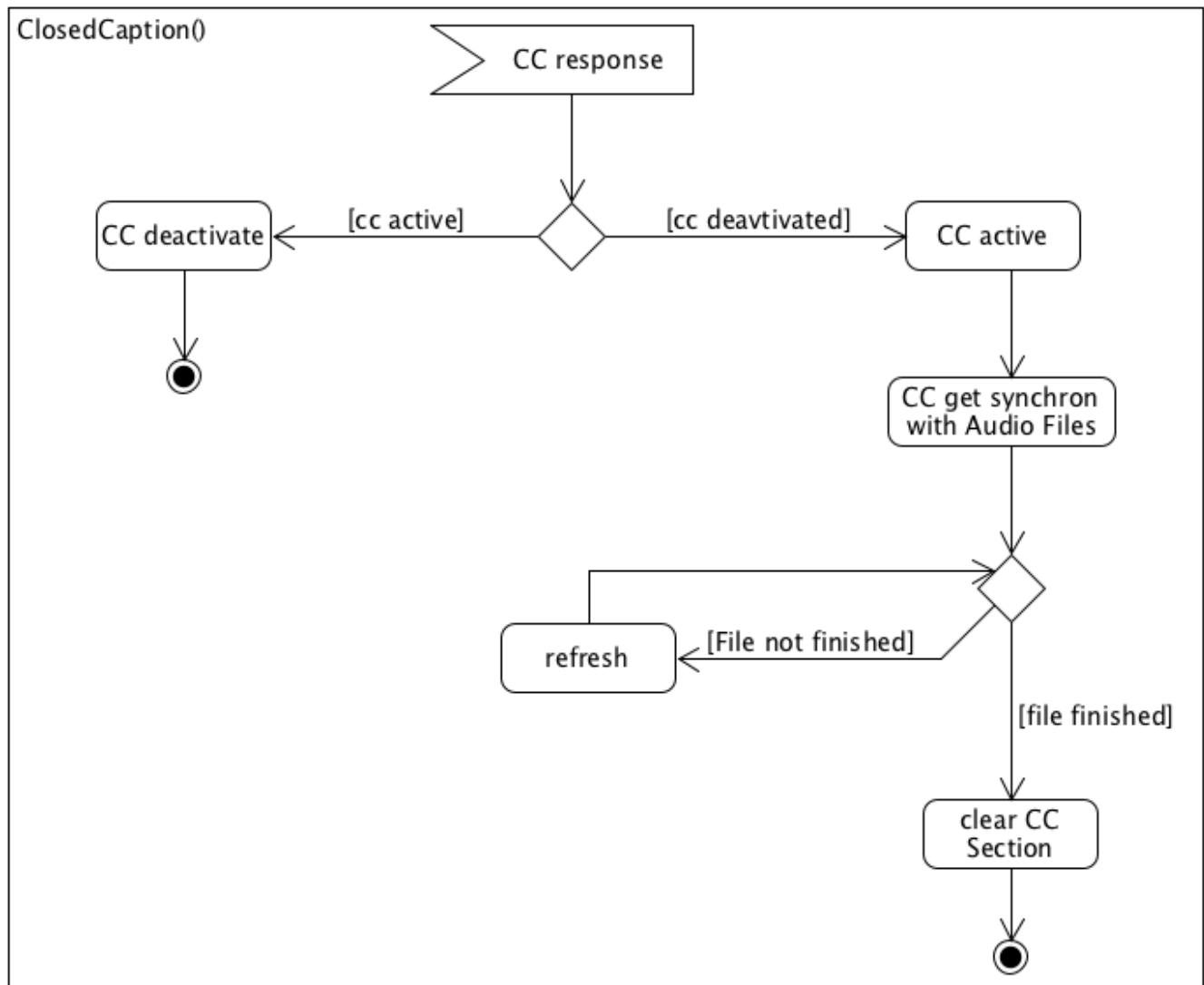
## 1.6 - Last Chapter / Next Chapter



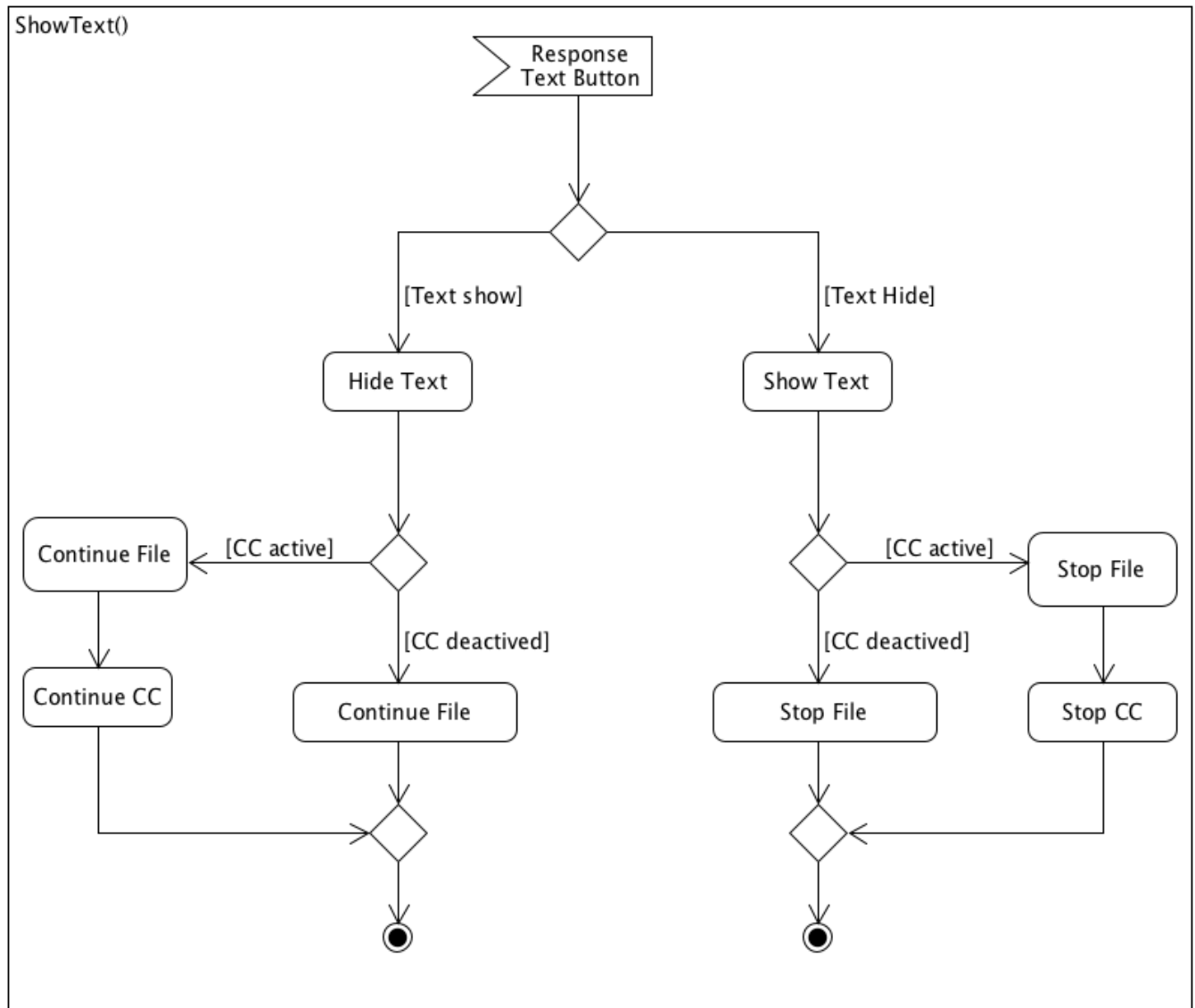
