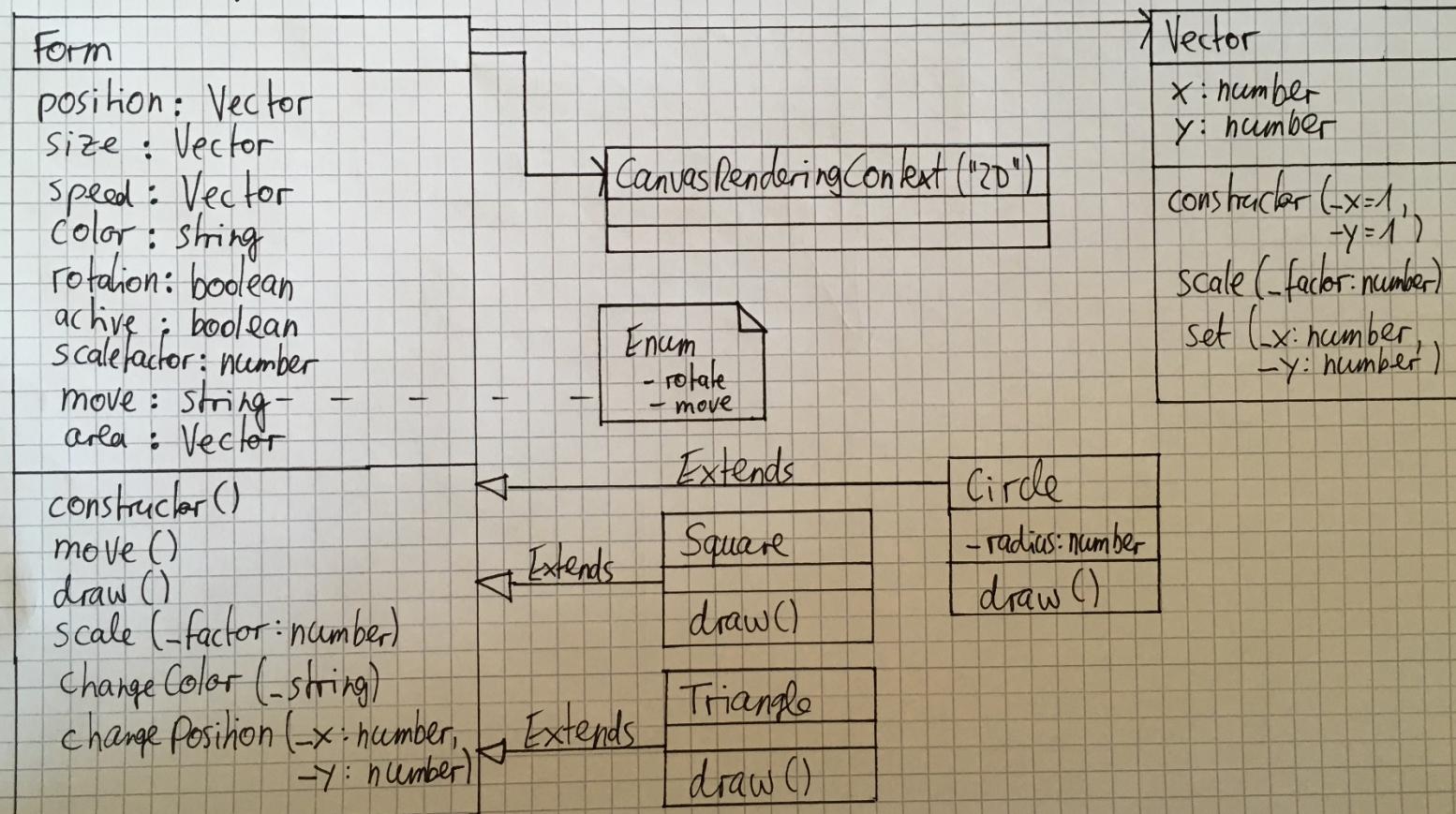
