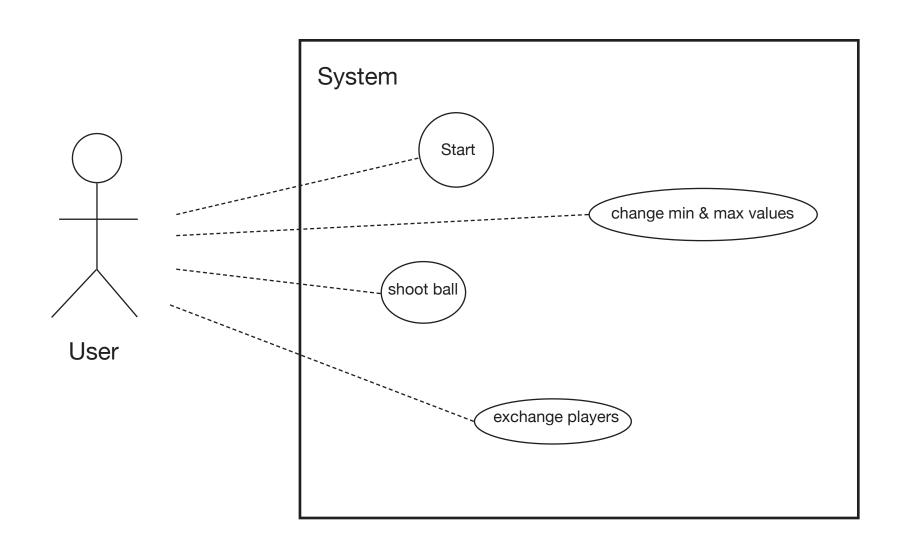
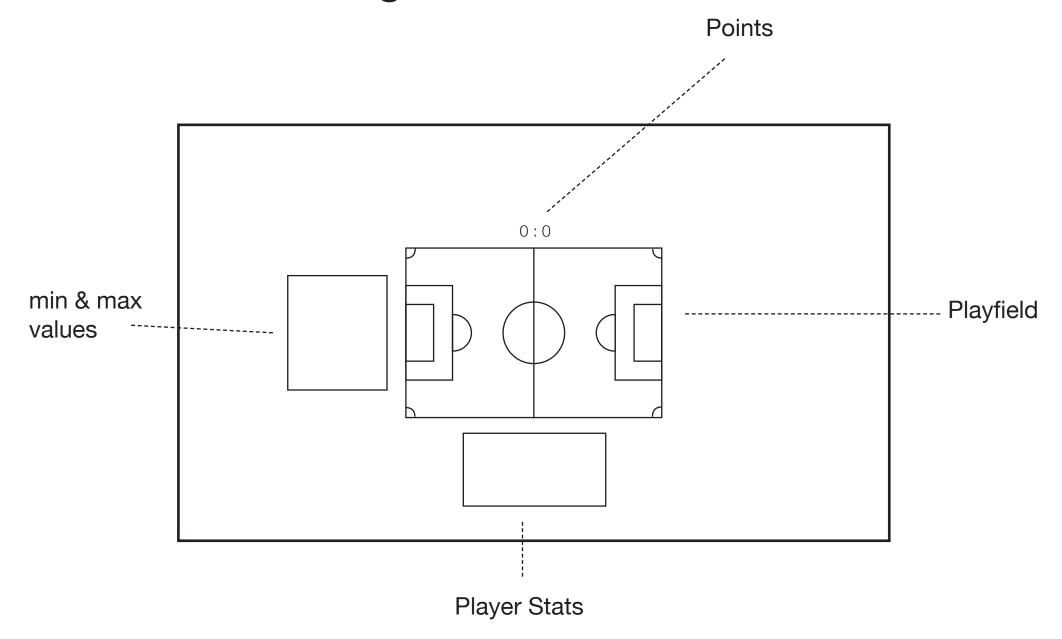
Use-Case Diagramm



User Interface Diagramm



Class Diagramm

Ball

draw() move() private outPlay() Player

draw() move() showInfo()

Vector

set() scale() add() random() copy()