## 1.7 - Play / Stop



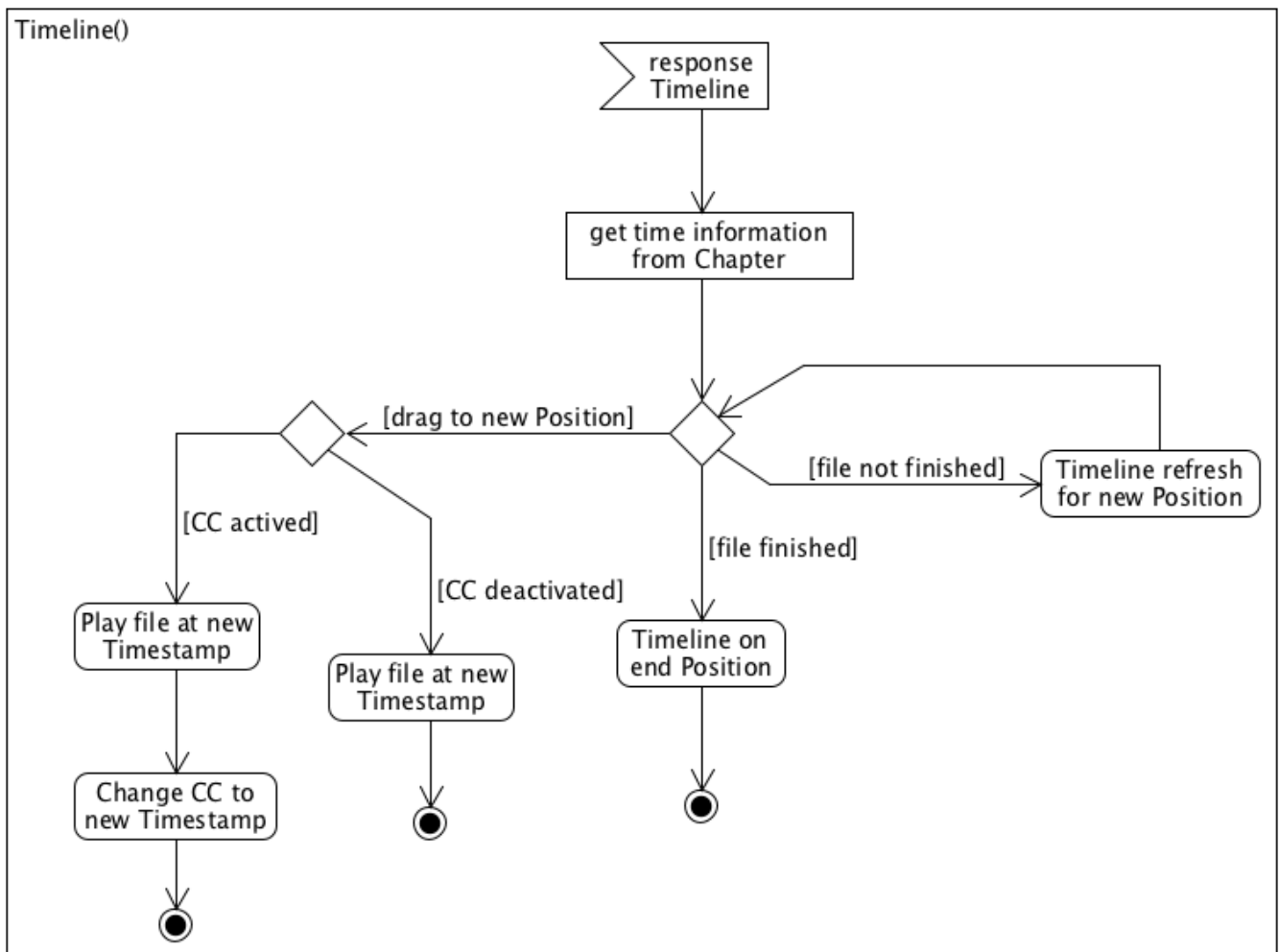
## 1.8 - Closed Caption



