

Activity-Diagram: Main



```
let canvas: HTMLCanvasElement =  
<HTMLCanvasElement> document.querySelector("canvas");  
let crc2 CanvasRenderingContext2D = <CanvasRenderingContext2D> canvas.getContext("2d");
```



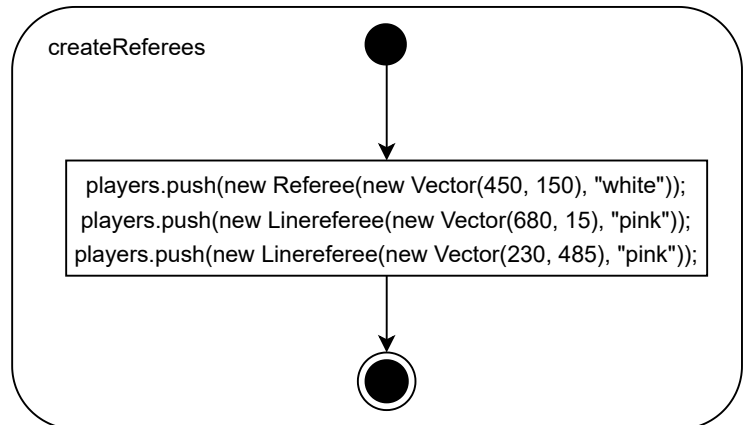
