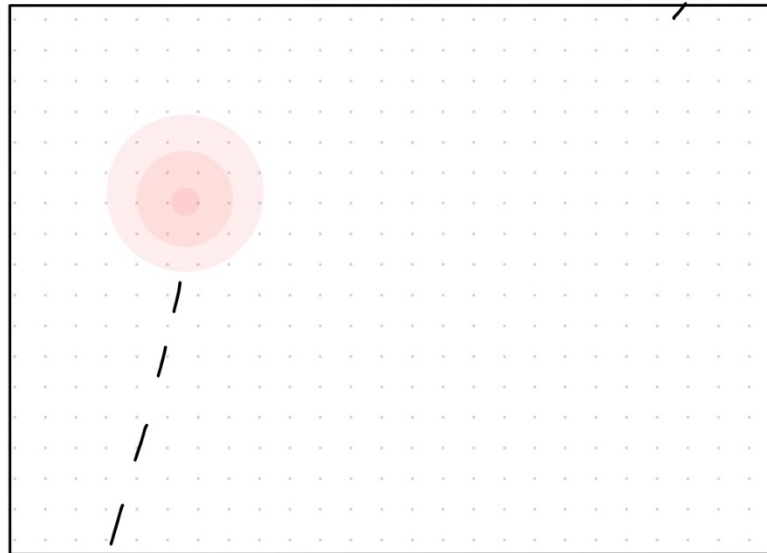


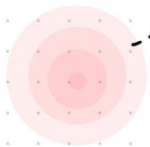
EIA- Endabgabe Konzepte: Lisa Blindenhöfer

Endabgabe UI-Scribble

Rocket Launcher



Firework:



```
global  
Alpha=0,3  
fillStyle  
=this.color
```

```
<h1>
```

```
<canvas>  
width=800px  
height=600px
```

```
<div>  
id="container_form"  
>change
```

```
<h5>
```

Rocket assembler

select rocket size

```
<h2>
```

```
<div> id="container_type"  
<fieldset>  
<input> type="range"  
id="slider1"  
name="Density"  
min="20" max="60"  
step="3" value="0,1"  
>input
```

select rocket color

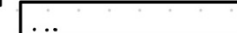


```
<div> id="container_color"  
<fieldset>  
<input> type="color"  
id="input2"  
class="picker"  
name="Picker">input
```

select rocket speed

fast

slow



```
<div> id="container_speed"  
<fieldset>  
<input> type="range"  
id="slider2"  
name="Speed"  
min="20" max="60"  
step="3" value="0,1"  
>input
```