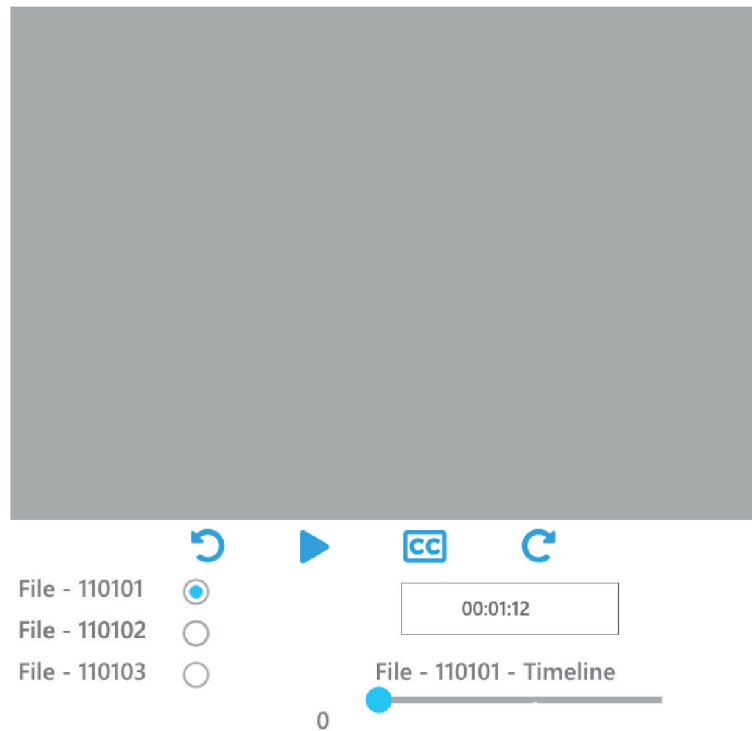
## 1.9 - Show Text



## 1.10 - Show Text



## 2 - Test UI



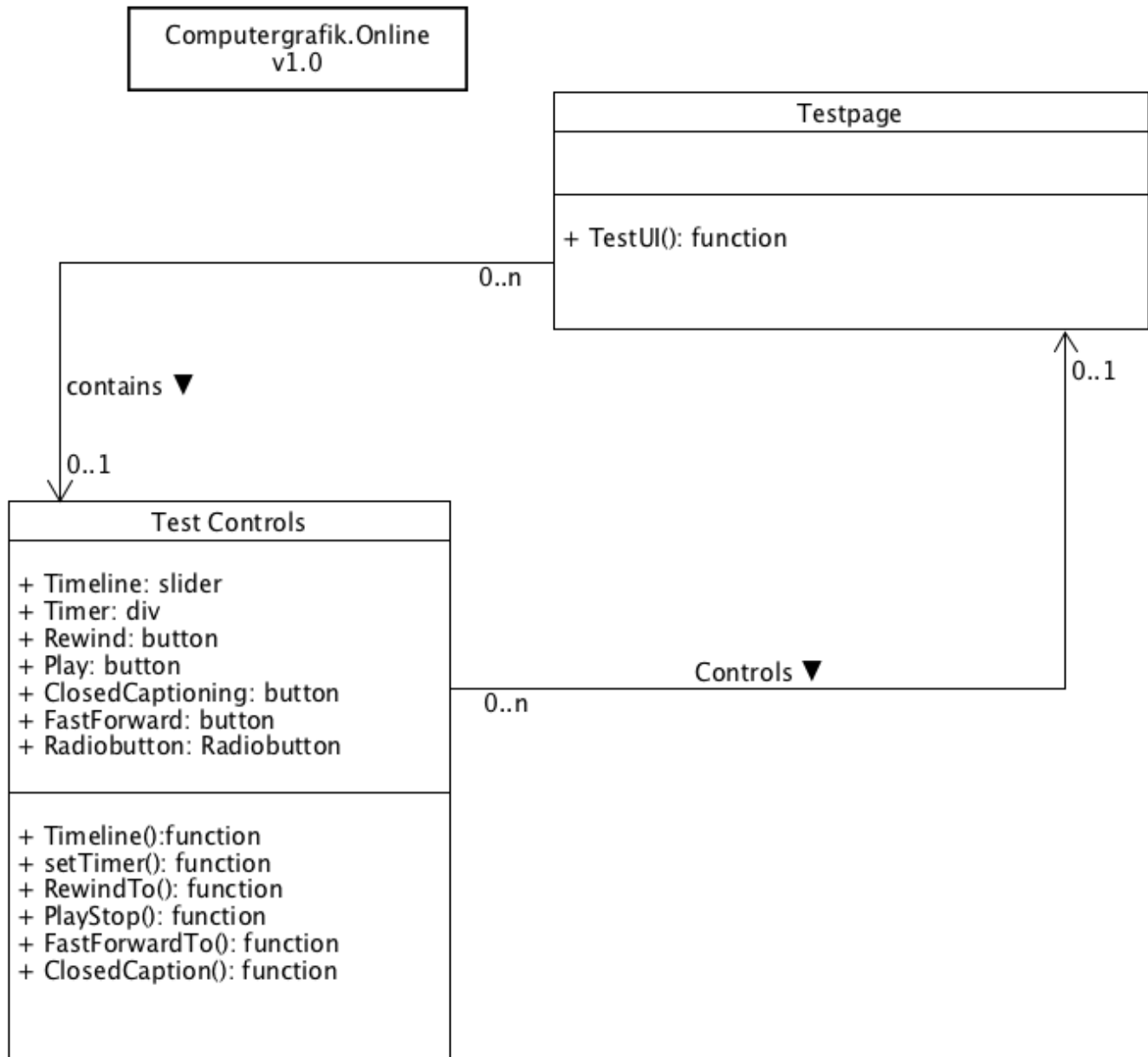
