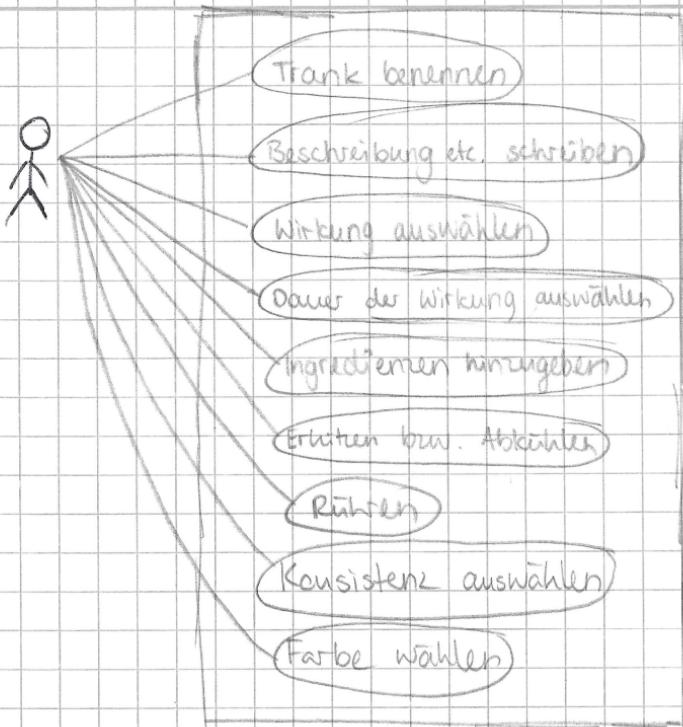


## L03 Anwendungsfall diagramm



# L03\_ UI - Scribble

`<div>`

`<div id="eingabe">`

`<field set>`

`<h2> Hexenkessel`

`<input type="text" name="Name" />`

`<input type="textarea" name="Beschreibung" />`

`<select name="Wirkung">`

`<input type="checkbox" name="Ingredienzen" />`

`<input type="range" name="Temperatur" min="-20" max="+20" step="1" />`

`<input type="range" name="Rührtn" min="1x" max="20x" step="1" />`

`<input type="time" name="Dauer A" />`

`<input type="checkbox" name="Konsistenz" />`

`<input type="color" name="Farbe" />`

`<h2> Ausgabe`

`<input type="text" name="Name" />`

`<input type="text" name="Beschreibung" />`

`<input type="checkbox" name="Wirkung" />`

`<input type="checkbox" name="Dauer" />`

`<input type="checkbox" name="Ingredienzenliste" />`

`<input type="range" name="Temperatur" min="-20" max="+20" step="1" />`

`<input type="range" name="Rührtn" min="1x" max="20x" step="1" />`

`<input type="time" name="Dauer Anweisungen" />`

`<input type="checkbox" name="Konsistenz" />`

`<input type="color" name="Farbe" />`

`<h2> Konsistenz`

`<input type="radio" name="zäh" />`
`<input type="radio" name="öschlig" />`
`<input type="radio" name="odünflüssig" />`

`<input type="radio" name="Feste" />`
`<input type="radio" name="flüssig" />`
`<input type="radio" name="dickflüssig" />`
`<input type="radio" name="durchflüssig" />`
`<input type="radio" name="flüssig" />`

`<h2> Gesamtpreis`

`<div id="ausgabe" />`

# L03 Activity Diagram