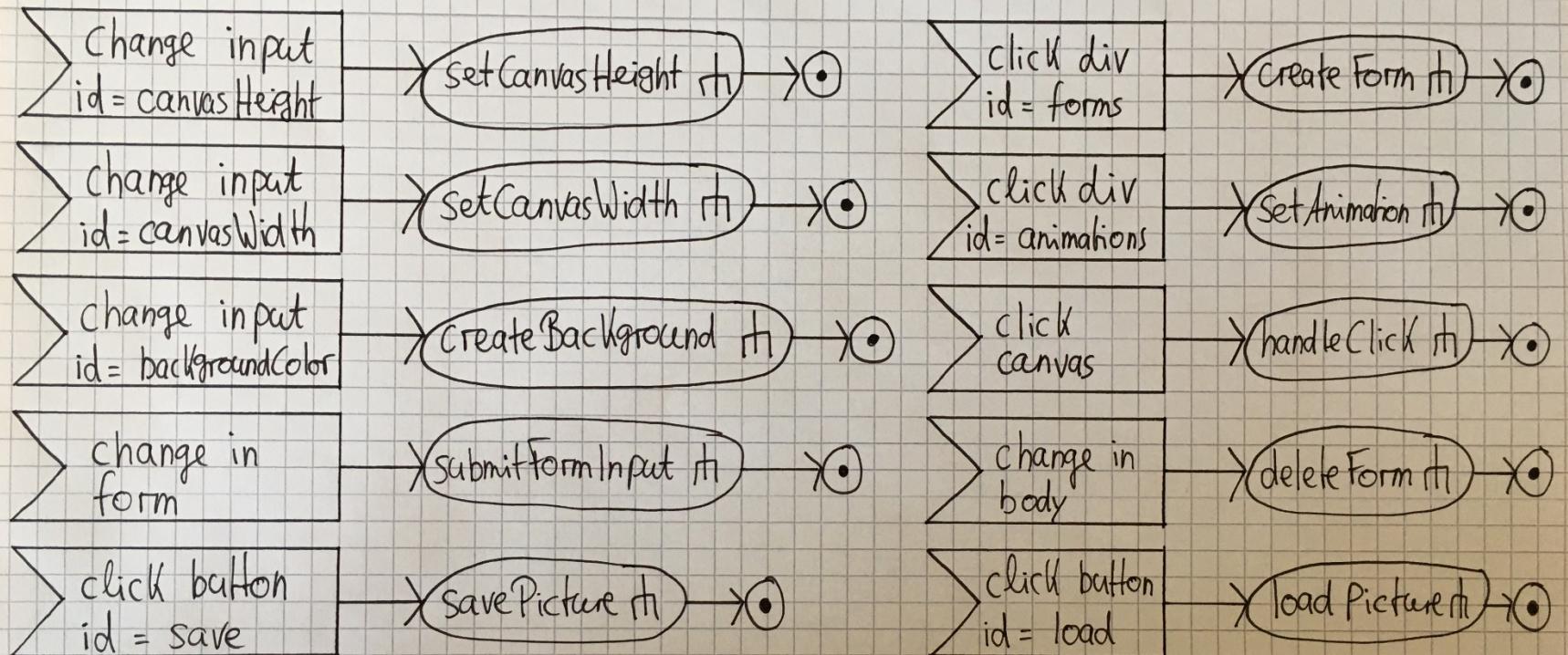


