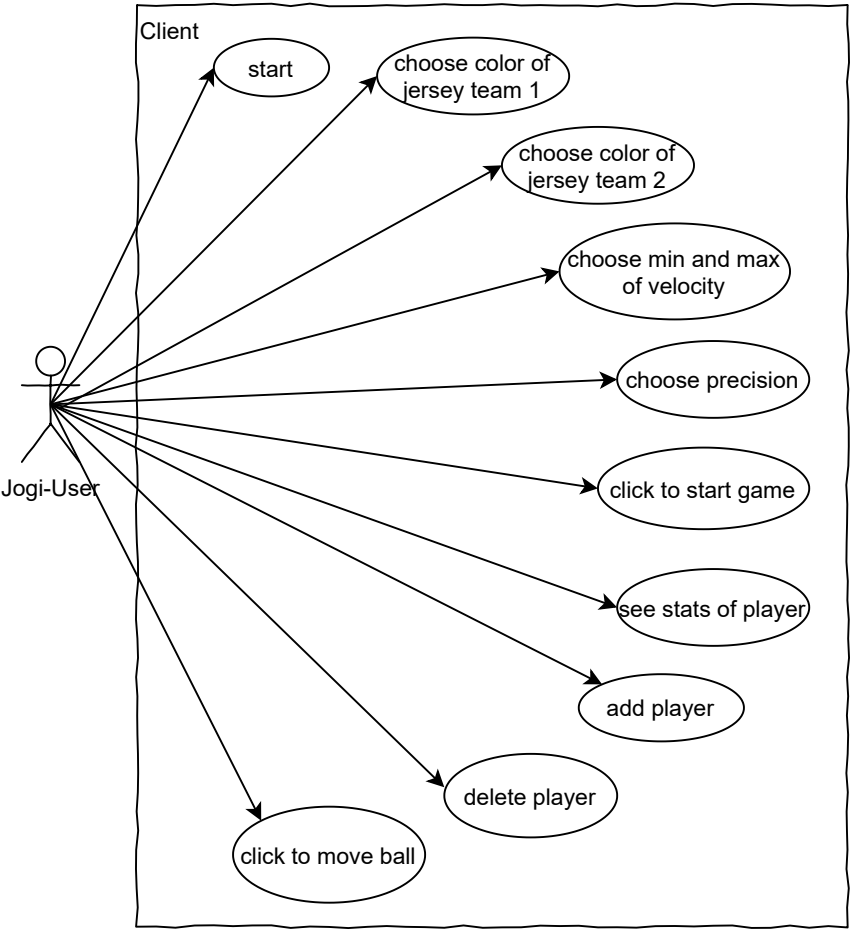
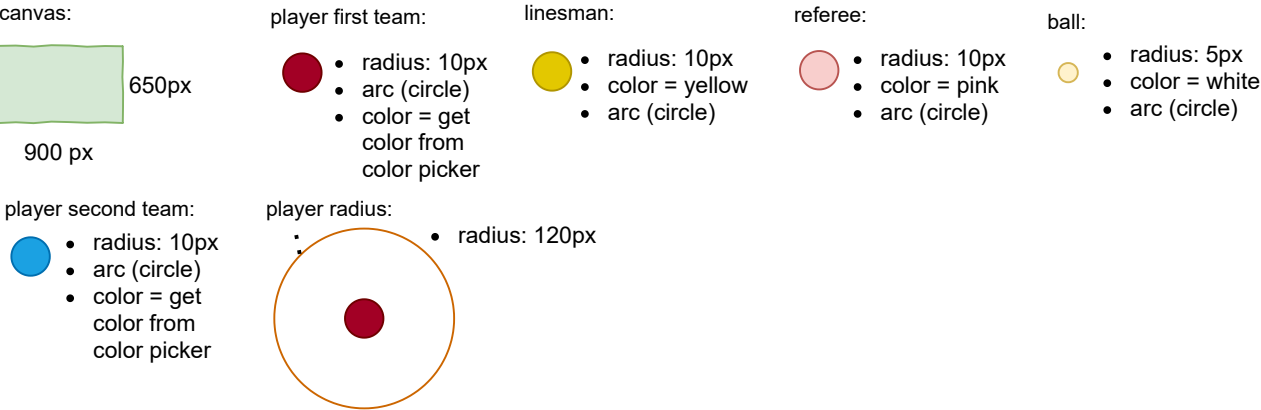
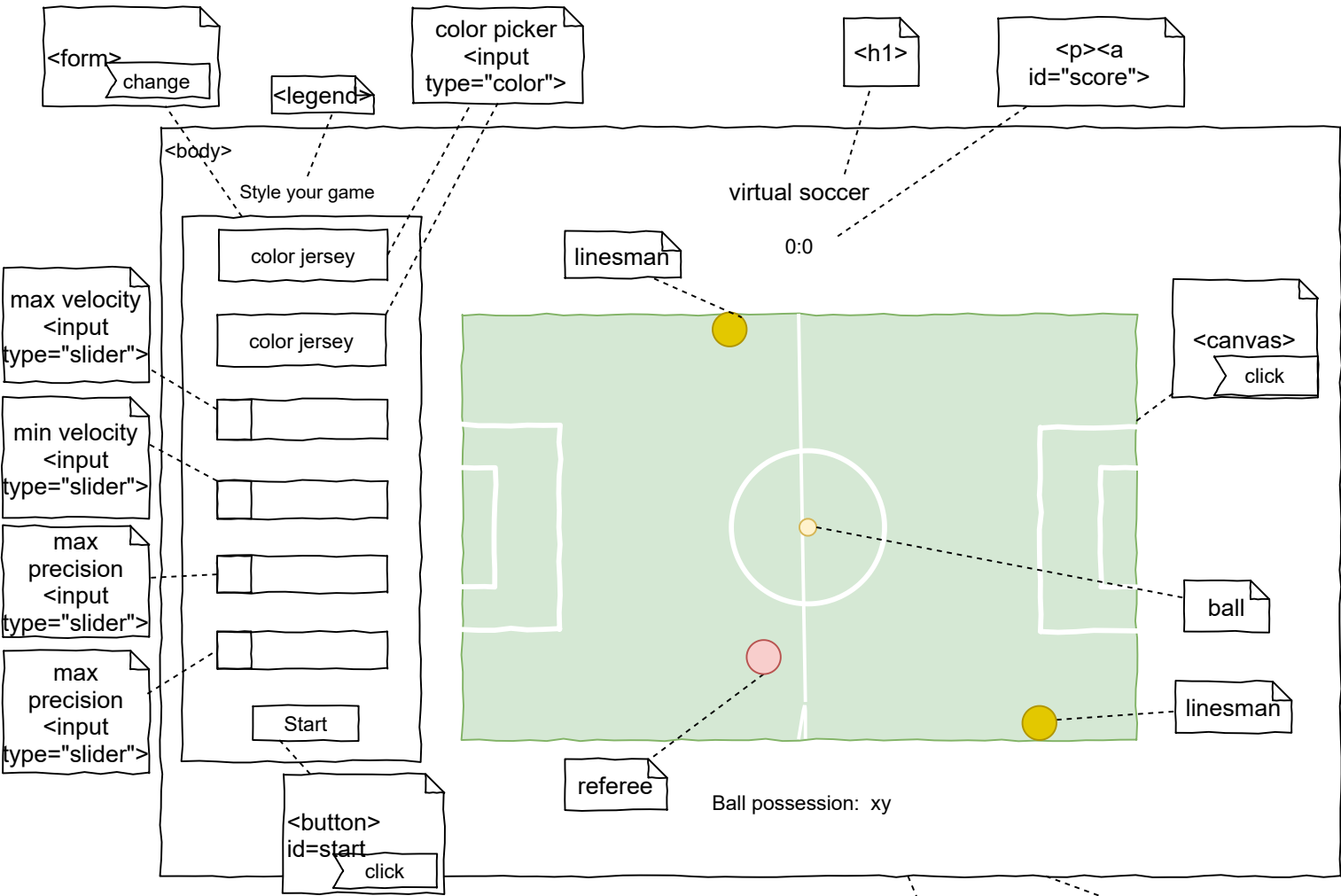
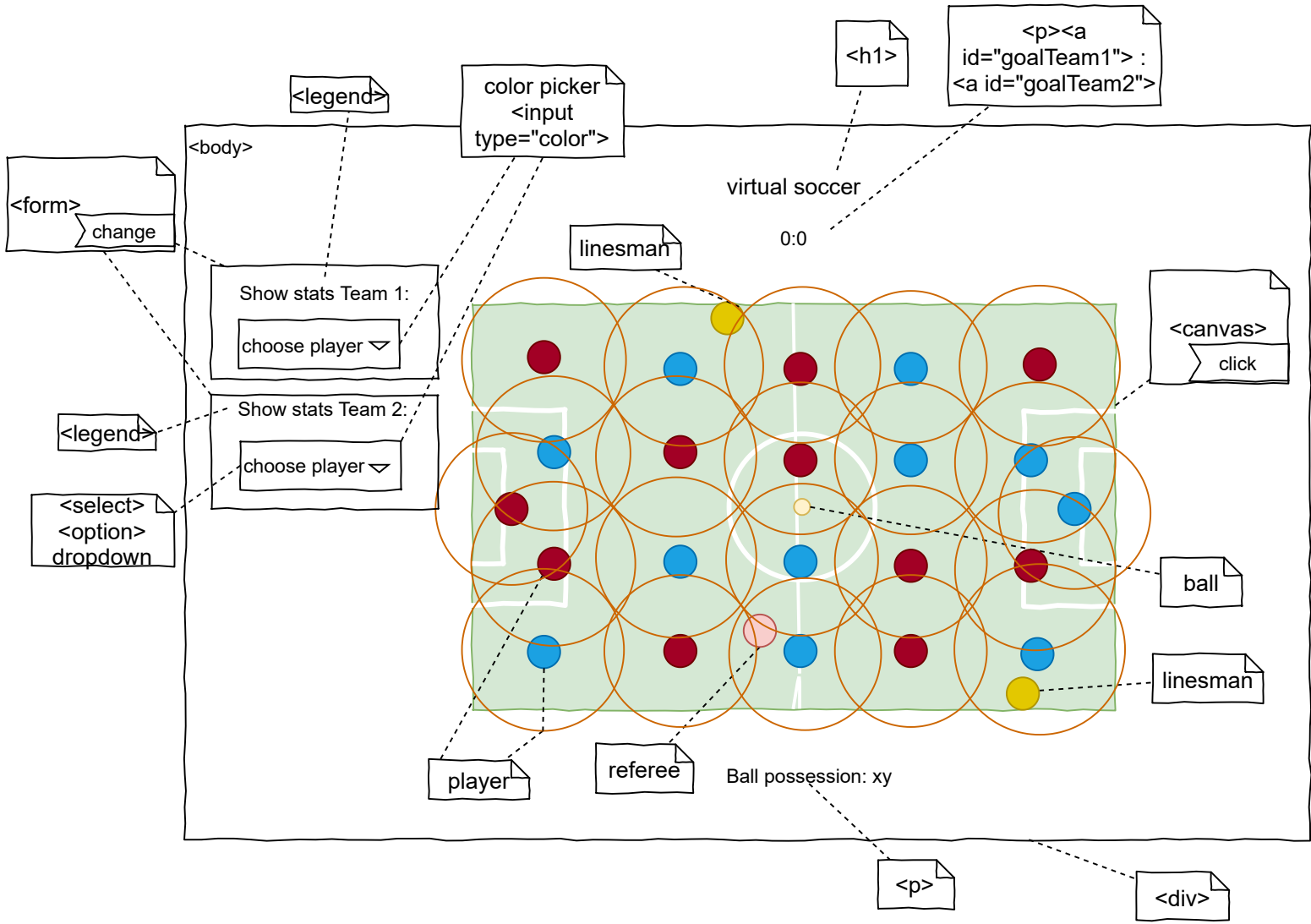