↓

Filename wird ausgespielt  
und kann mittels Radio  
Button ausgewählt werden

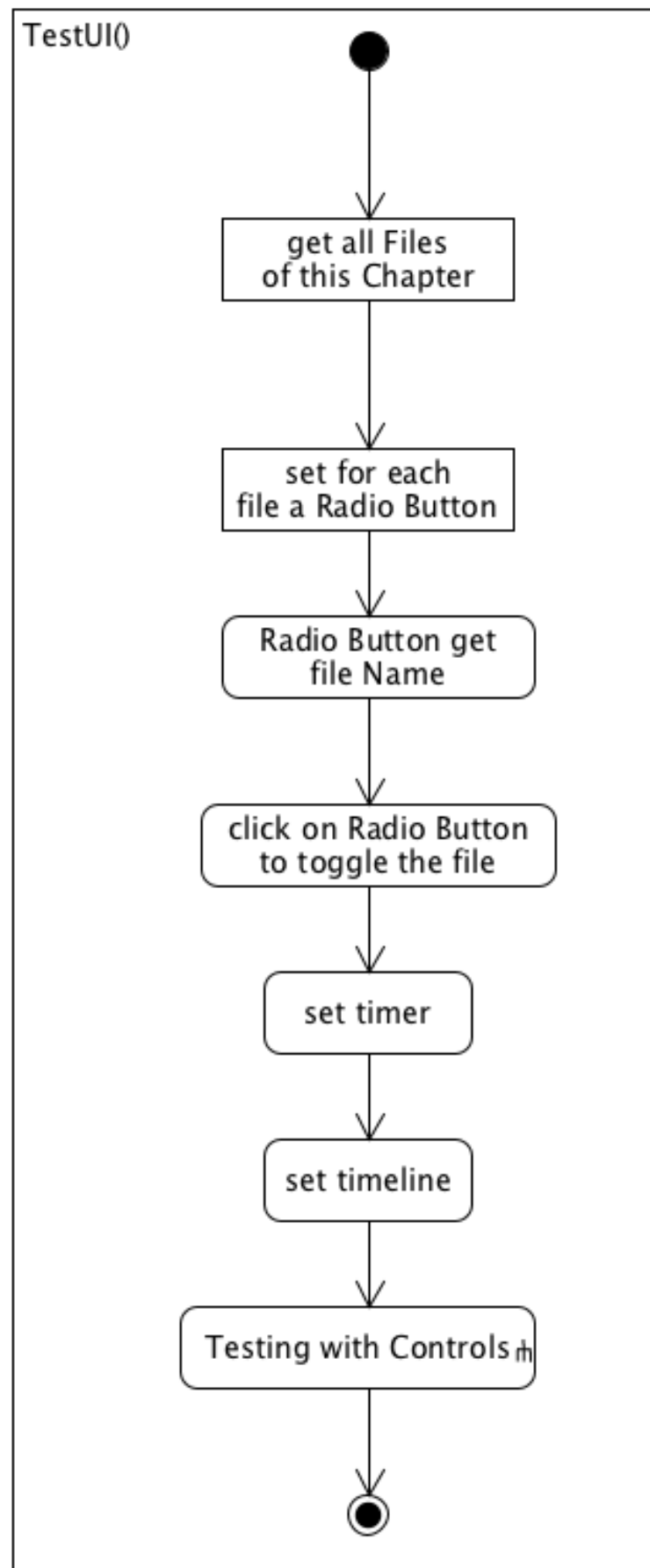
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Gibt zum debuggen eine  
Timeline und einen Timer