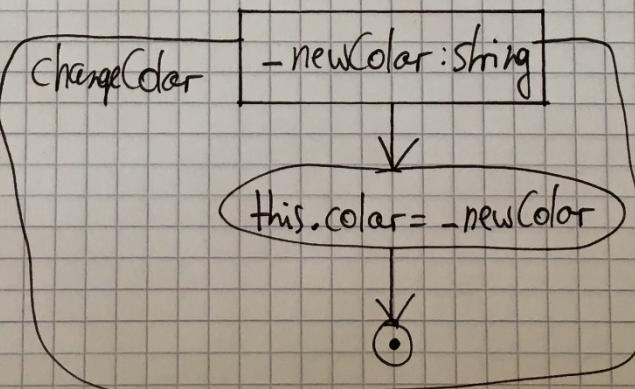
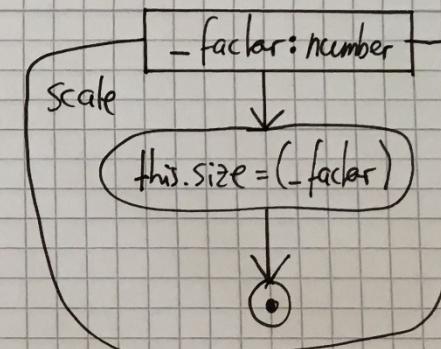
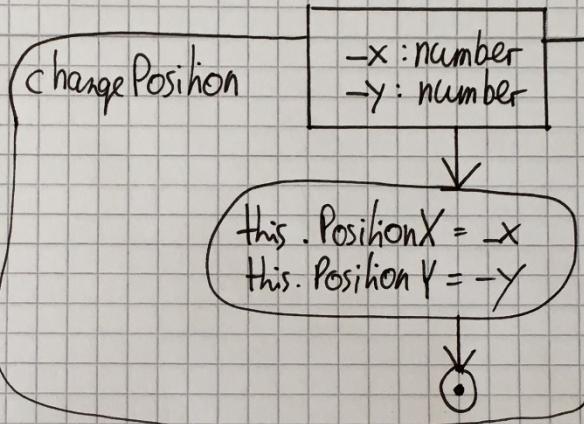
## Klassendiagramm





```
canvas : HTMLCanvasElement  
Crc2 : CanvasRenderingContext2D("2D")  
height = canvas.height  
width = canvas.width  
figures : Form[]  
backgroundImageData : ImageData
```

