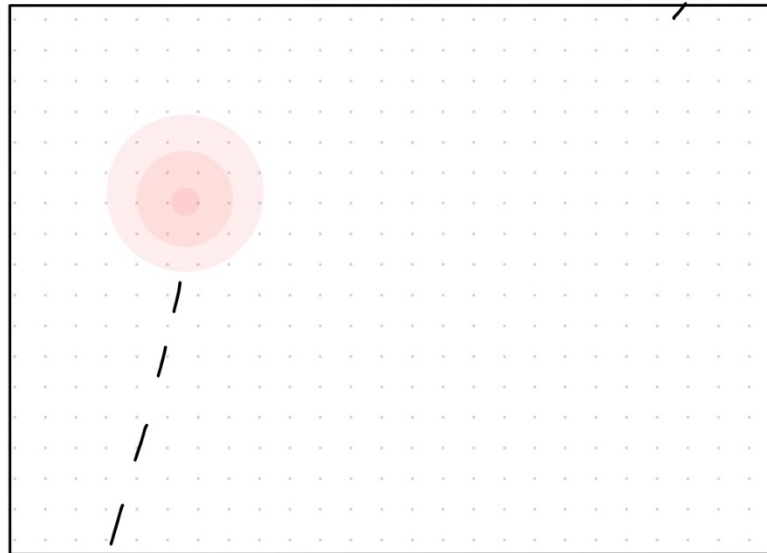


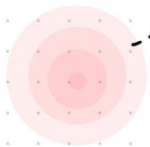
**EIA- Endabgabe Konzepte: Lisa Blindenhöfer**

# 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 = "input 2"  
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"
```

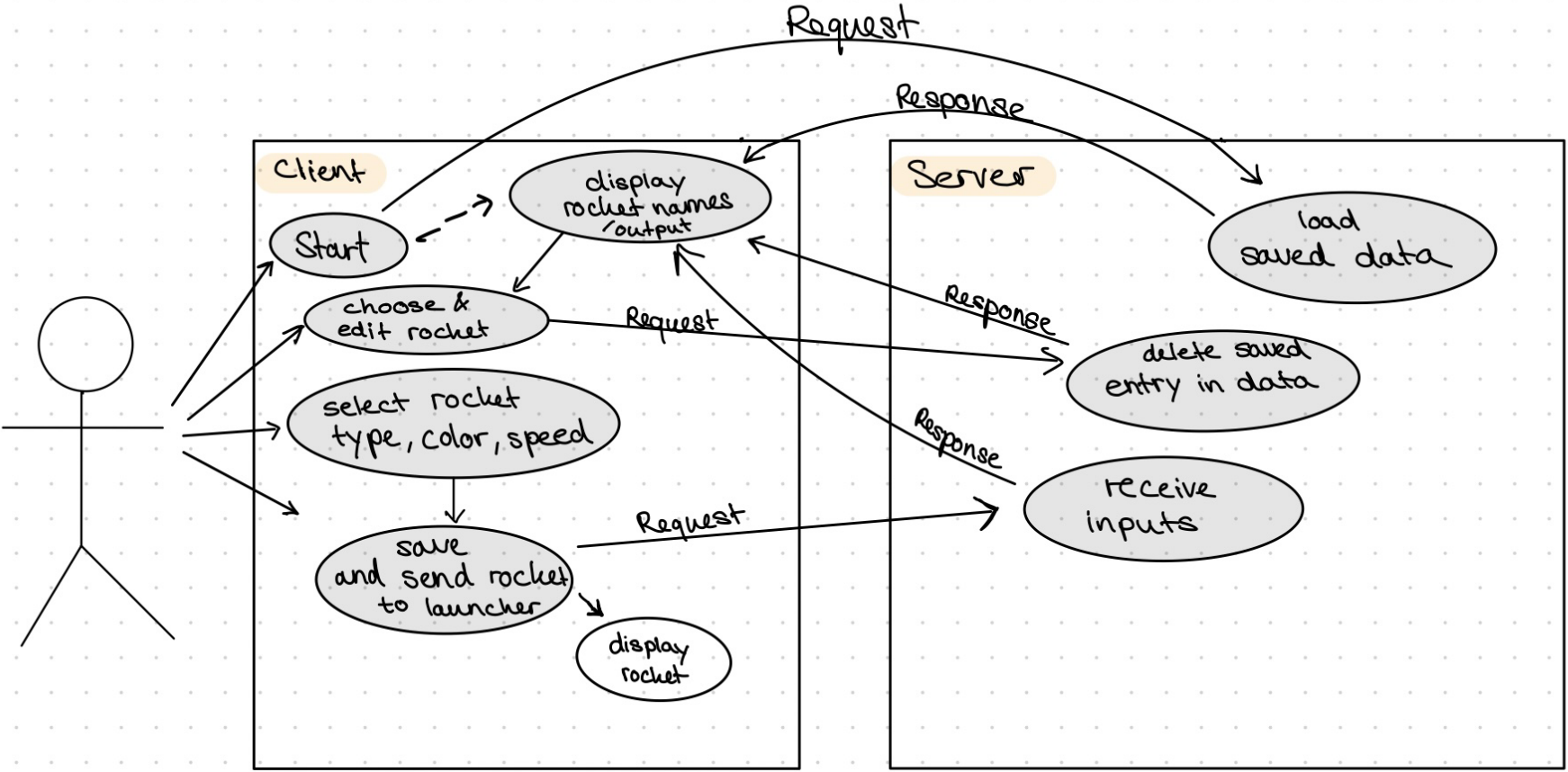
```
<fieldset>  
<input> type = "text"  
id = "name"  
name = "Name"  