save

click name to load
saved rocket



```
<span> id="slow"
```

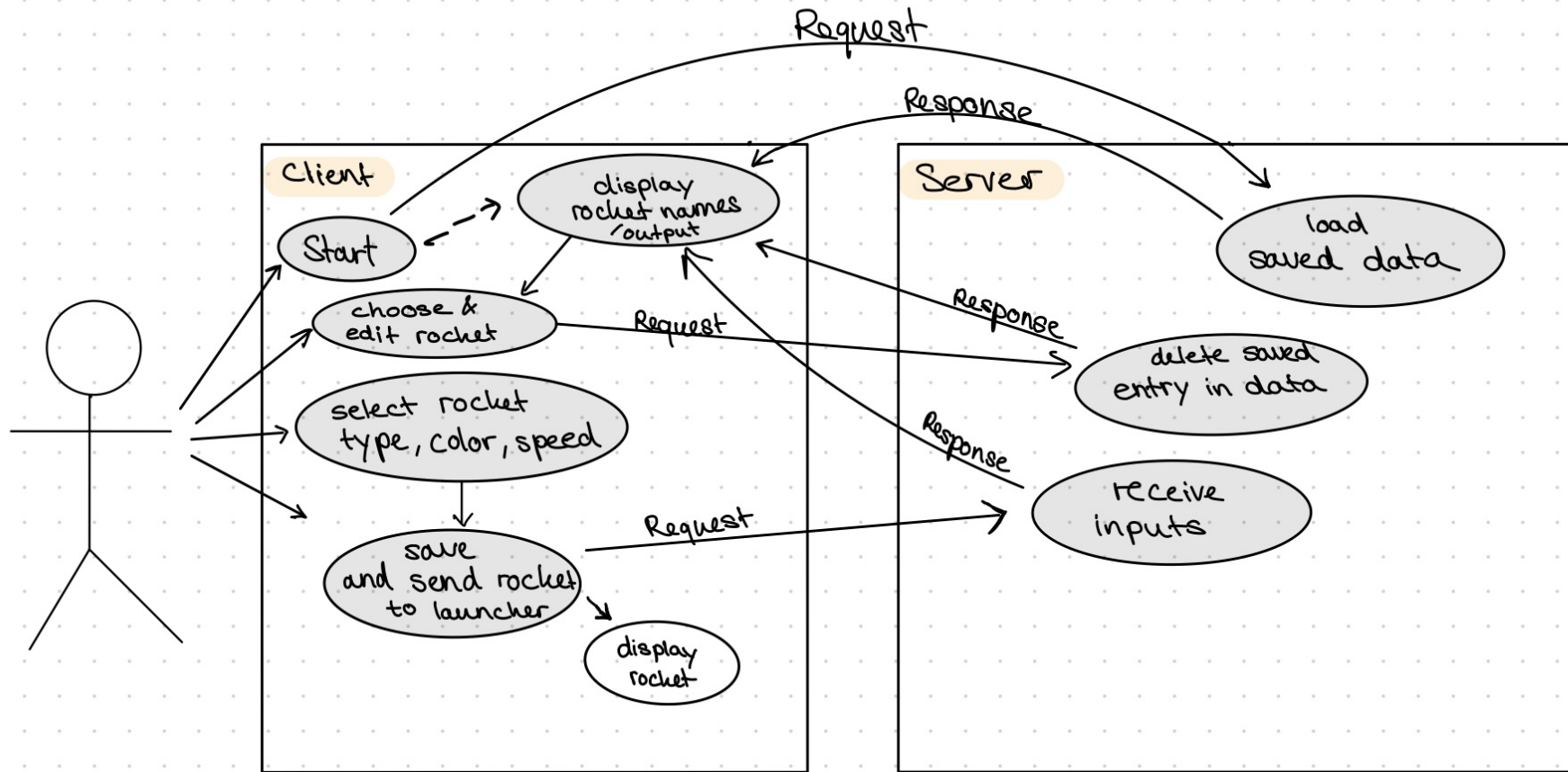
```
<fieldset>  
<input> type="text"  
id="name"  
name="Name"  
placeholder="enter  
rocket name..."  
>input
```

```
<h4>
```

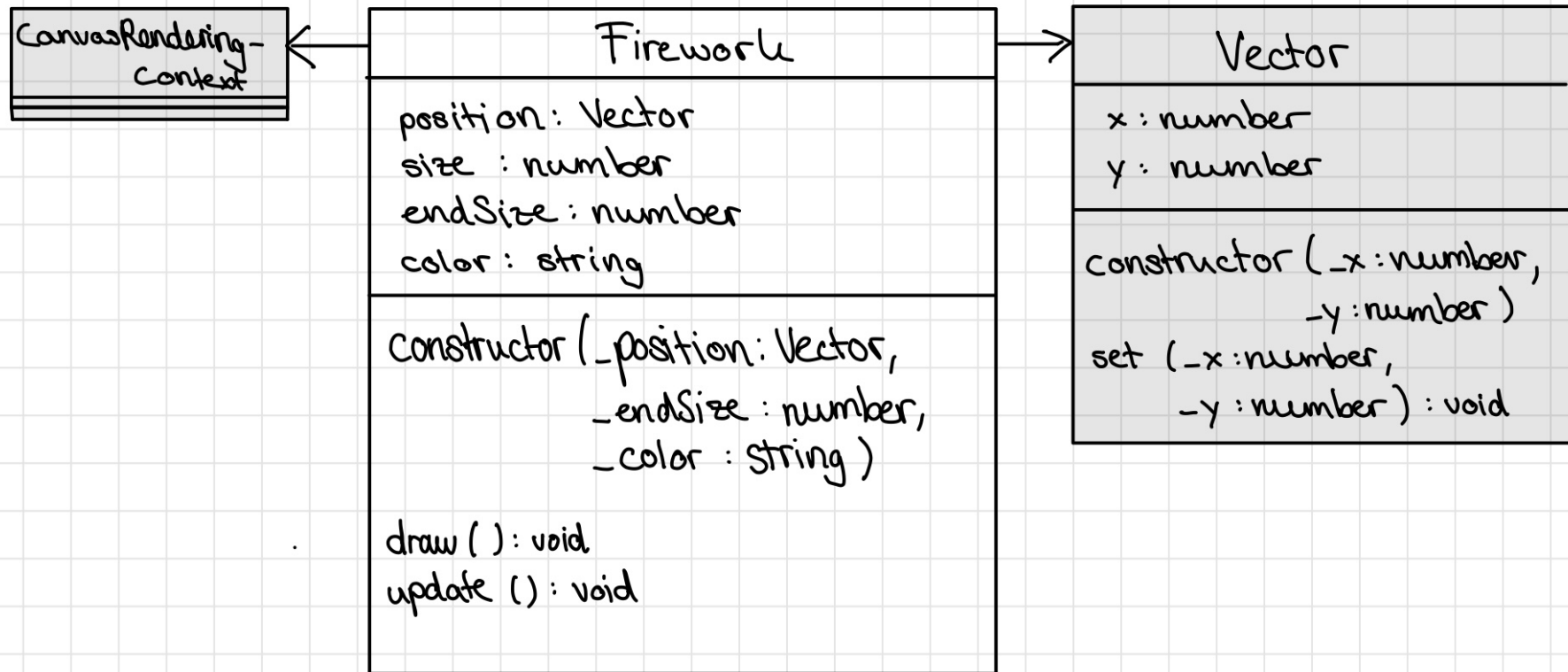
```
<div>  
id="savedRockets"
```

```
<fieldset>  
<button>  
id="but1"  
class="save"
```

