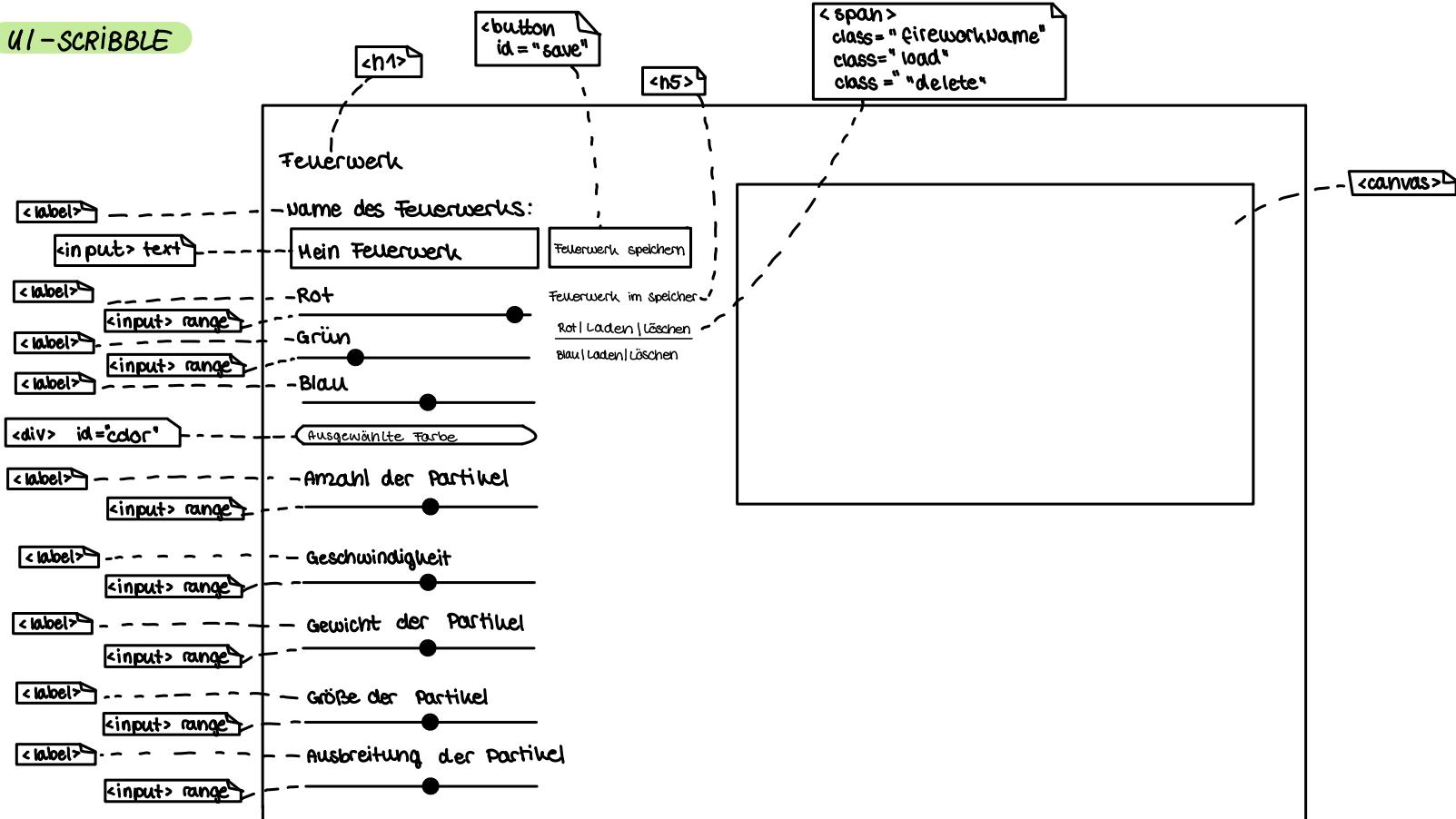
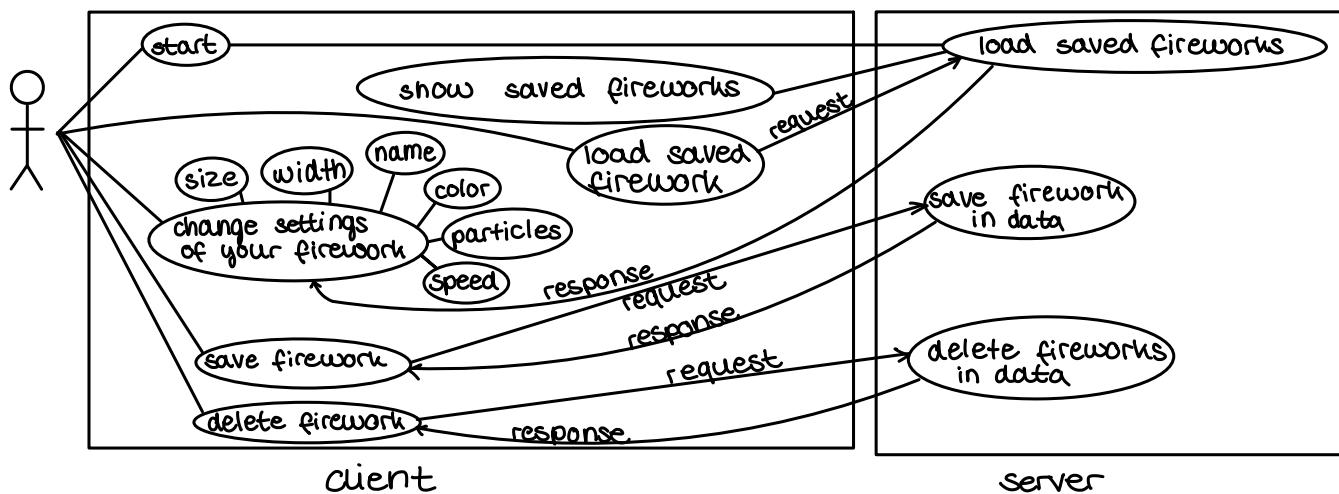