Konzept im Rahmen der Veranstaltung Entwicklung Interaktiver Anwendungen 2

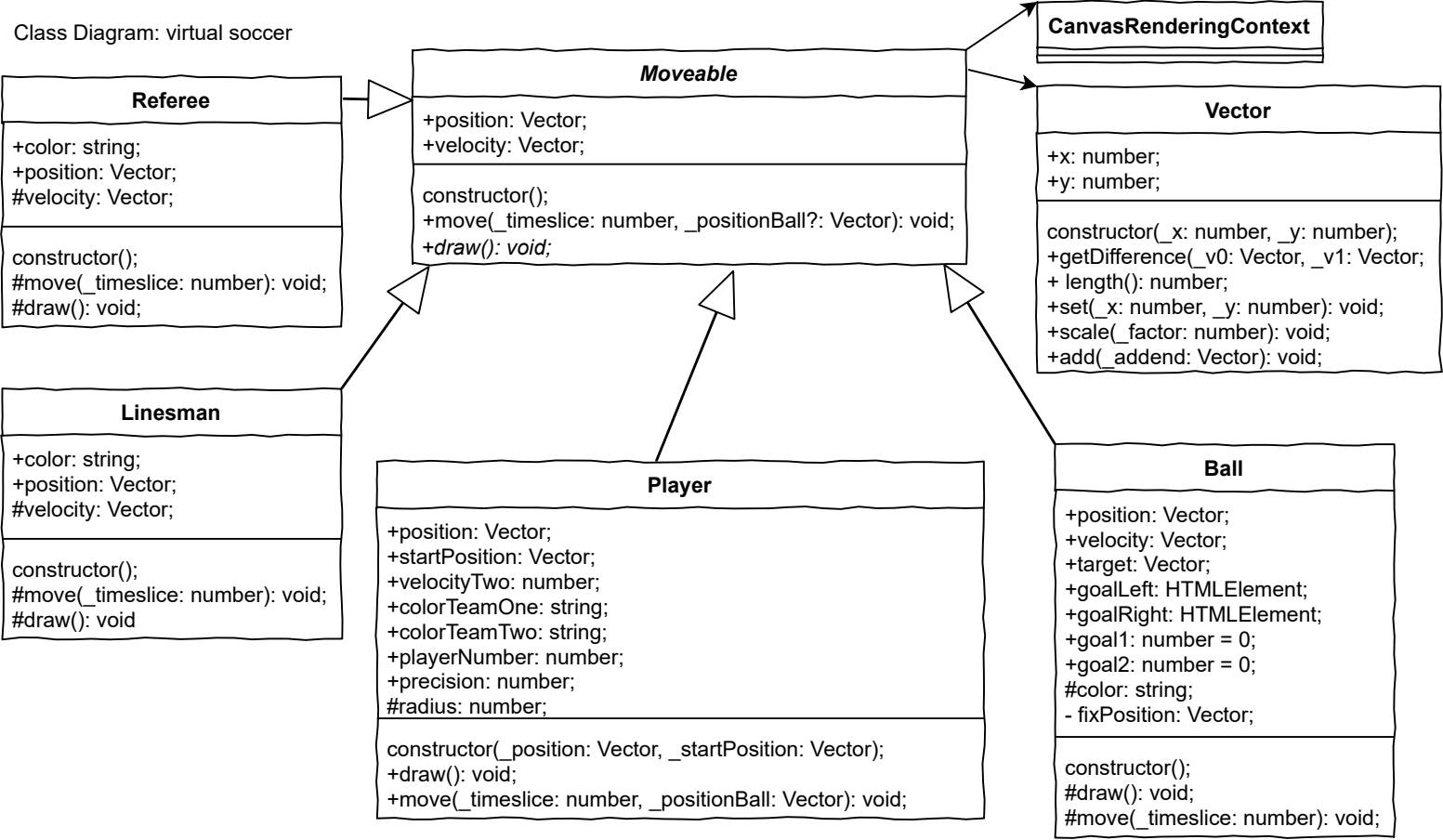
Endabgabe: virtual soccer

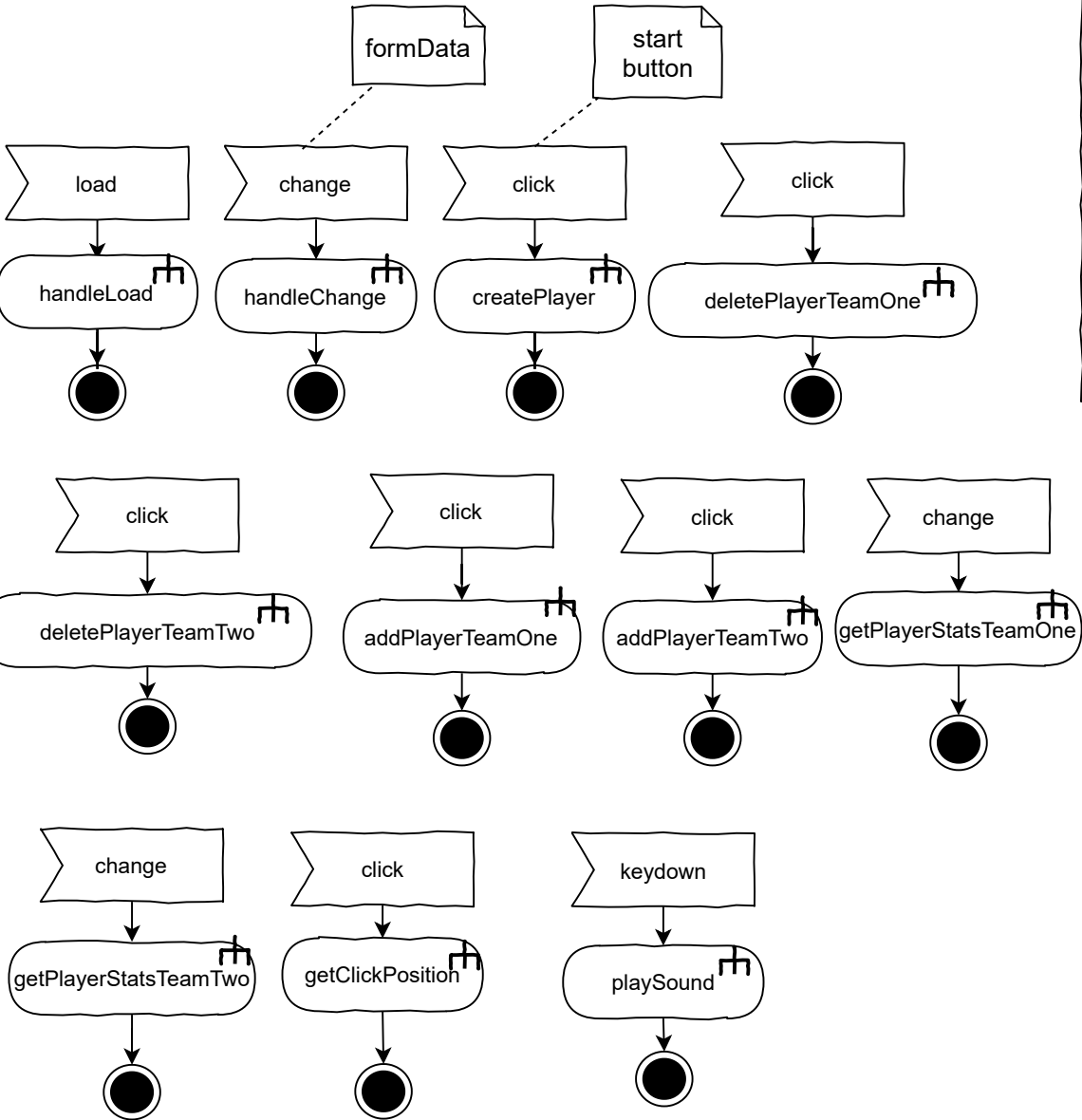




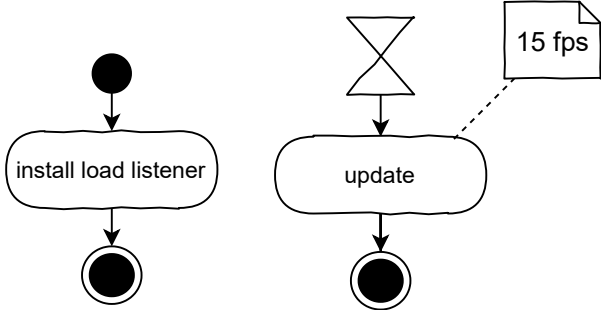


Class Diagram: virtual soccer

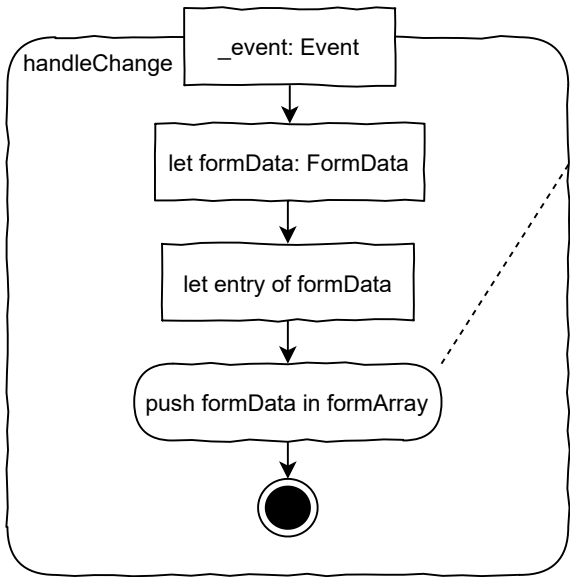
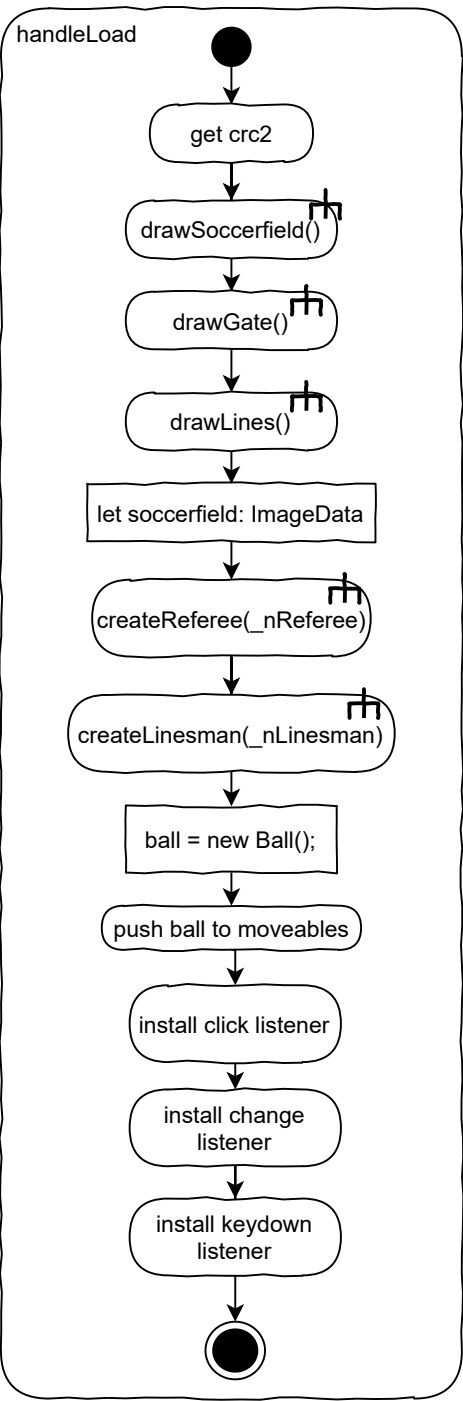




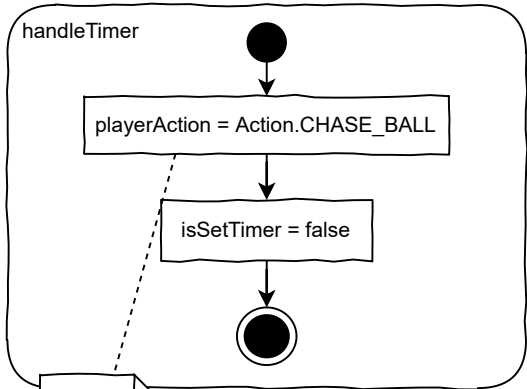
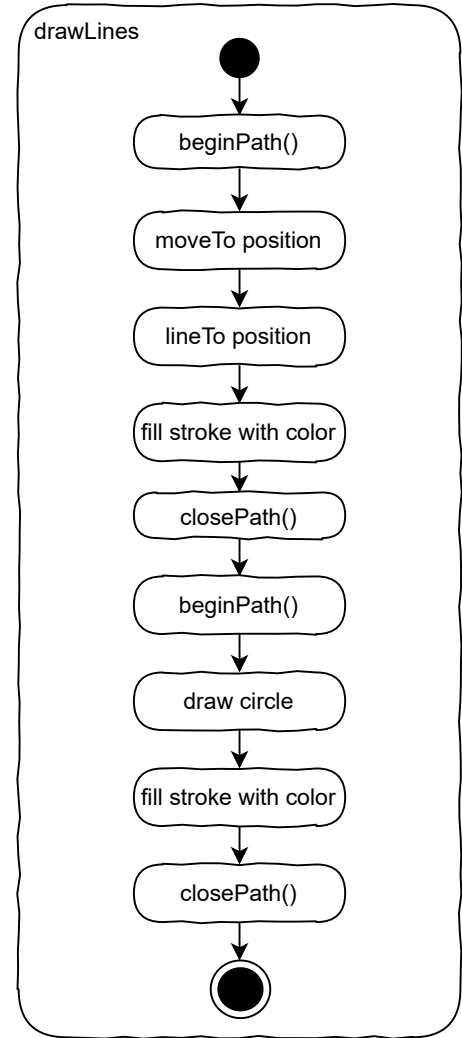