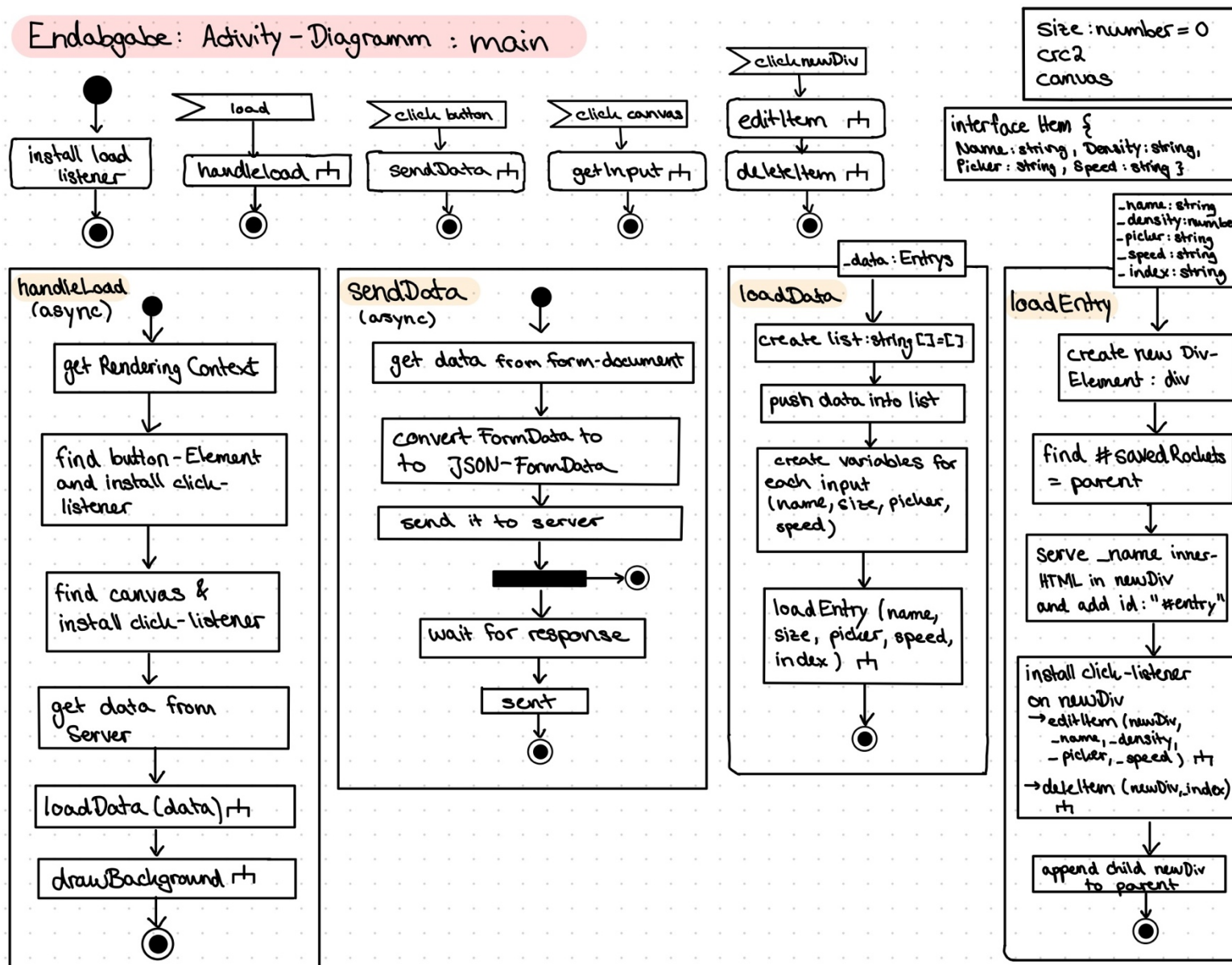
Endabgabe: Use-Case-Diagramm



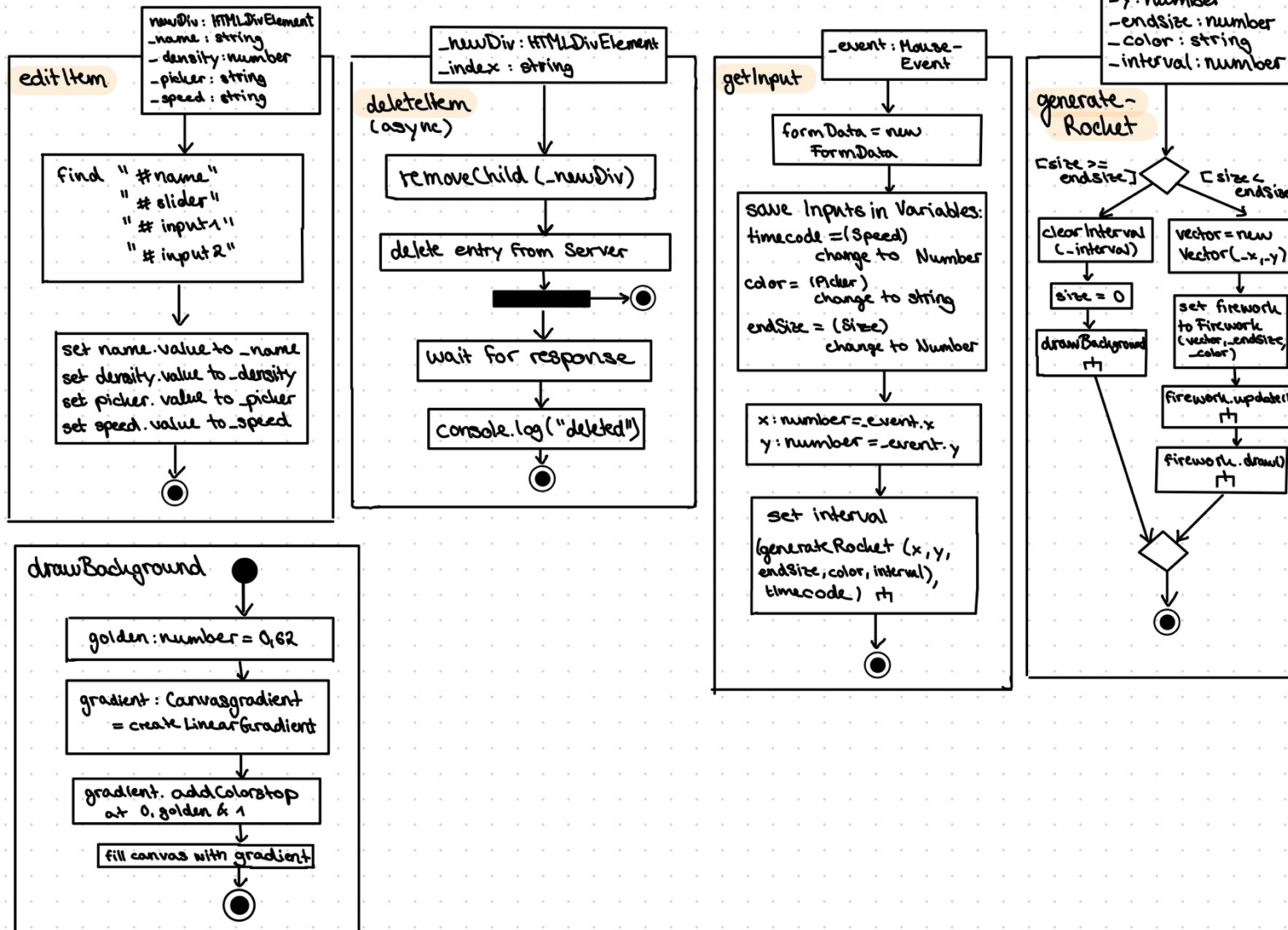
Endabgabe : Class diagramm



Endabgabe: Activity-Diagramm : main



Endabgabe: Activity-Diagramm : main



Endabgabe : Activity-Diagramm : Vector