load listener installieren  
mit handleLoad fn



handle Load

```
Canvas = get canvas  
CFC2 = canvas.getContext ("2D")
```

click- und change listener  
installieren und Input-  
felder erstellen

500x500 Rechteck  
erschaffen

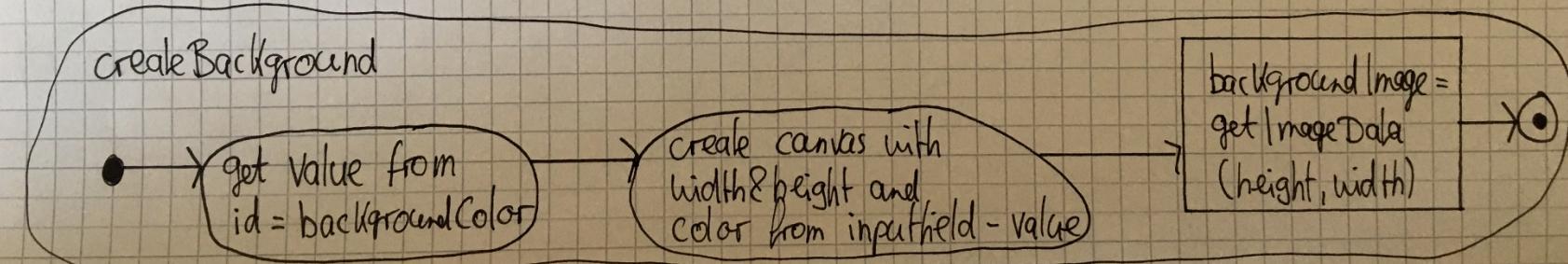
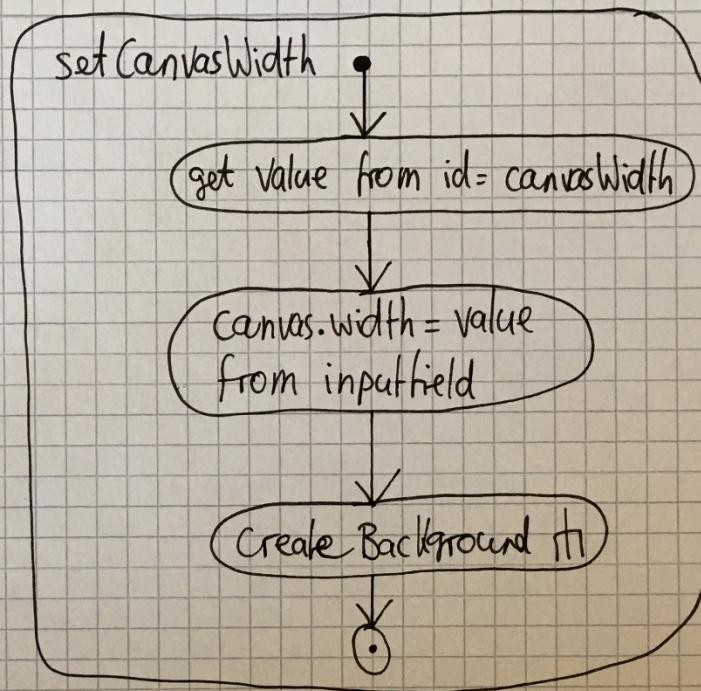
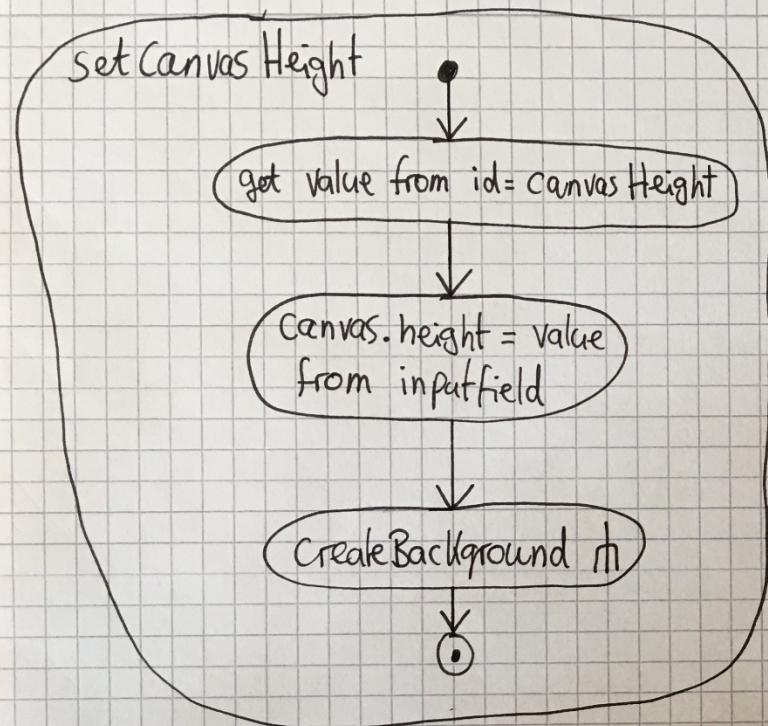
animate it