placeholder = "enter  
rocket name..."  
>input
```

```
<h4>
```

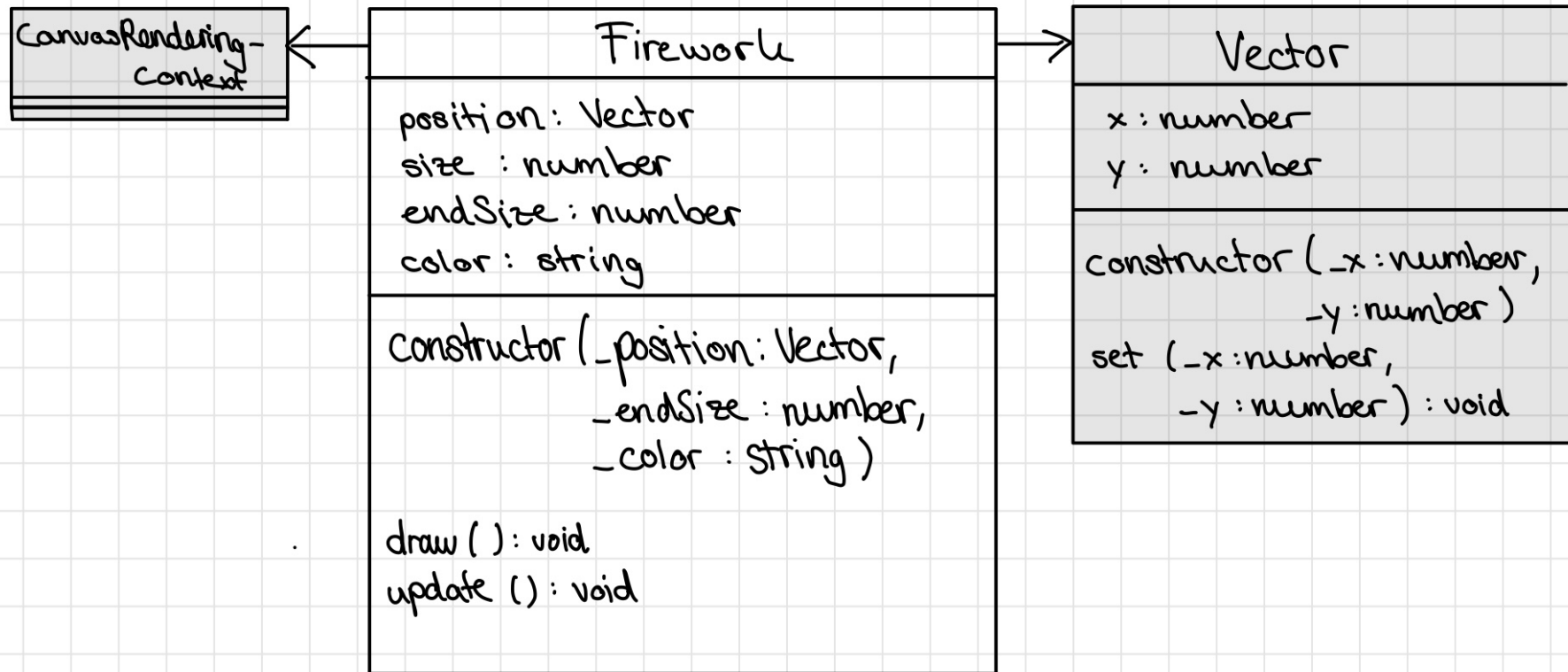
```
<div>  
id = "savedRockets"
```

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