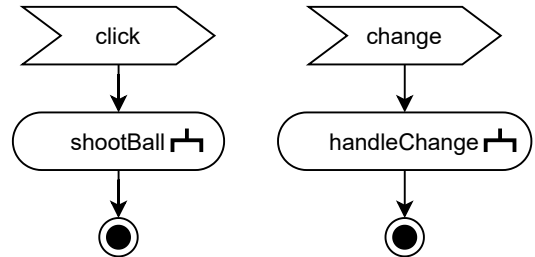
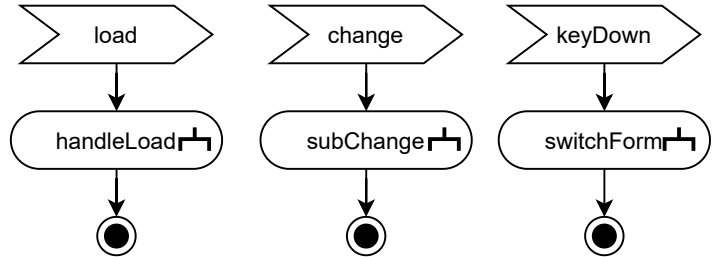
```
export enum Task{};  
let imageData: ImageData;
```

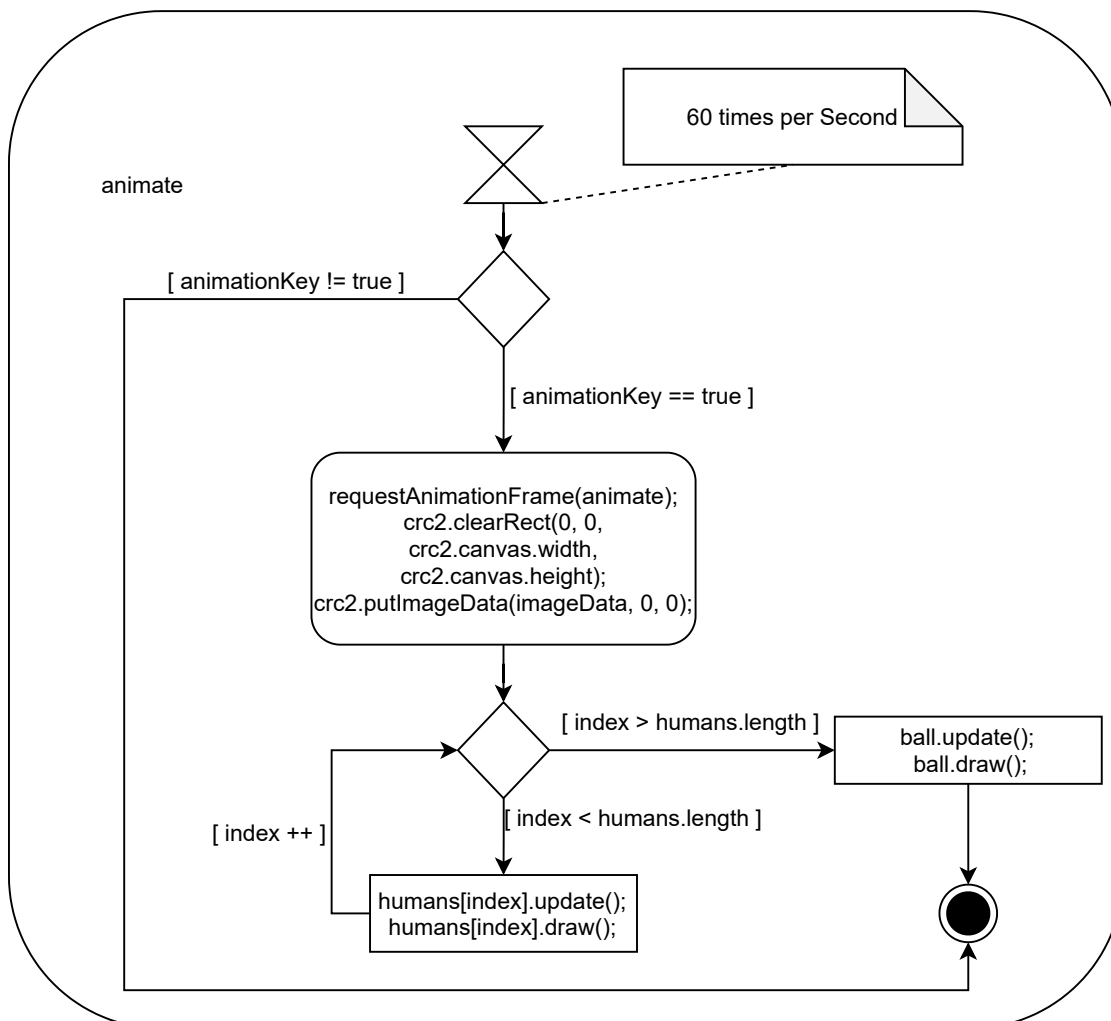
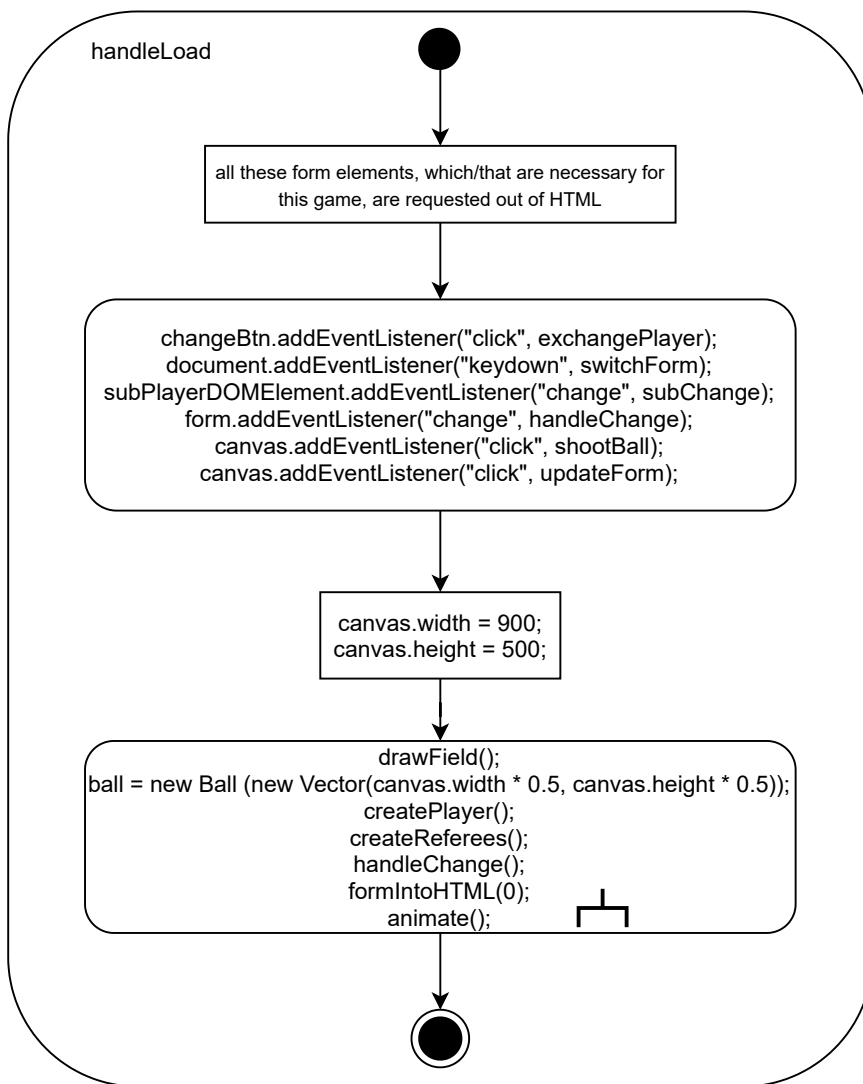


