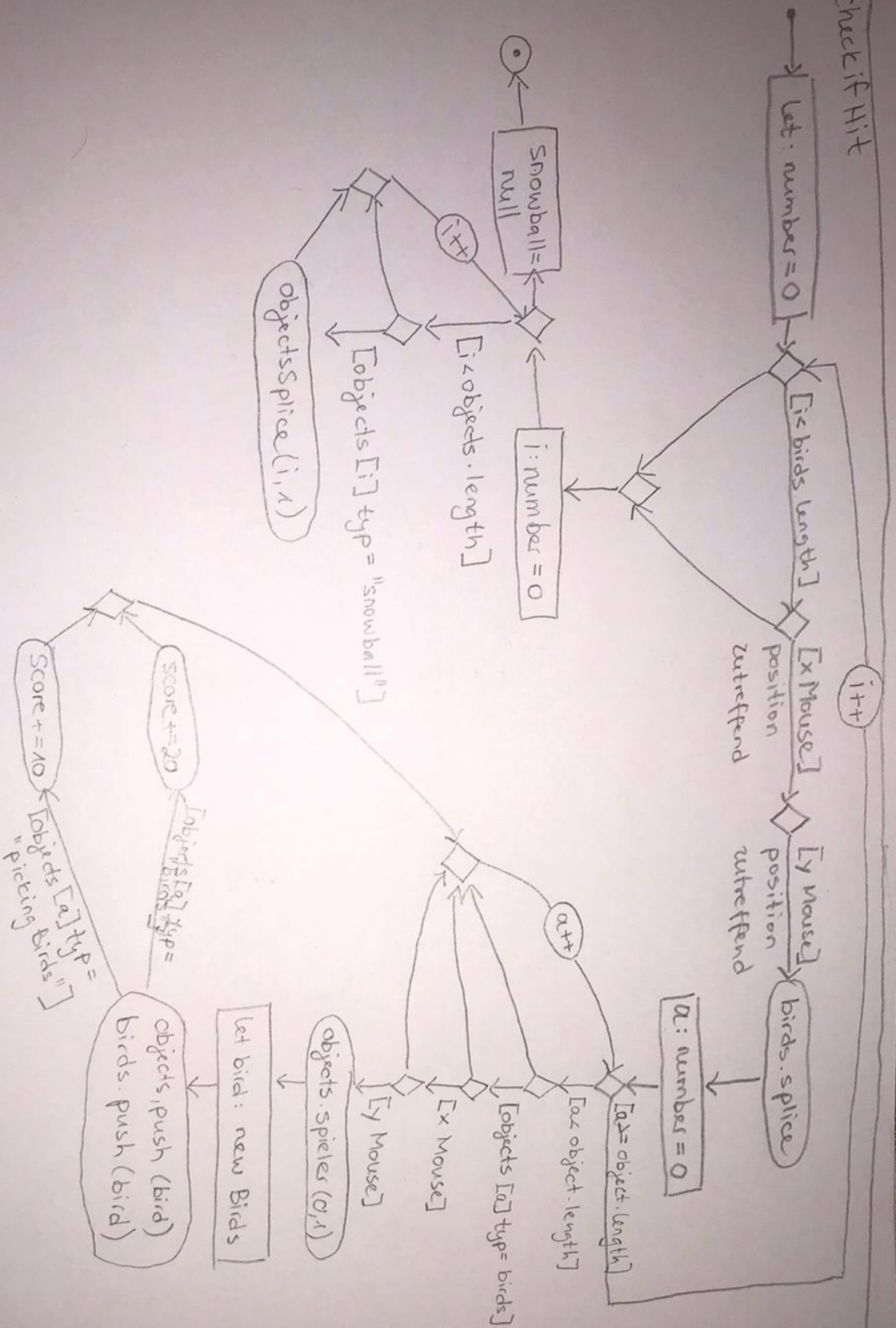