## 2.1 - Test Klassendiagramm

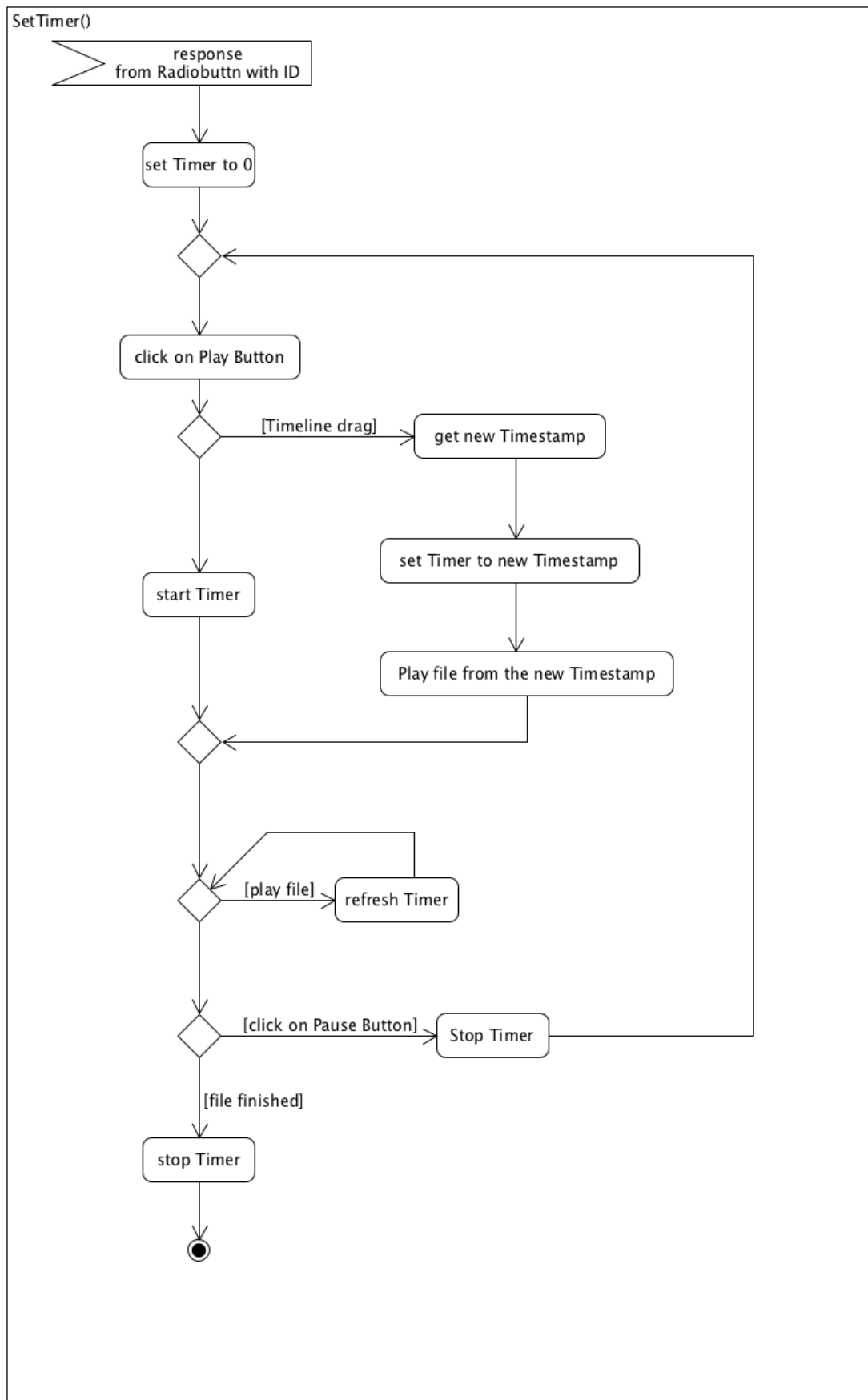


## 2.2 - TestUI