UI-SCRIBBLE



## USE-CASE-DIAGRAMM



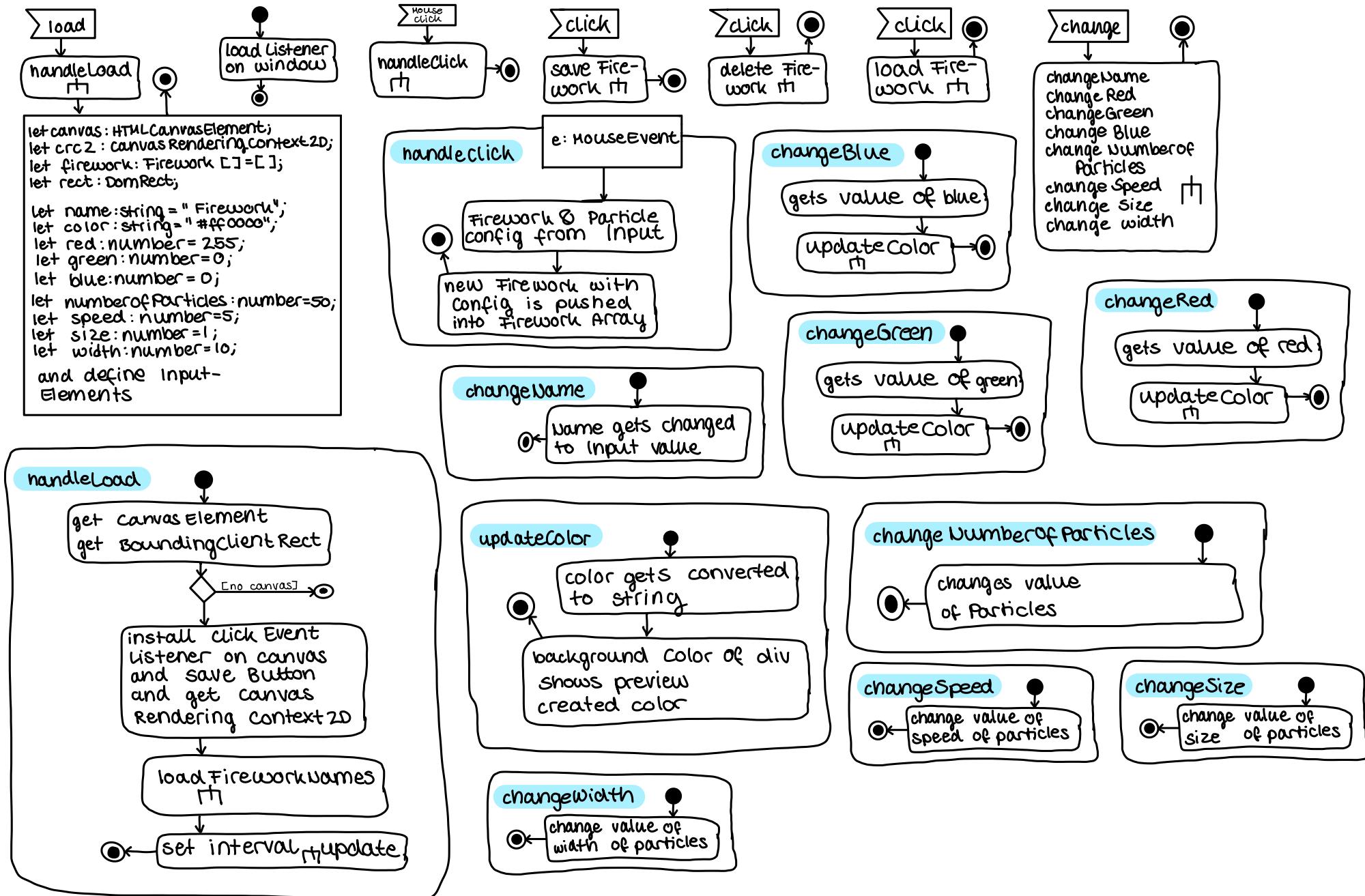
## CLASS-DIAGRAMM

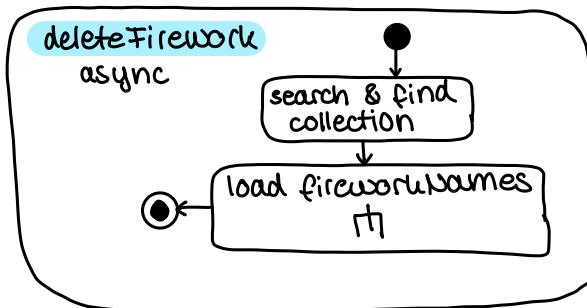
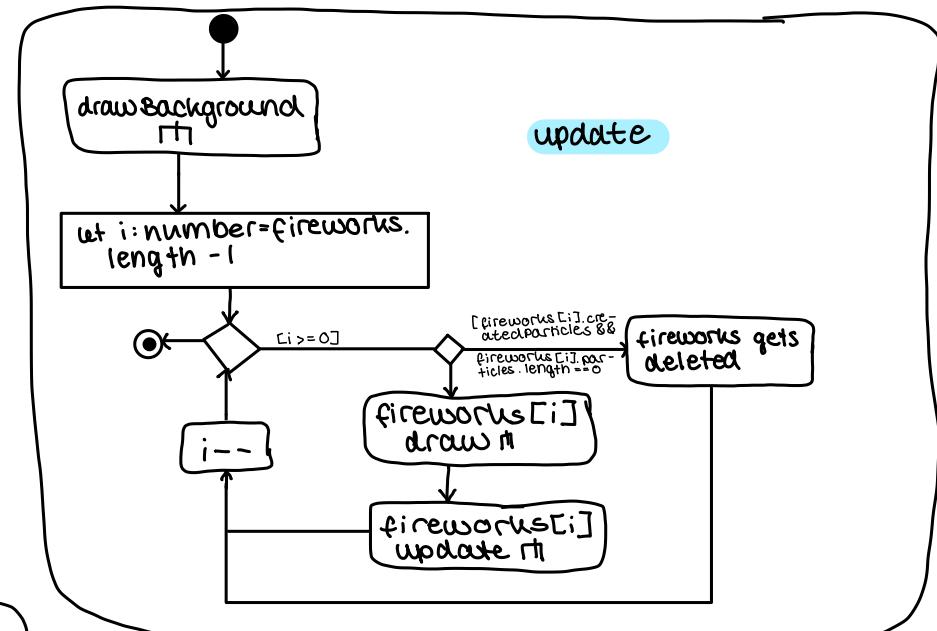