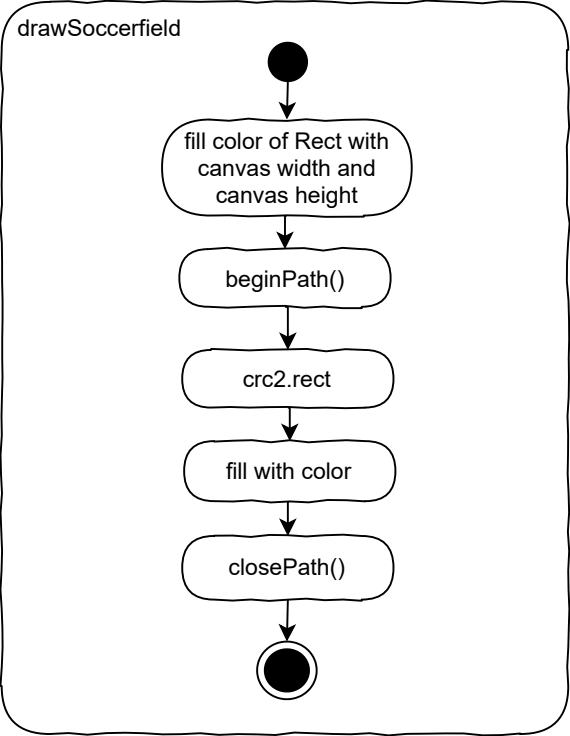
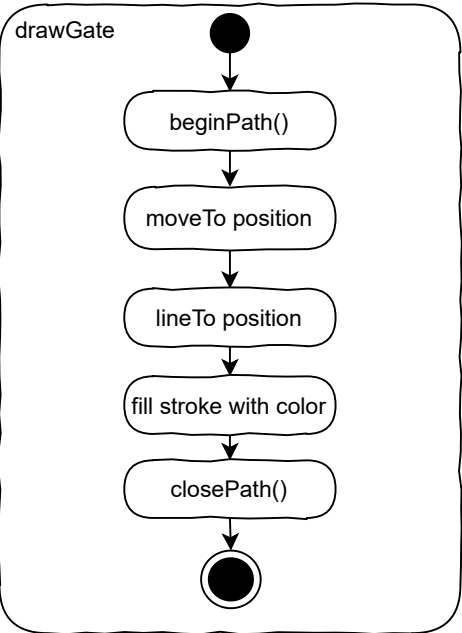
```
crc2
moveables: Moveable[]
formArray: string[];
formArray1: string[];
formArray2: string[];
form: HTMLElement;
start: HTMLElement;
deletePlayer:
HTMLElement;
addPlayer: HTMLElement;
playerStatsTeam1: HTMLElement;
playerStatsTeam2: HTMLElement;
ball: Ball;
isSetTimer: boolean;
playerAction: Action =
Action.CHASE_BALL
```