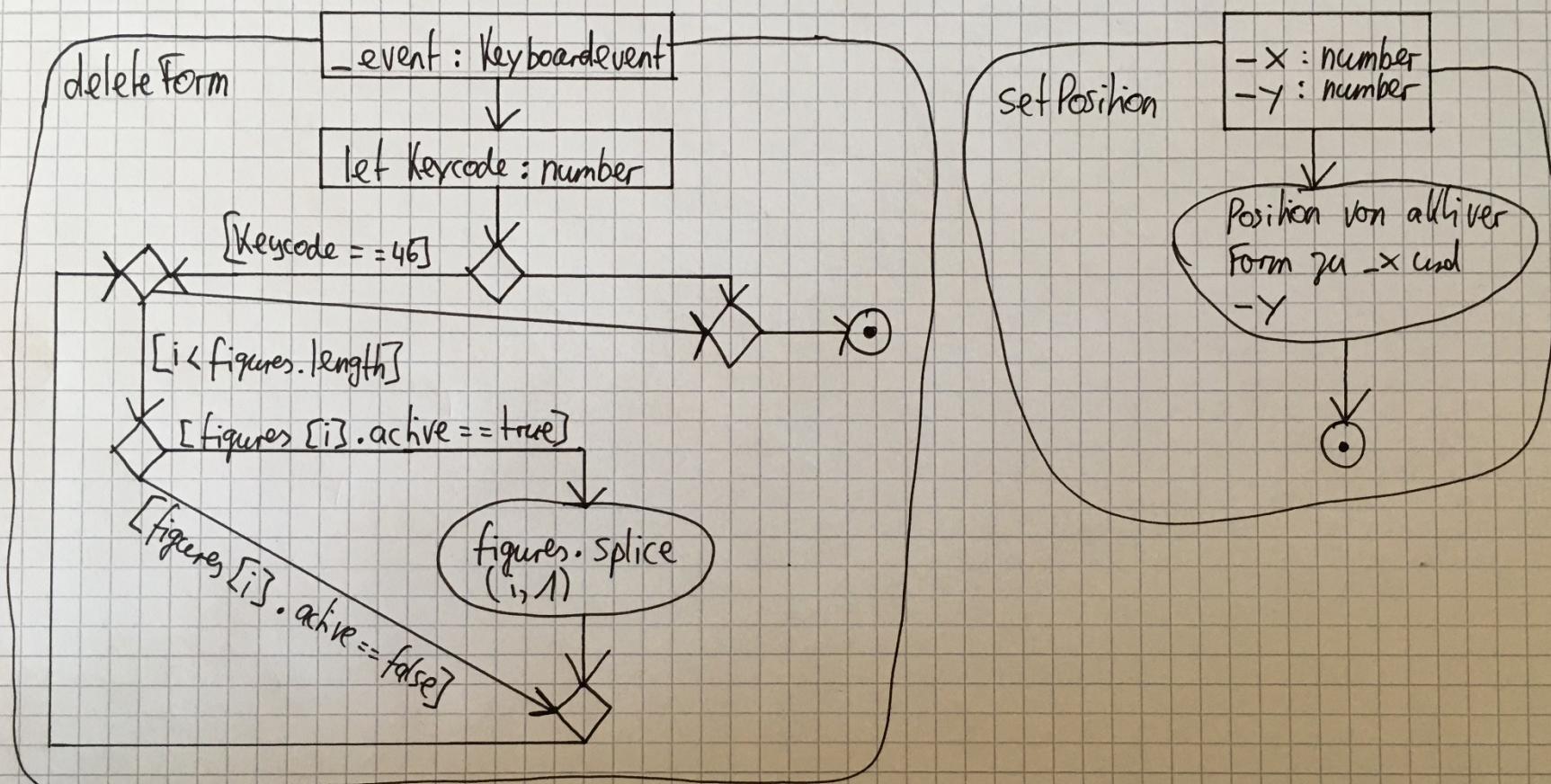
load Picture