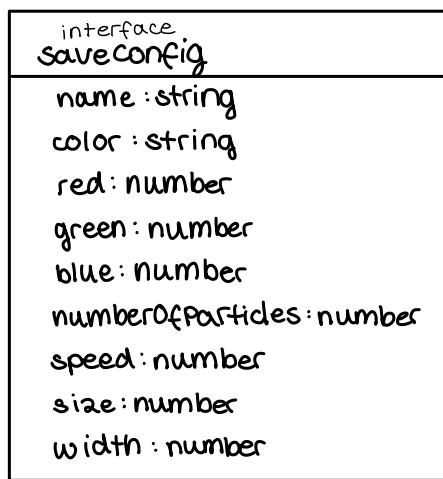
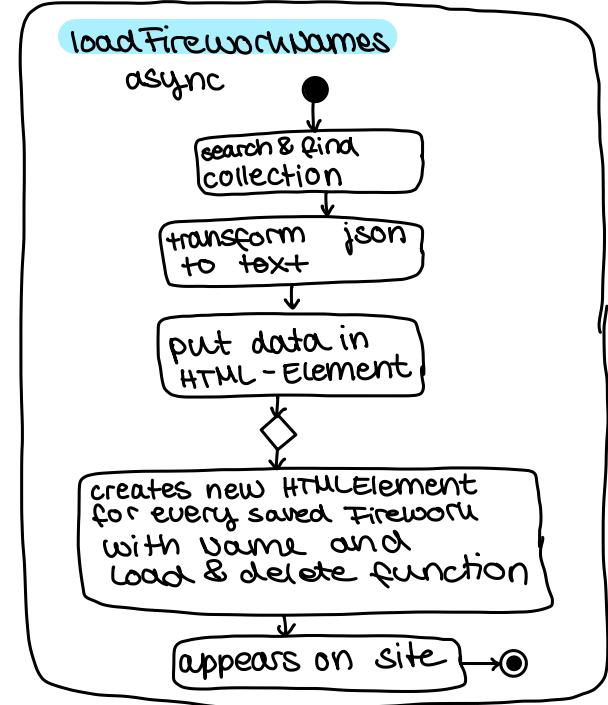
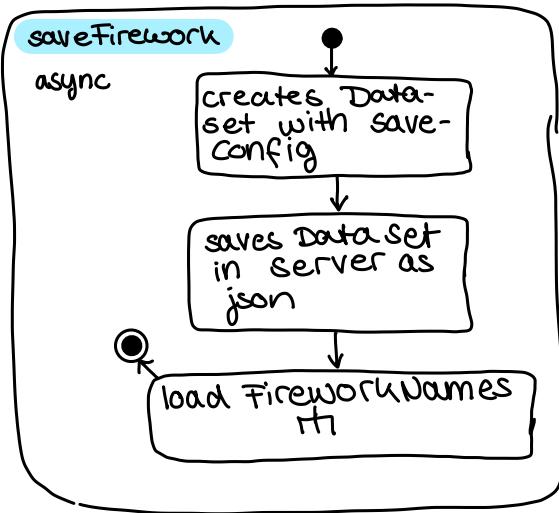
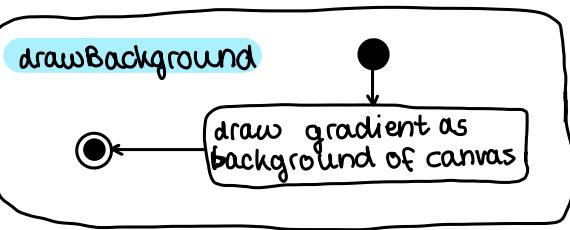
vector
x: number y: number
constructor (-x, -y) set (-x, -y) scale (-factor: number) add (-addend: vector) random (-minLength: number, -maxLength: number) copy (): vector