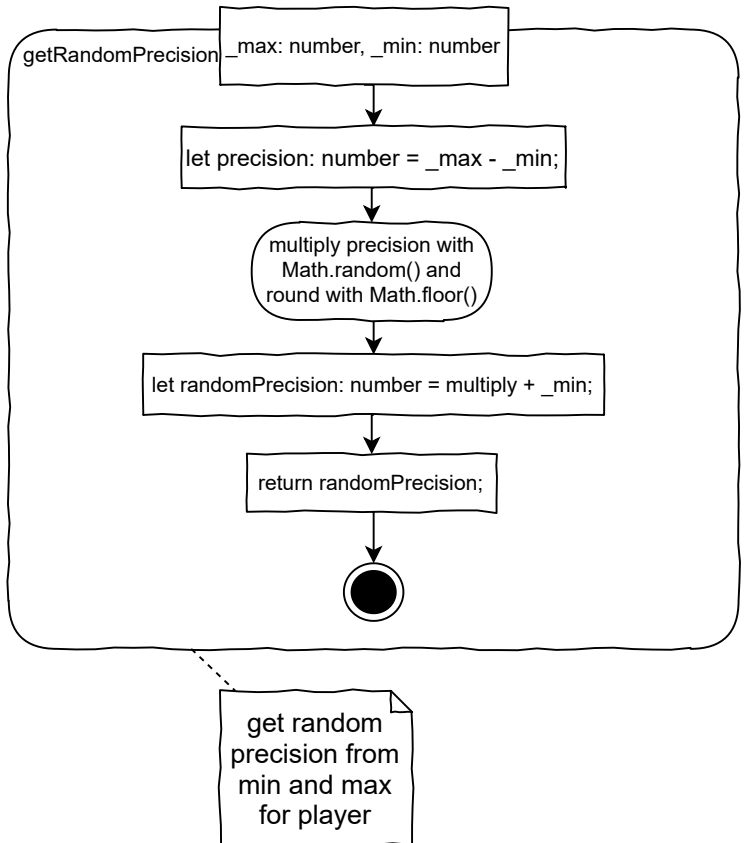
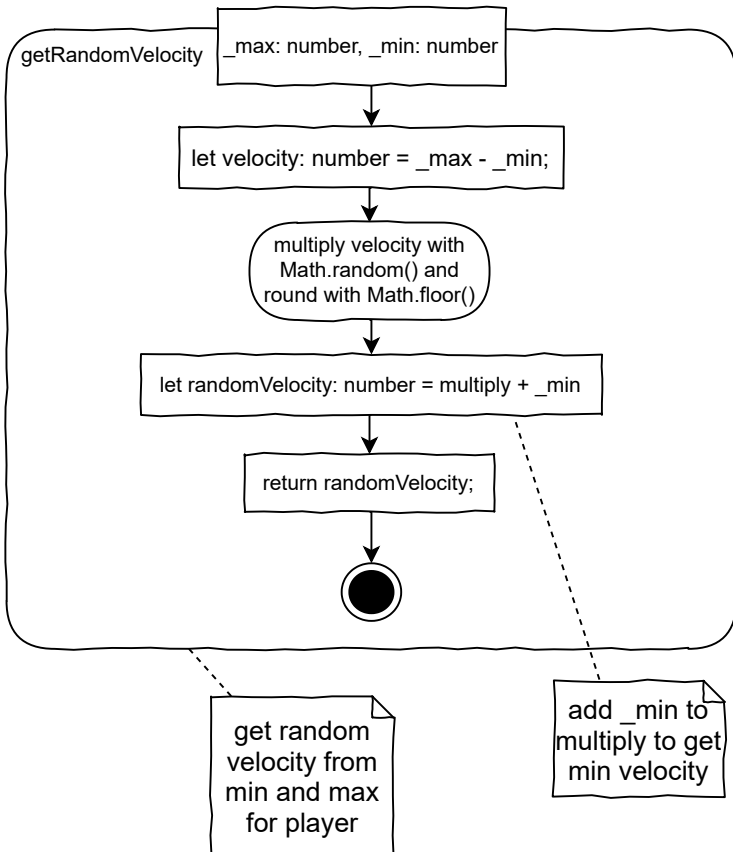
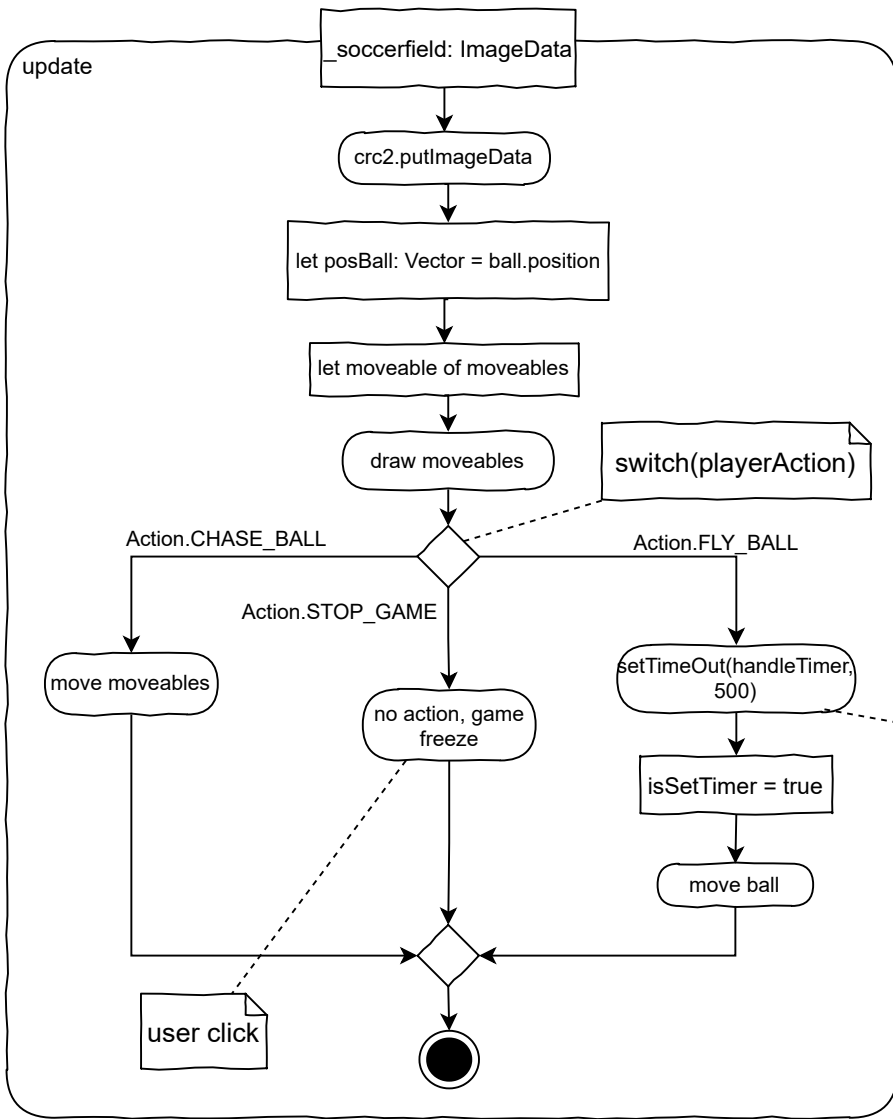
| <<enumeration>> Action |
|---------------------------------------|
| CHASE_BALL, STOP_GAME, FLY_BALL |