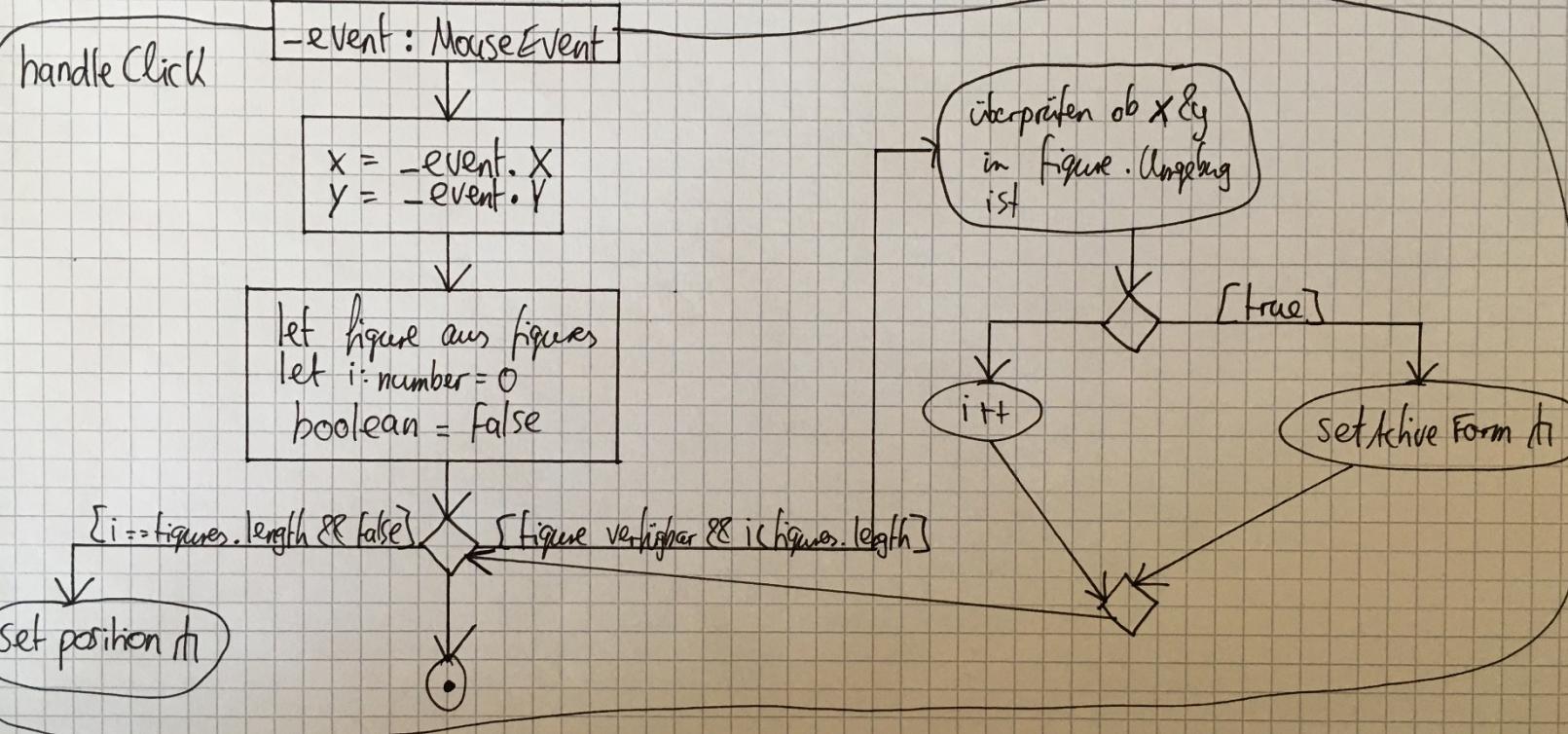
-event: Event

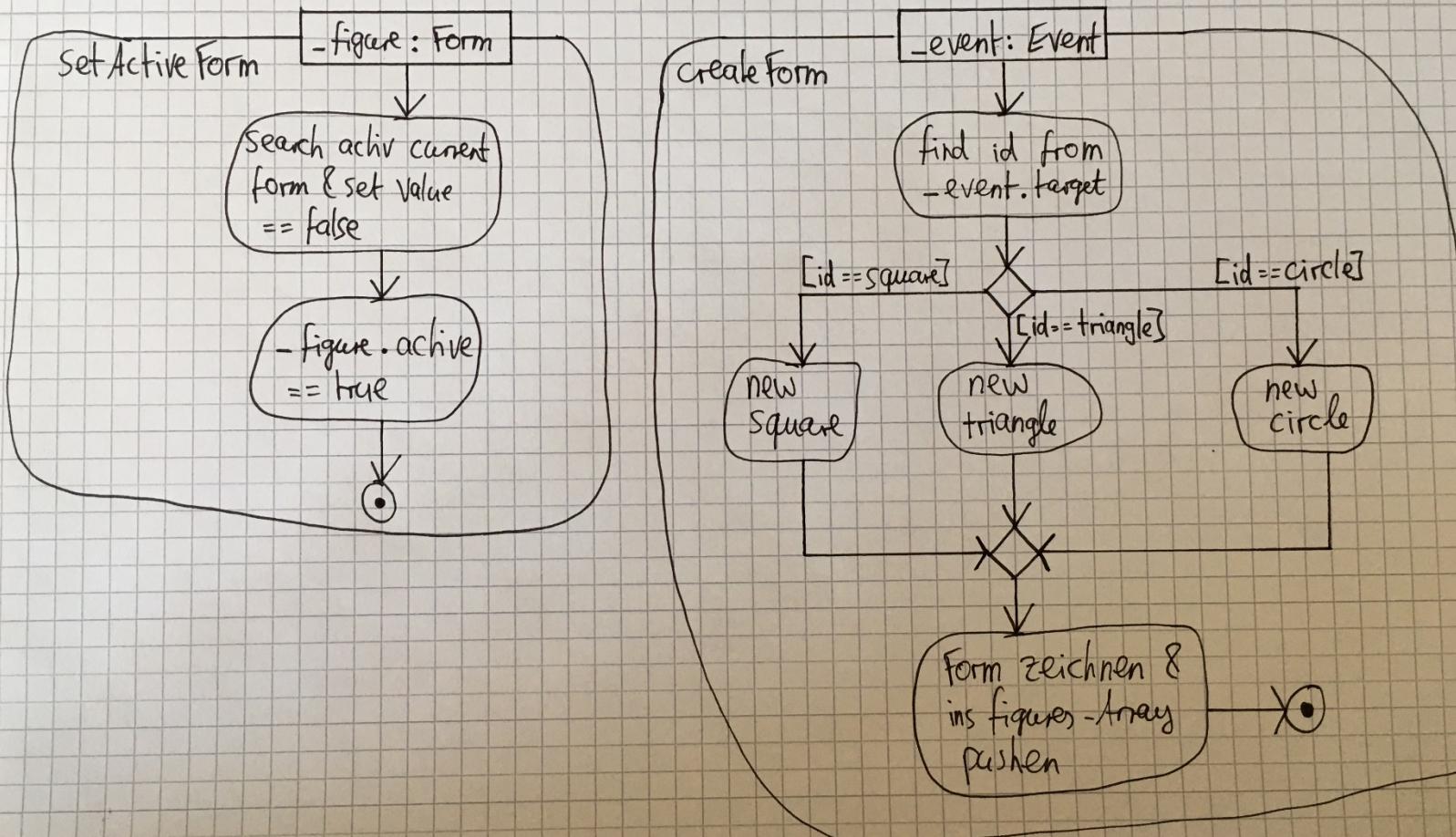
Anhage am Server  
verschicken, um  
gewünschtes Bild  
zu bekommen