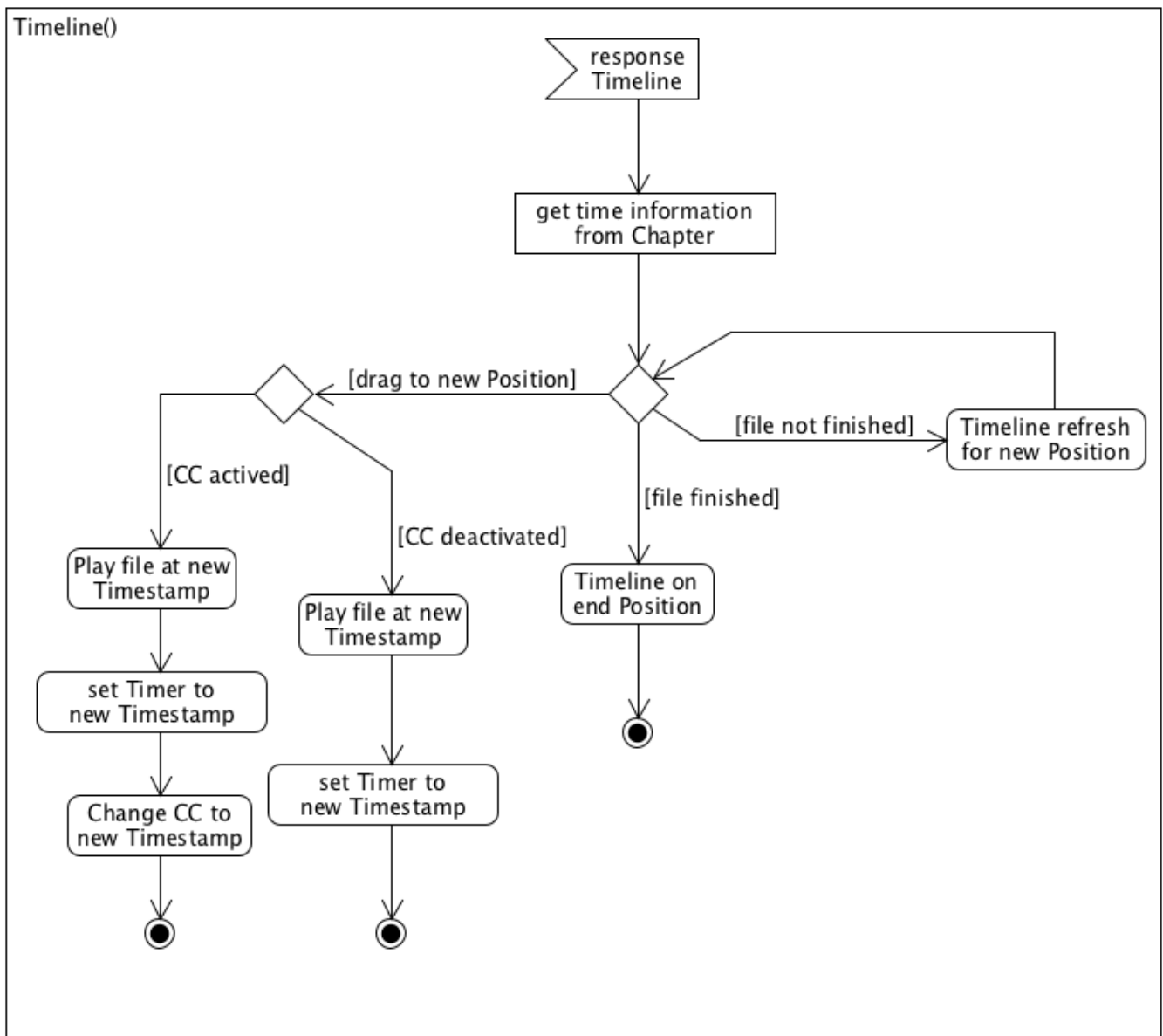




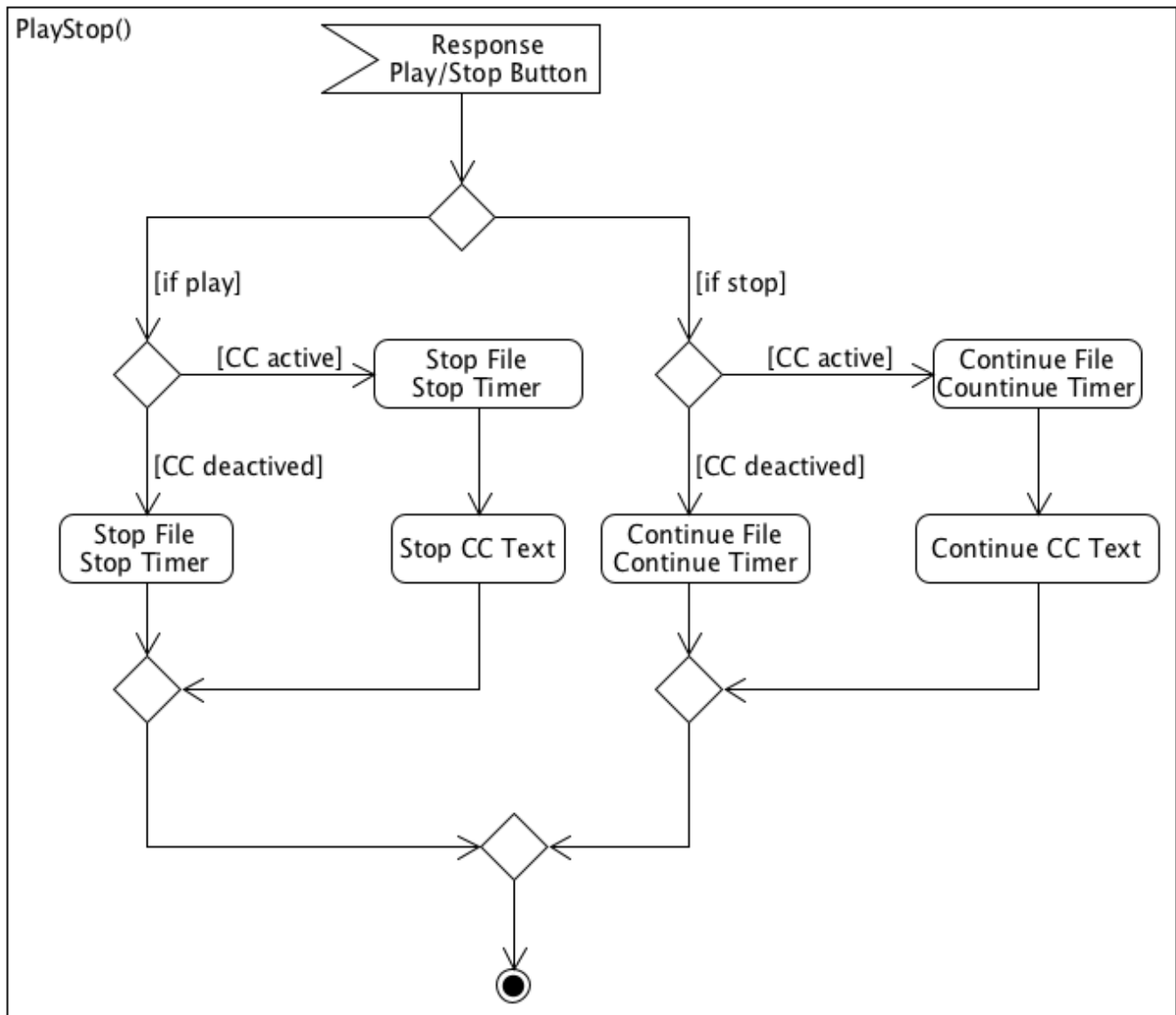
## 2.3 - Timer TestUI



## 2.4 - Timeline TestUI



## 2.5 - Play/Pause TestUI



## 2.6 - Rewind/Fast Forward TestUI