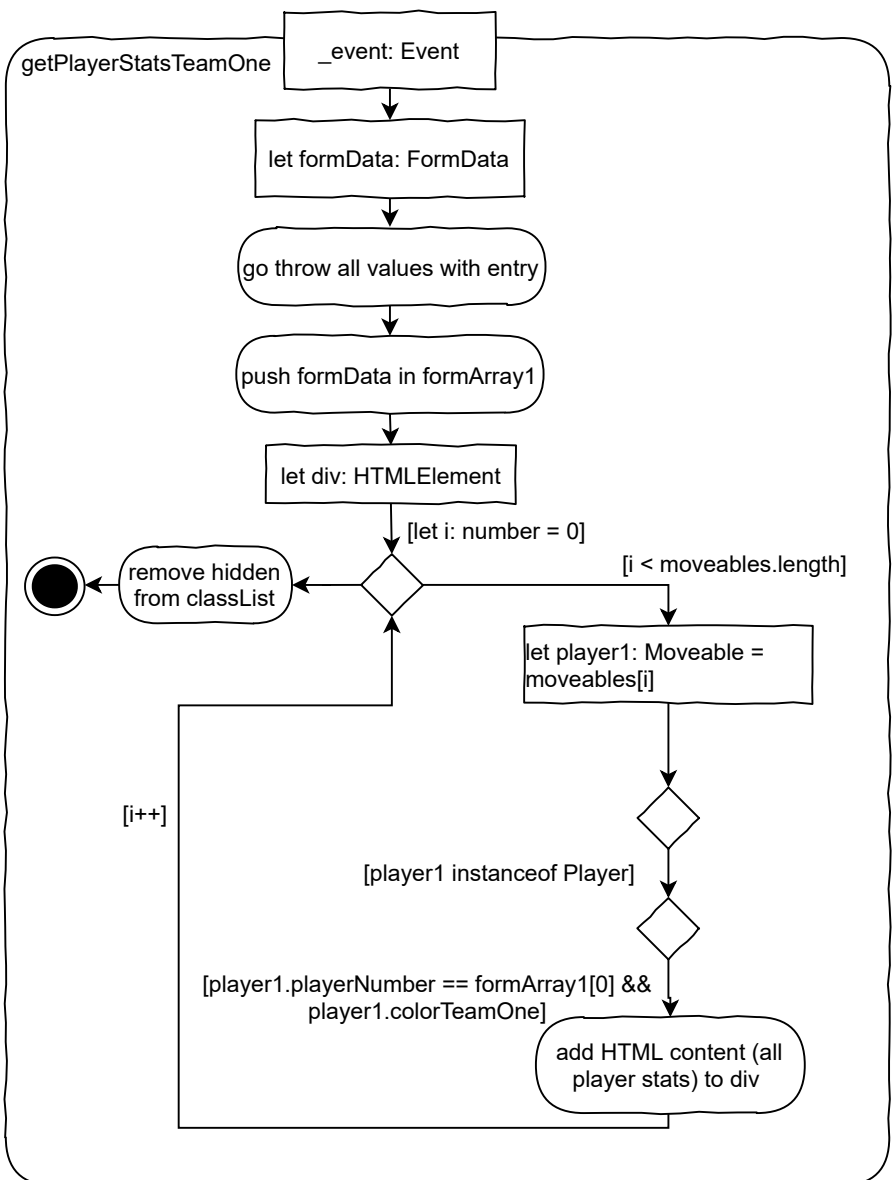
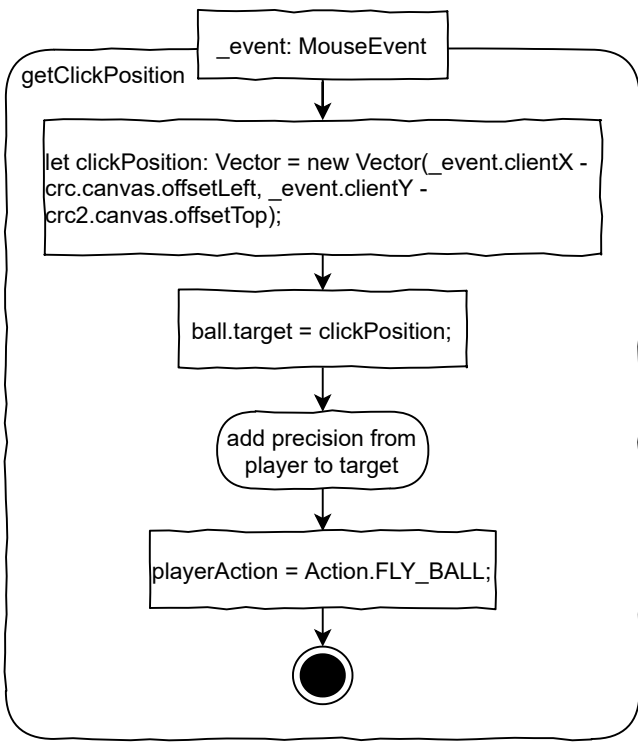
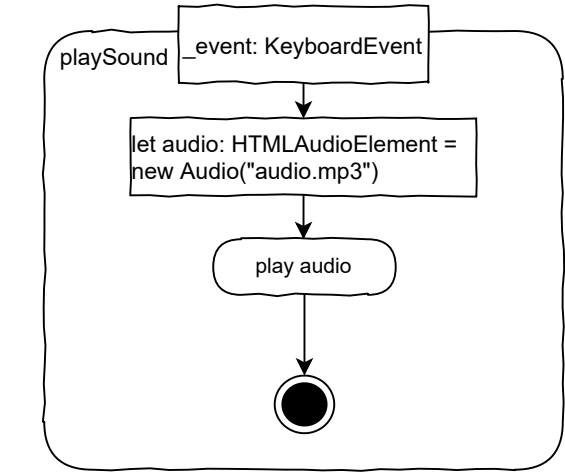
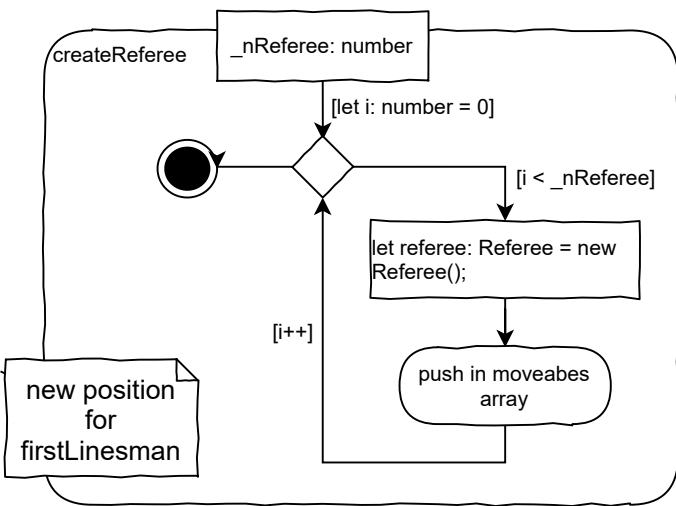
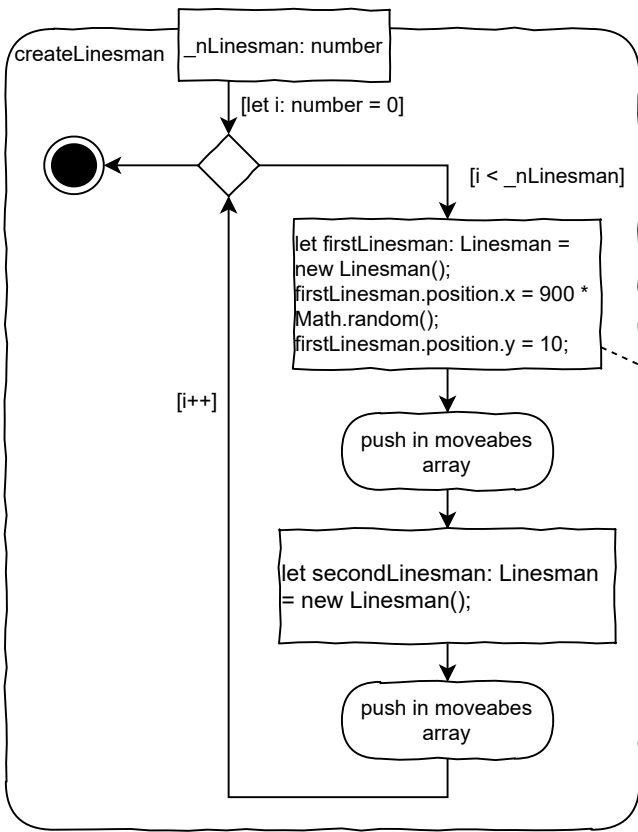