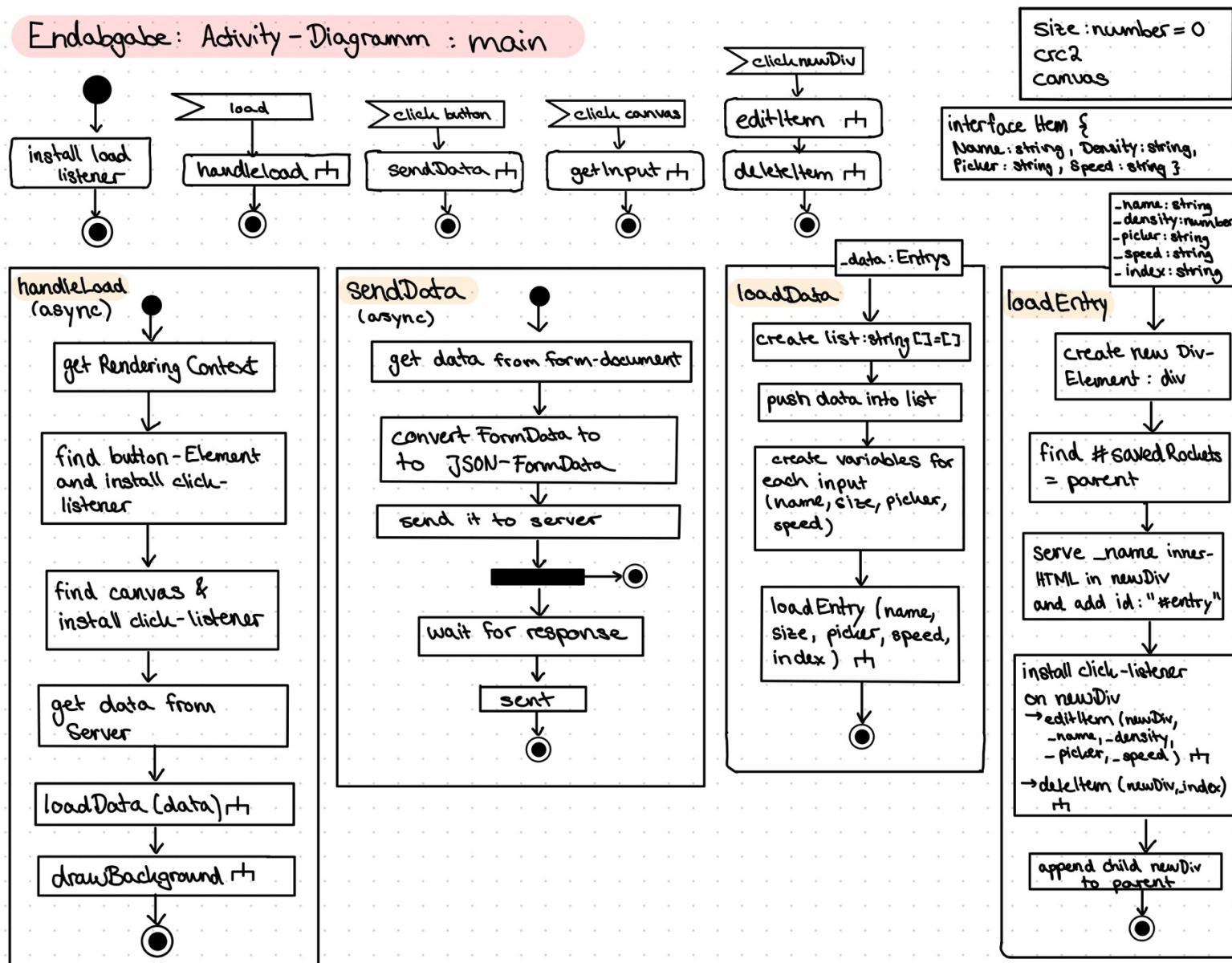
## Endabgabe: Use-Case-Diagramm



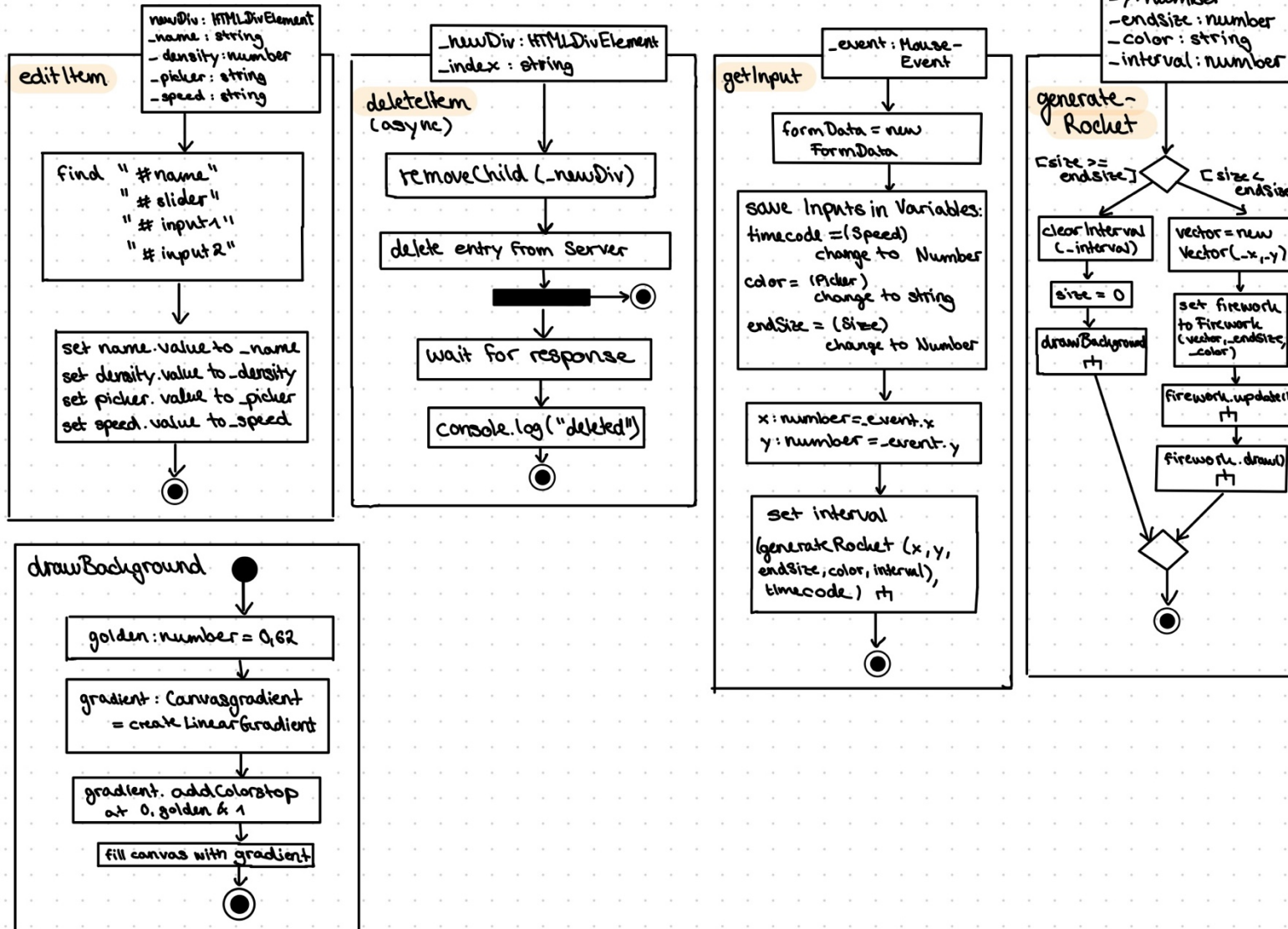
## Endabgabe : Class diagramm



# Endabgabe: Activity-Diagramm : main

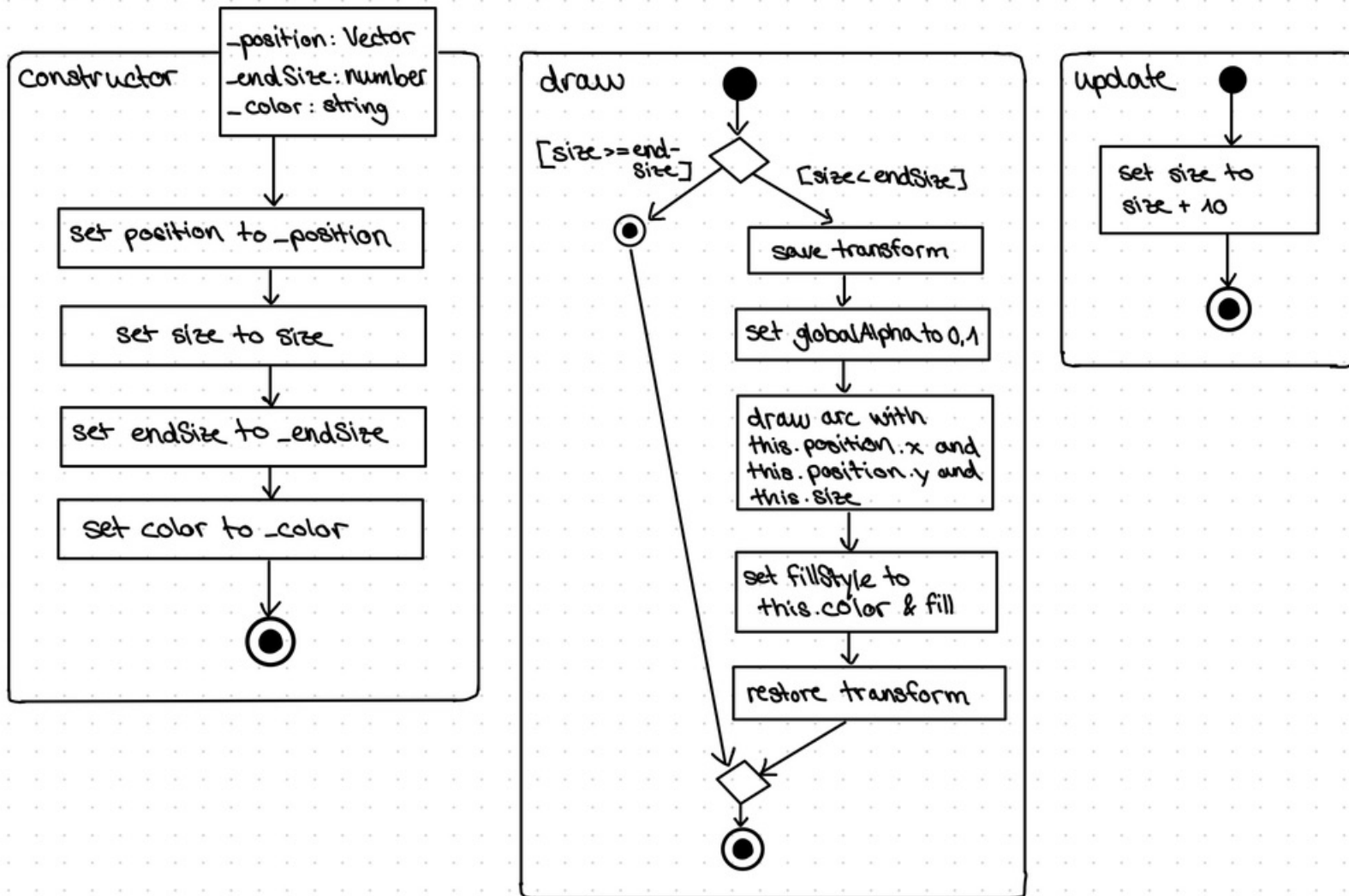


# Endabgabe: Activity-Diagramm : main





## Endabgabe : Activity-Diagramm : Firework



## Endabgabe : Activity-Diagramm : Vector