particle
alive: boolean lifetime: number particle: vector velocity: vector crc2: CanvasRenderingContext2D color: string downForce: number size: number
constructor (config: particleConfig, position: vector, startVelocity: vector) update() draw()

Firework
particle: Particle createdParticle: boolean particleConfig: ParticleConfig counter: number crc2: canvasRenderingContext2D color: string numberOfParticle: number position: vector speed: number
constructor (config: FireworkConfig, particleConfig: ParticleConfig) draw() update()

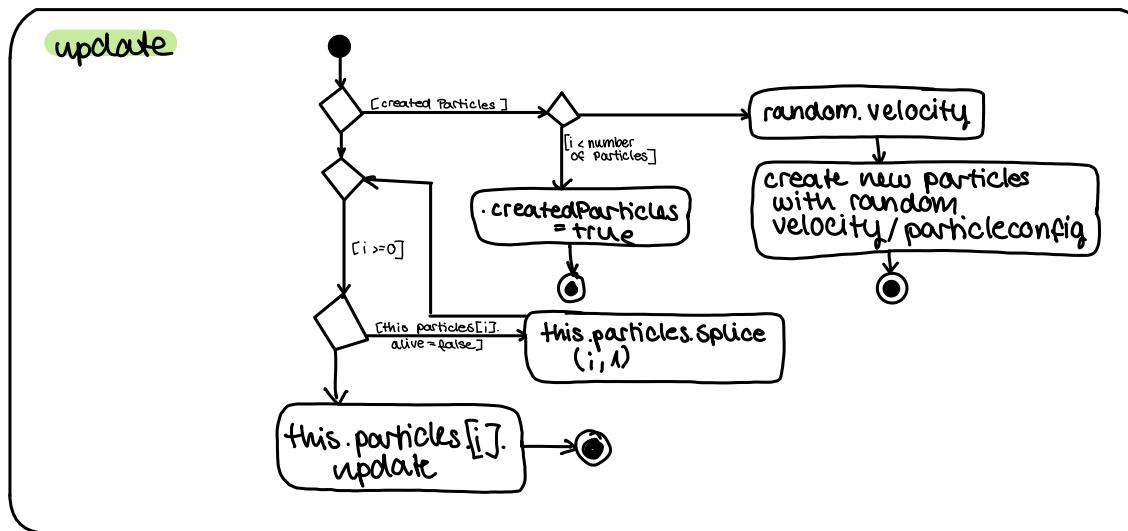
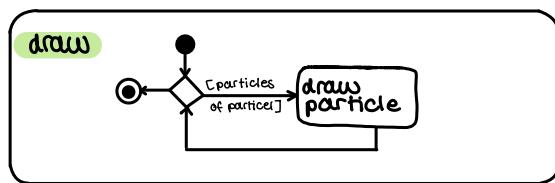
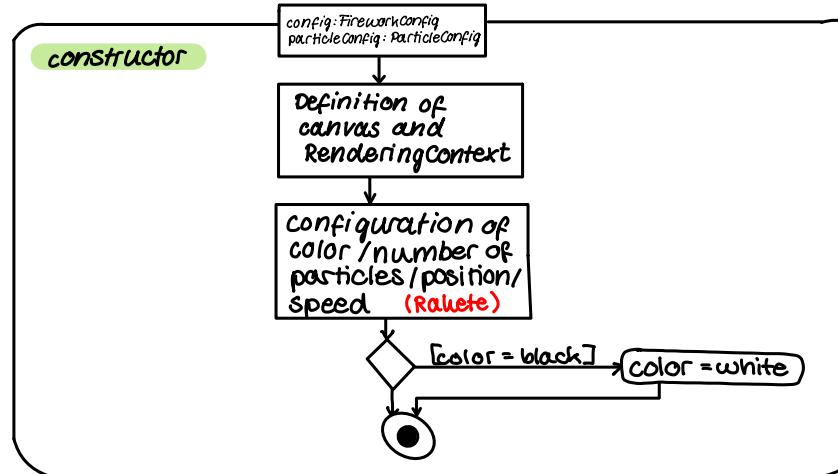
## ACTIVITY - DIAGRAMM - MAIN