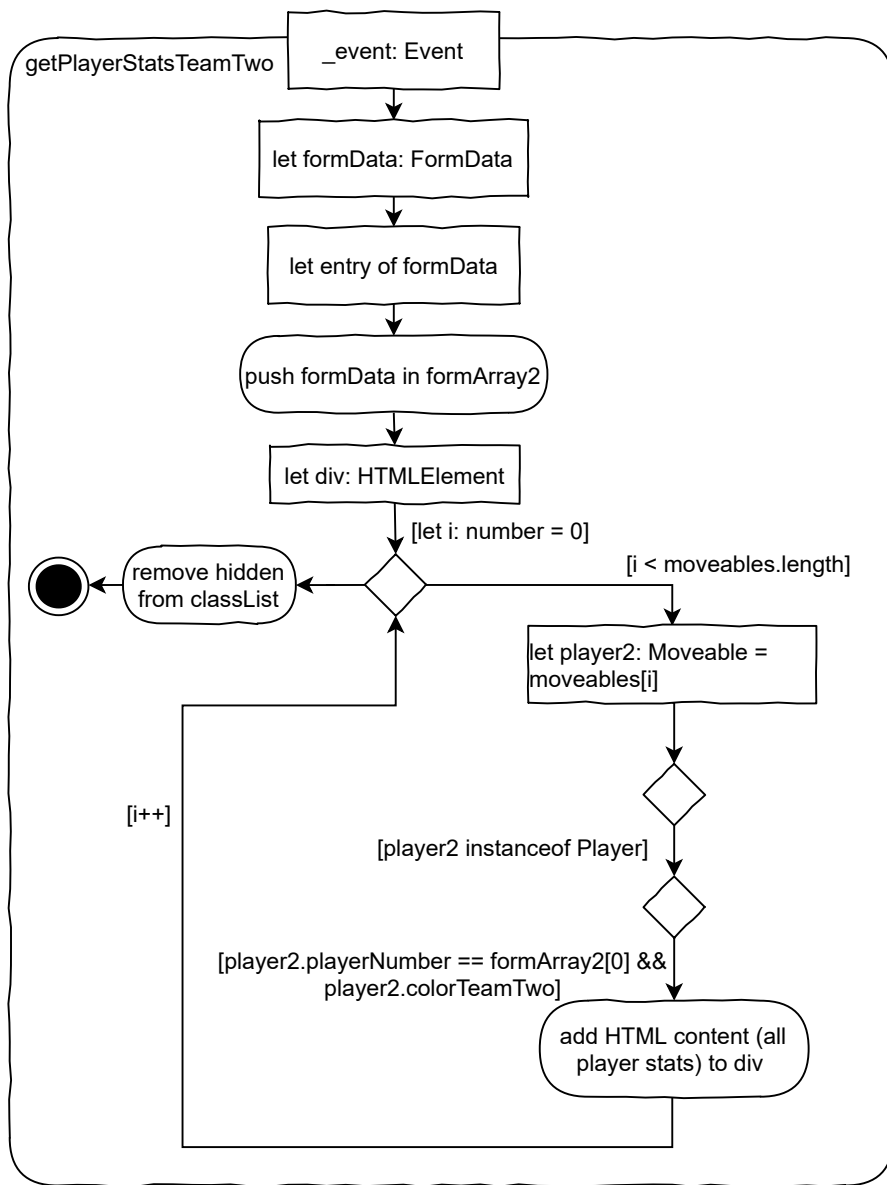
entry[1]
for value

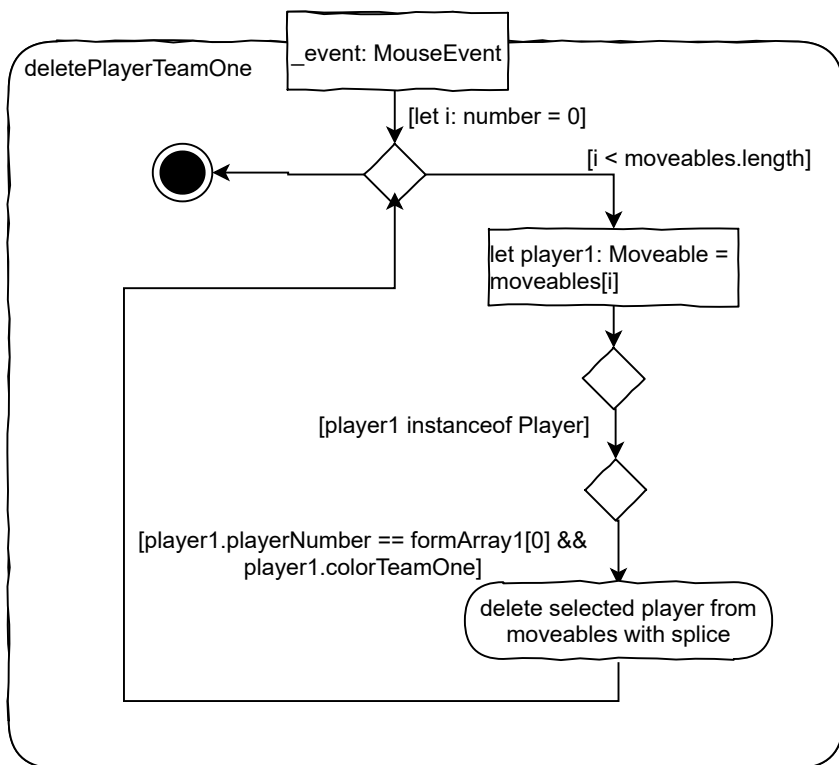
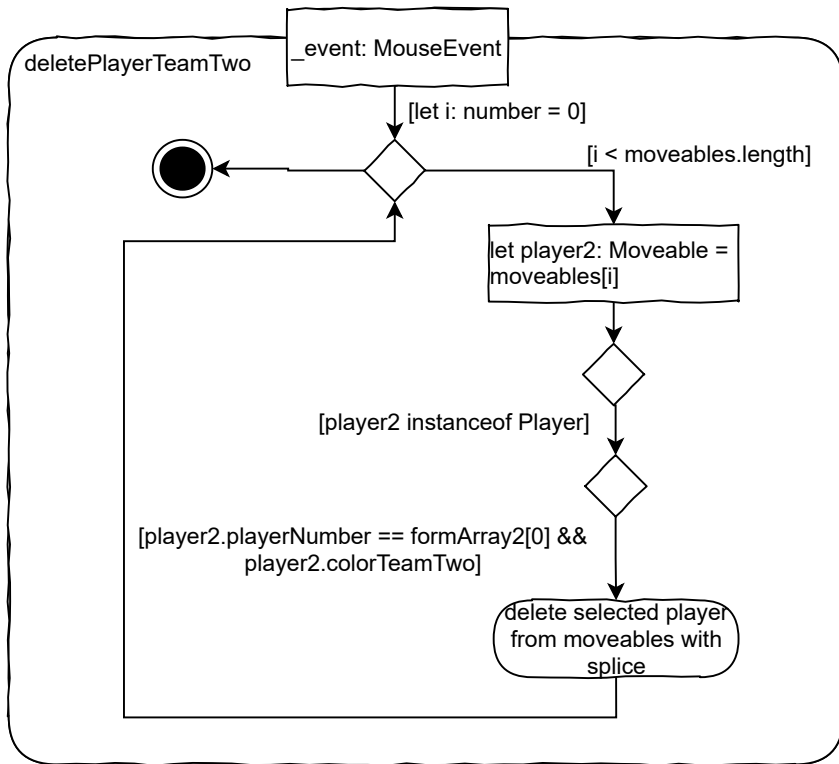


