

L04 Character

Use Case



04 (Activity Diagram) Data Structure

| Named Selection |
|---|
| category: string names: string[] type: String |

```
{category: "Geschlecht",  
  names: ["weiblich",  
          "männlich",  
          "divers"]  
  type: "radio-button" }
```

```
{category: "Rasse",  
  names: ["Mensch", "Zwerg",  
          "Ork", "Elf"]  
  type: "datalist" }
```

```
{category: "Klasse",  
  names: ["Krieger", "Dieb",  
          "Zauberer", "Ritter"]  
  type: "datalist" }
```

```
{category: "Waffert",  
  names: ["Schwert", "Dolch"]  
  type: "checkbox" }
```

```
{category: "Waffen2",  
  names: ["Bogen", "Axt"]  
  type: "radio-button" }
```

...

| Range |
|--|
| category: string min: number max: number type: string step: number |

```
{category: "Größe",  
  min: 1,  
  max: 5,  
  type: "slider",  
  step: 1 }
```

```
{category: "Gewicht",  
  min: 40,  
  max: 160,  
  type: "slider",  
  step: 20 }
```

| InputName |
|----------------------------------|
| category: string type: string |

```
{category: "Name",  
  type: "textfield" }
```

```
{category: "back-story",  
  type: "textfield" }
```

| Color |
|----------------------------------|
| category: string type: string |

```
{category: "Augen-farbe",  
  type: "colorpicker" }
```

```
{category: "Haar-farbe",  
  type: "colorpicker" }
```

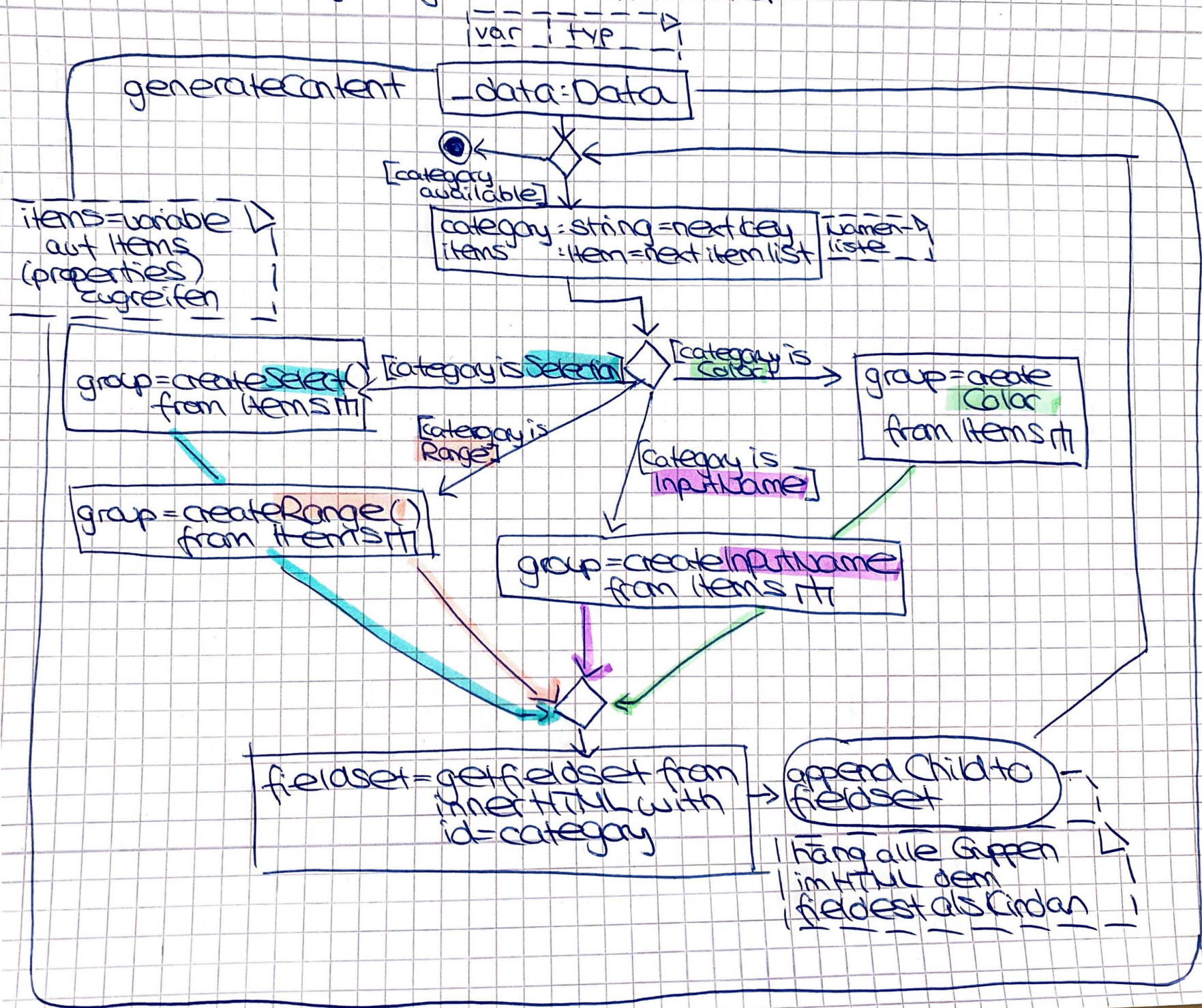
Interface Data

| Data |
|---|
| entries: Selection[] Range[] InputName[] Color[] |

allg. Datenstruktur
übergeordnet

id=
statt fieldset: category

Activity Diagram of Character



createRange

`_items: Item[]`
`_category: string`

`grap = newes Div`

`group: Div`

`item = next item`
`Slider = new Input`

`set slider`
`category = RangeName`
`min, max, step`

`lable = new lable`

`append slider and`
`lable to grap`