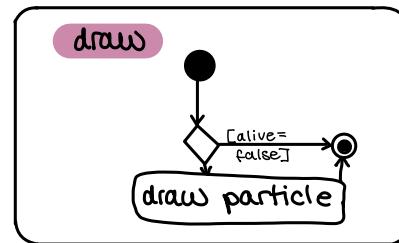
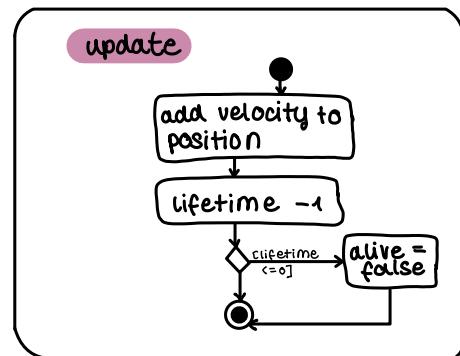
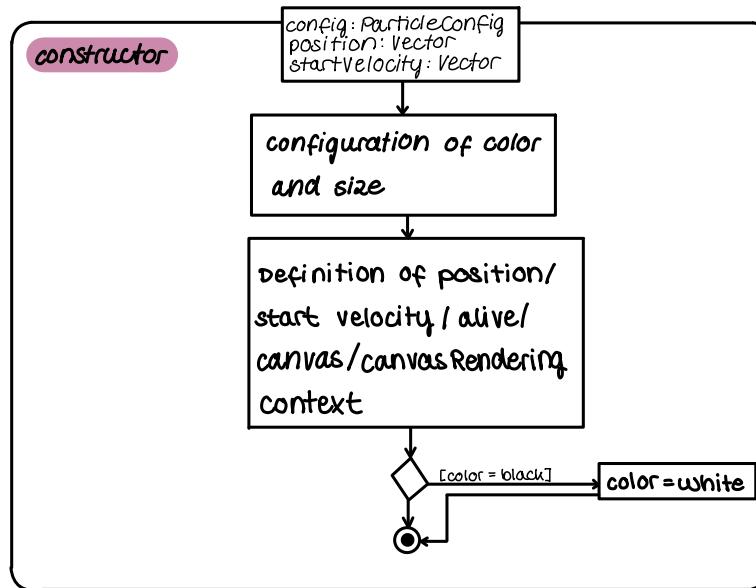
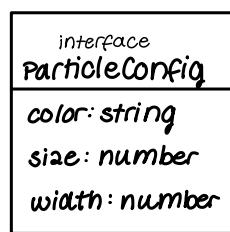


## ACTIVITY-DIAGRAMM - FIREWORK

interface
Fireworkconfig
color : string
numberofParticles : number
positionX : number
positionY : number
speed : number



## ACTIVITY-DIAGRAMM - PARTICLE



## ACTIVITY-DIAGRAMM - VECTOR