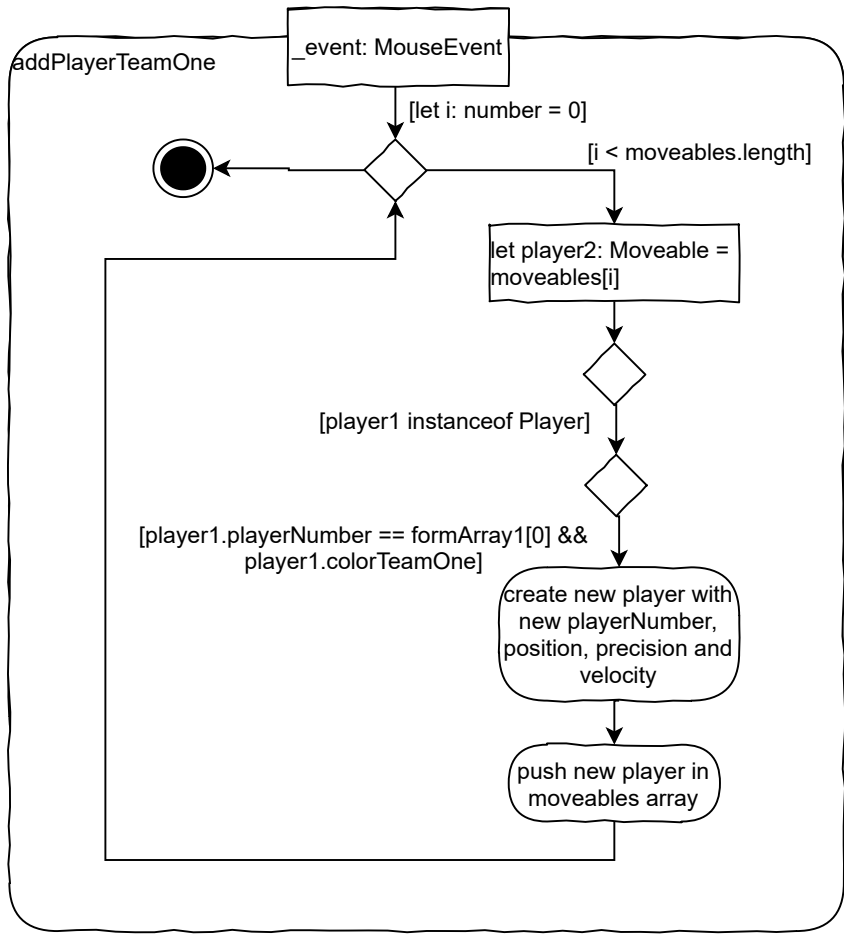
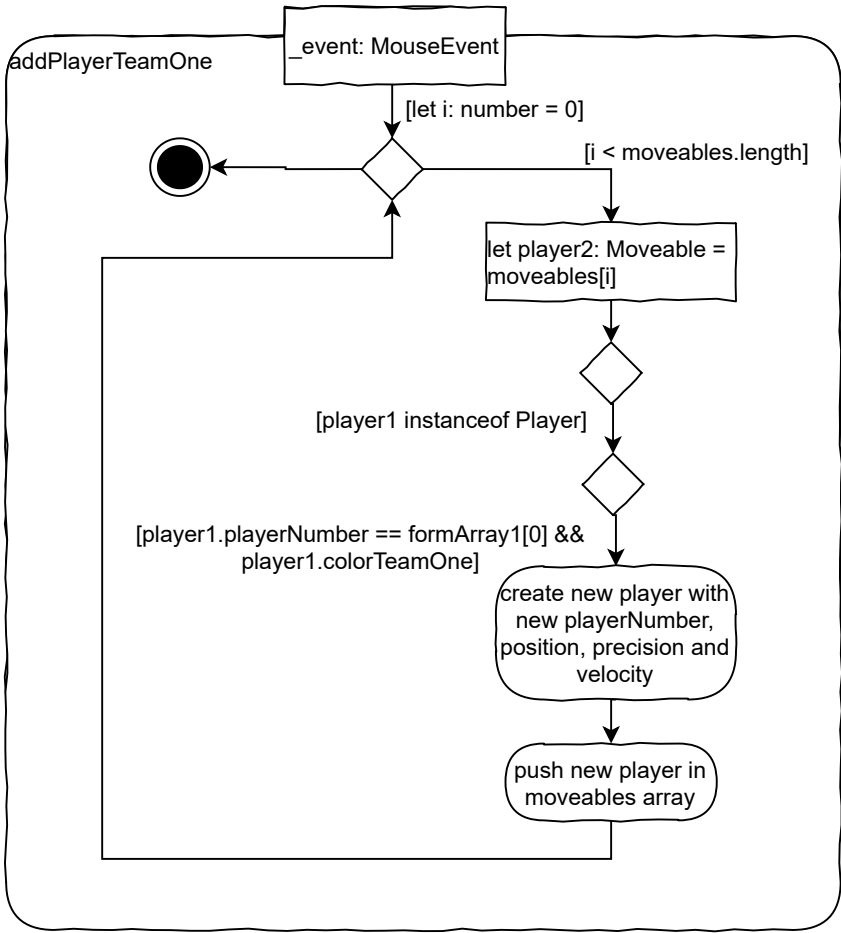
chase
ball after
500 ms