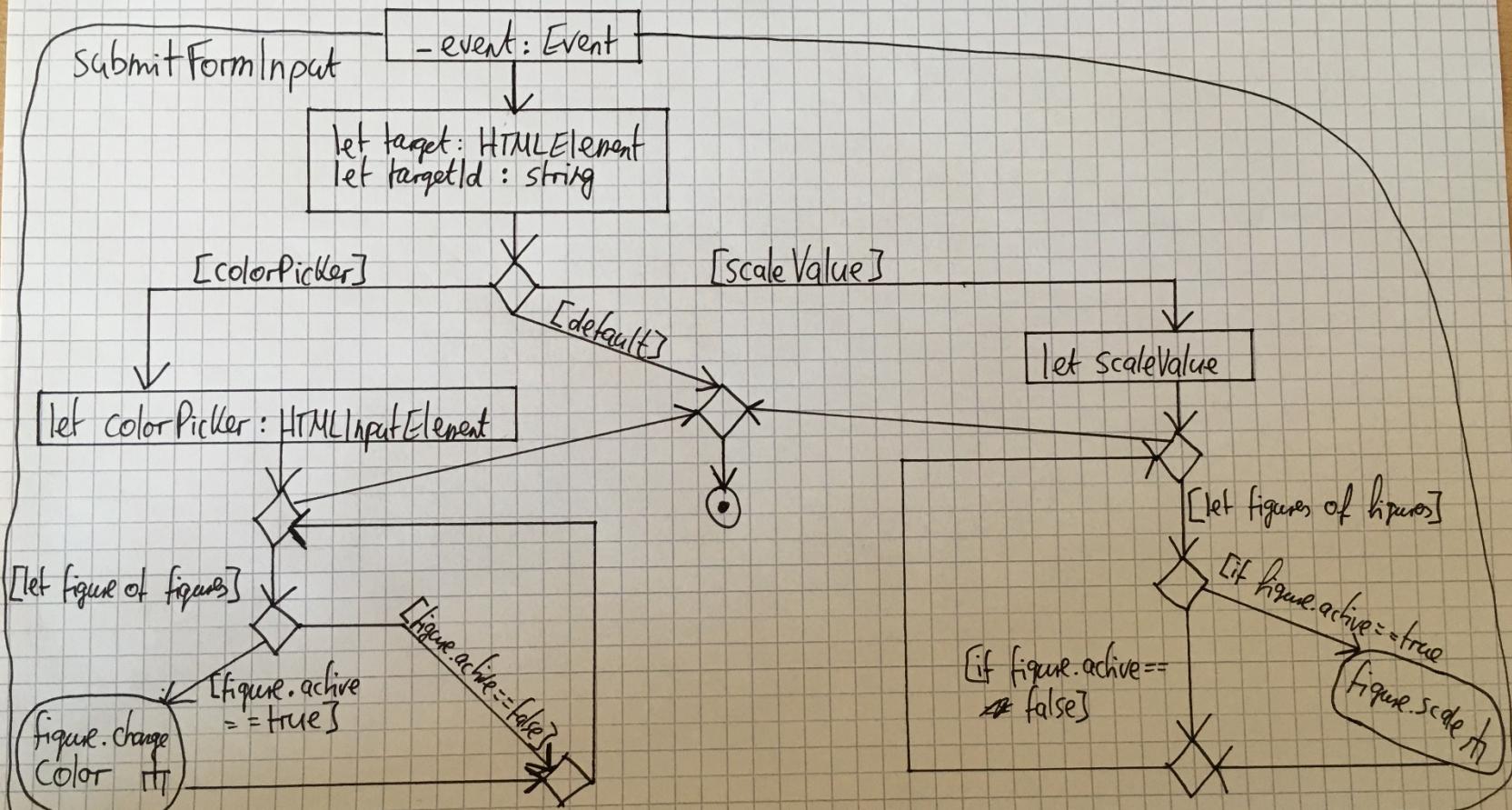
Bilder in der  
datalist mit  
id = library  
anzeigen











constructor

```
this.active = true  
this.rotation = 0  
this.position = new Vector  
width/2 & height/2  
this.size = new Vector (50,50)  
this.moveType = "move"  
this.color = #fff
```

animate

```
crc2.putImageData  
(backgroundImage,0,0)
```

let figure at figures

[figure verfügbar]

figure.move(1/2)

figure.draw()