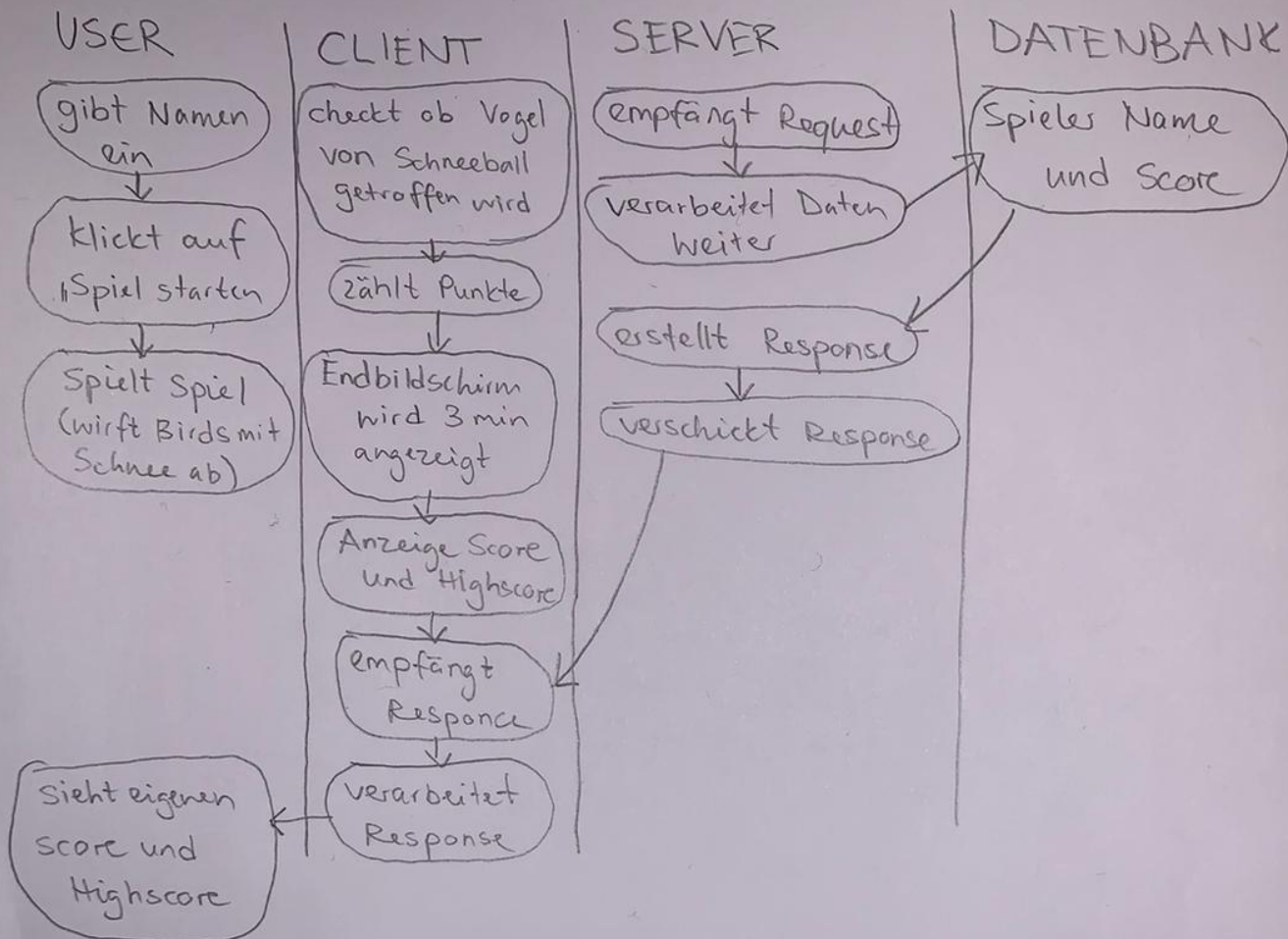