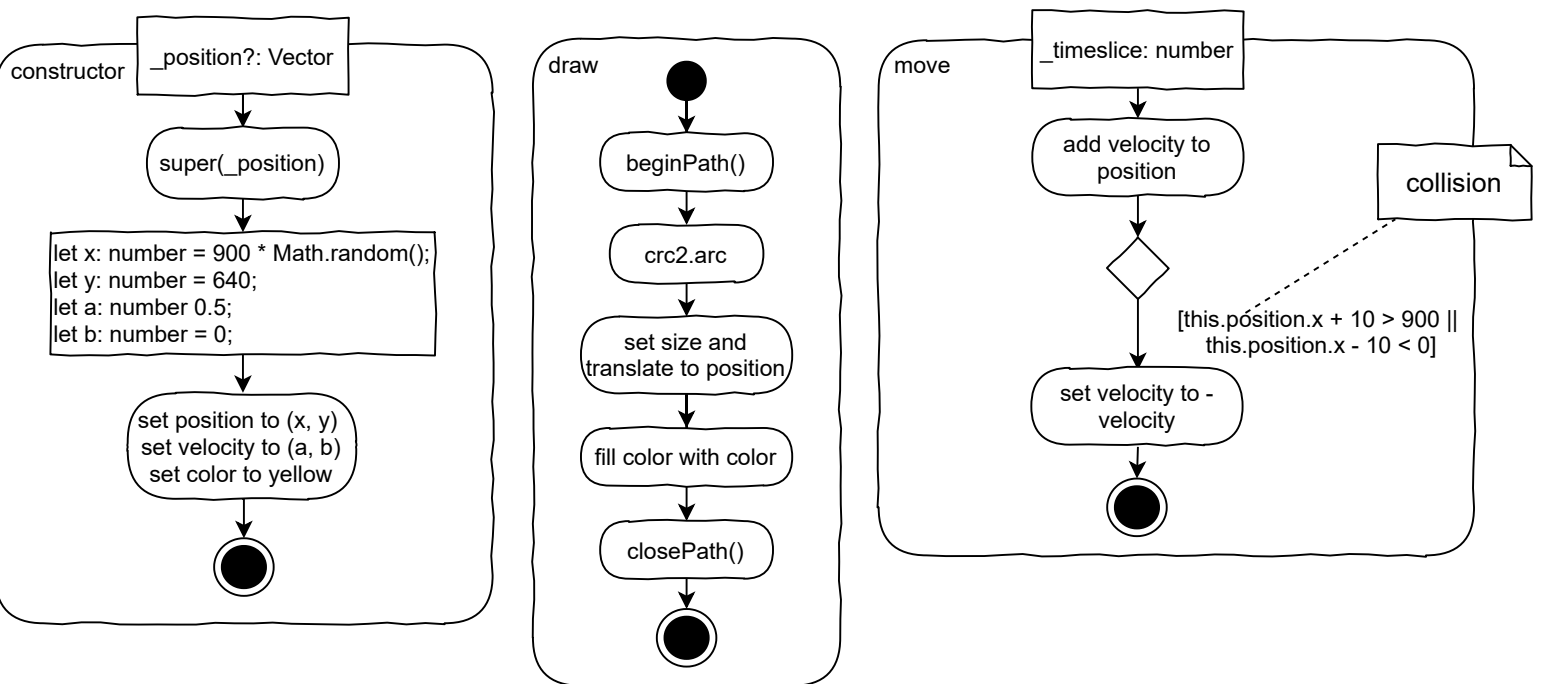




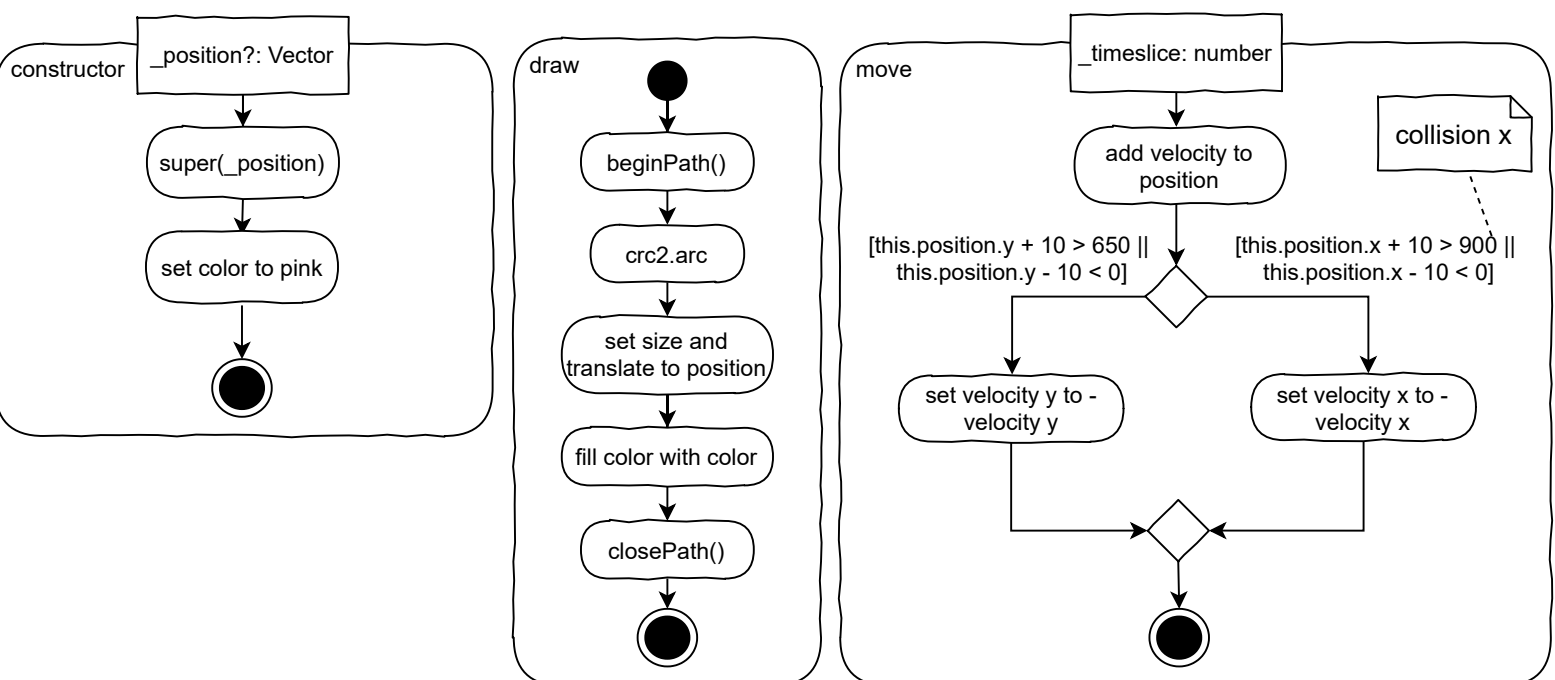




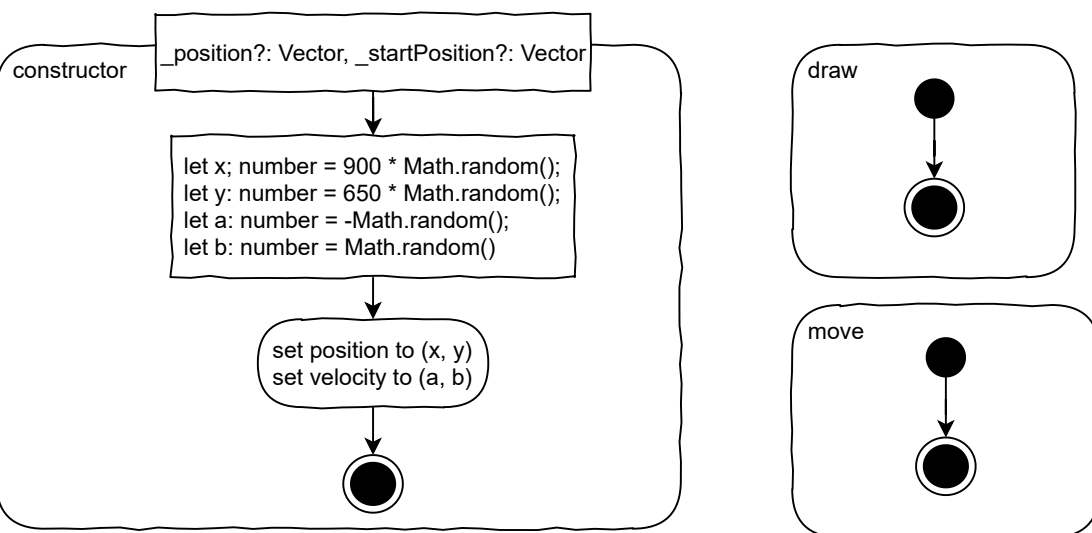
Activity Diagram: Linesman



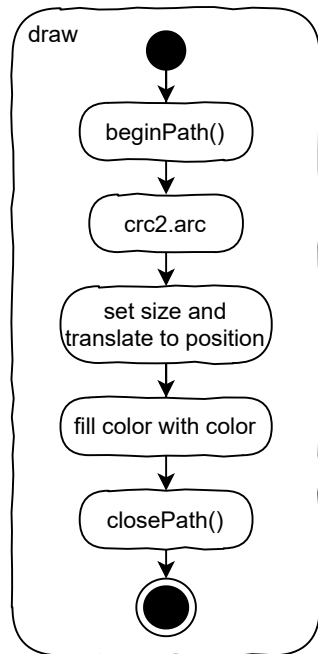
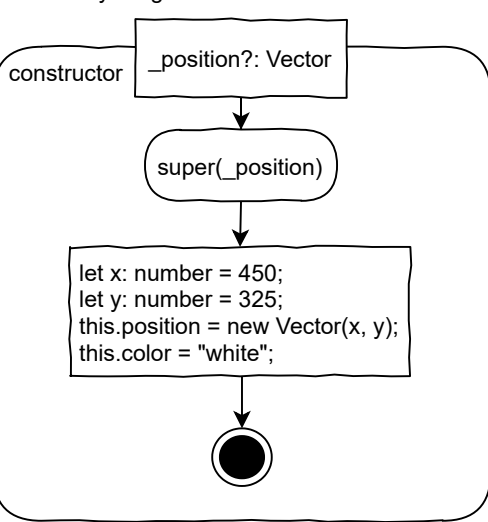
Activity Diagram: Referee



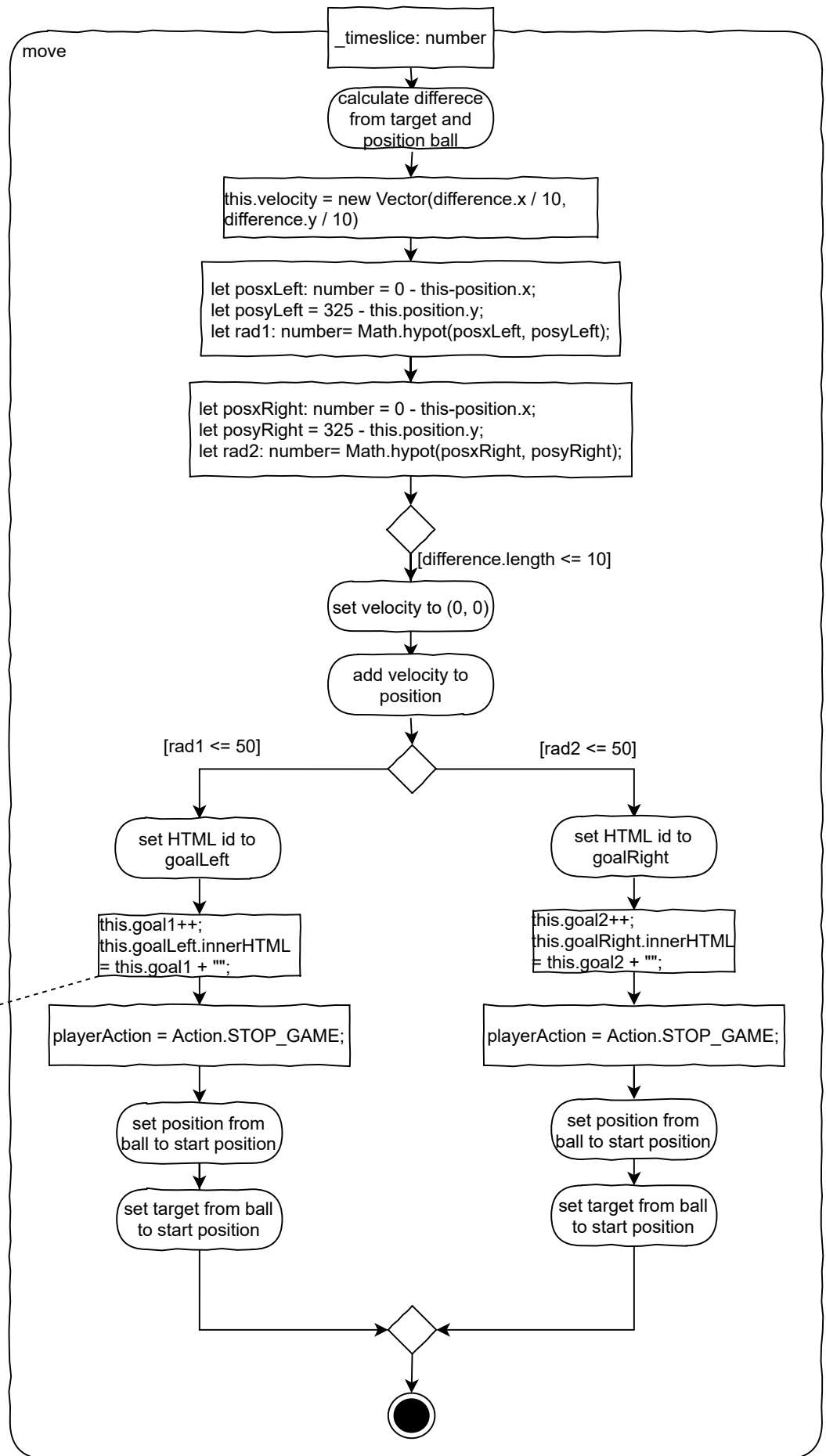
Activity Diagram: Moveable



Activity Diagram: Ball



add with ++
one goal to
HTML



Activity Diagram: Player