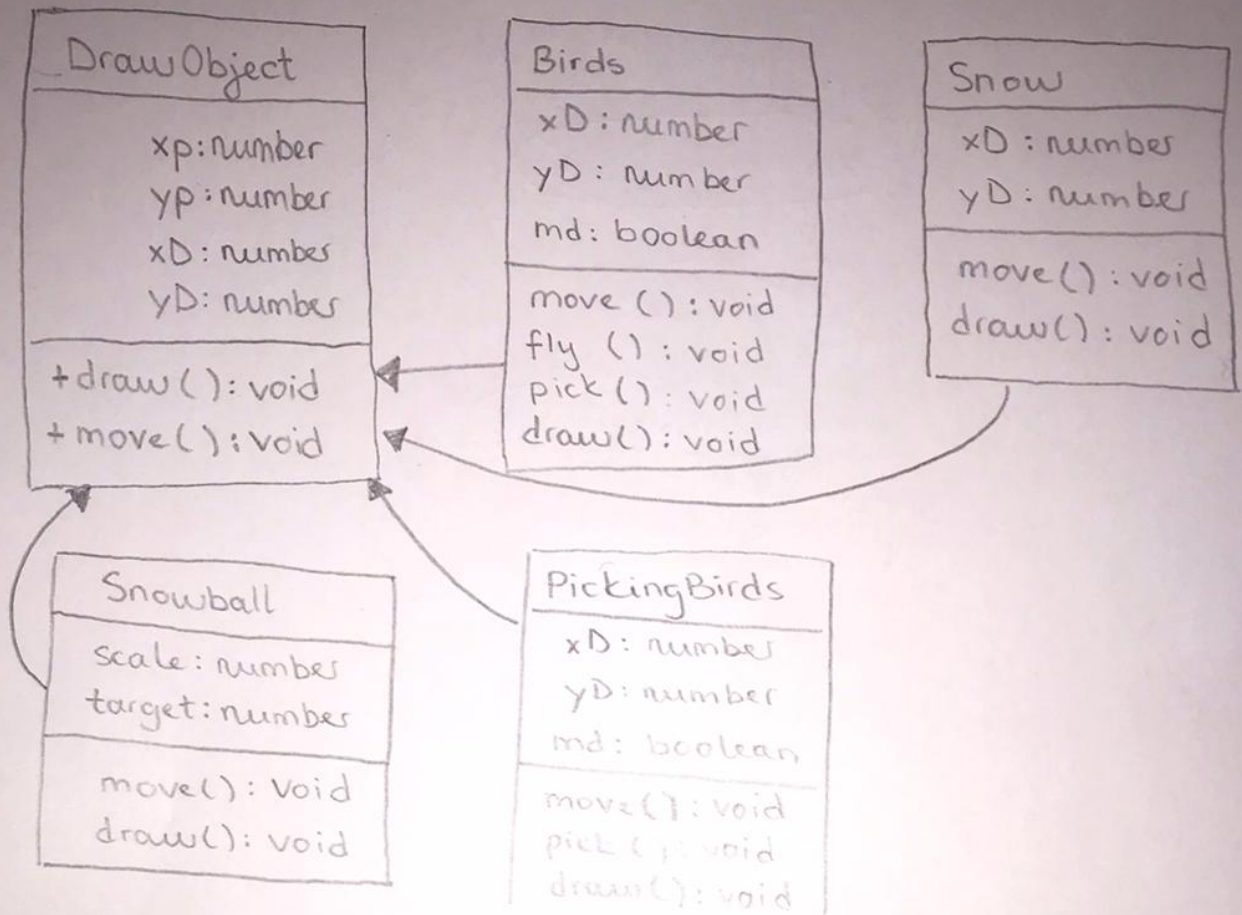
check if Hit



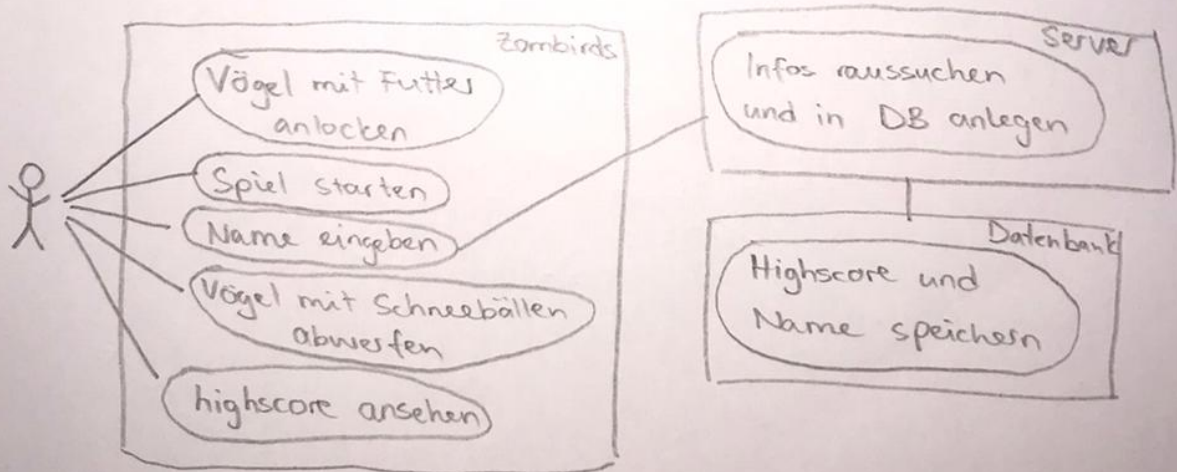
# Domänenübergreifendes Aktivitätsdiagramm



# Klassendiagramm



## Use Case Diagramm:





listeners

Mouseclick → MouseEvent() H

MouseEvent

-event: Mouseclick

generate Snowball()



update

Window setTimeout (update, 1000)

Clear Rect

[i = object.length]

[i < object.length]

let object: DrawObject = objects[i]

Object.draw()

Object.move()

i++