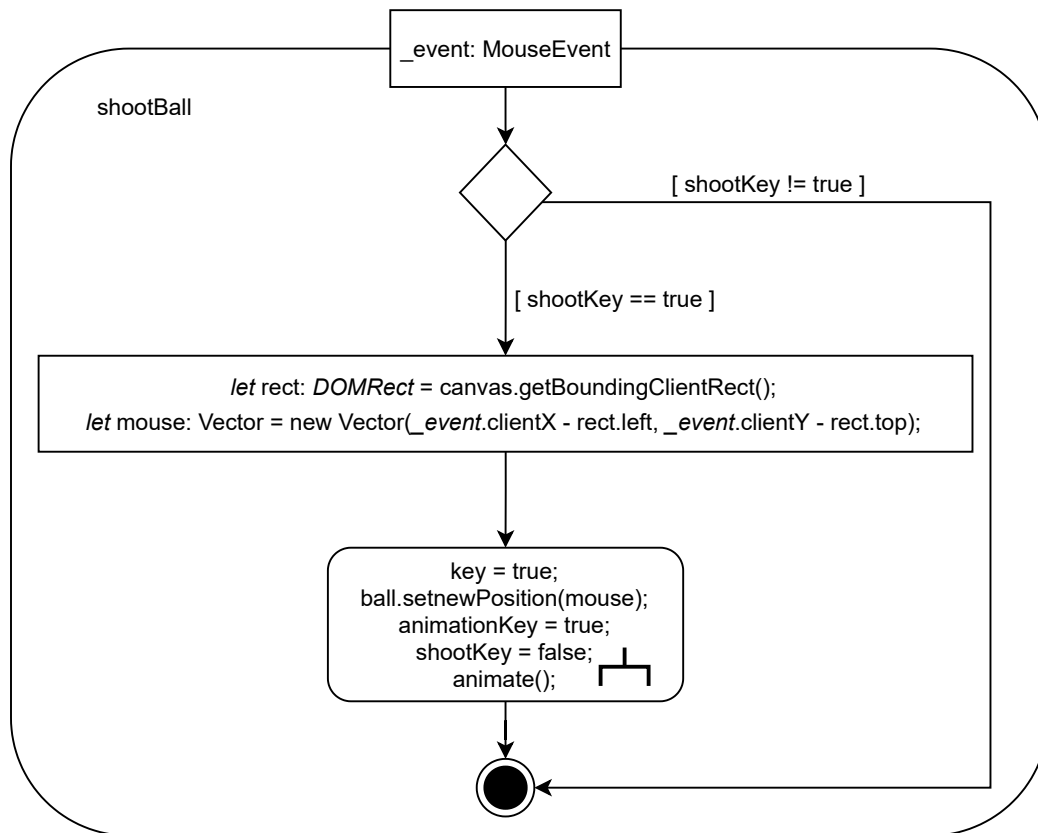
```
let ball: Ball;  
let key: boolean;  
let animationKey: boolean = true;  
let shootKey: boolean = false;  
let humans: Human[] = [];  
let scoreA: number = 0;  
let scoreB: number = 0;
```



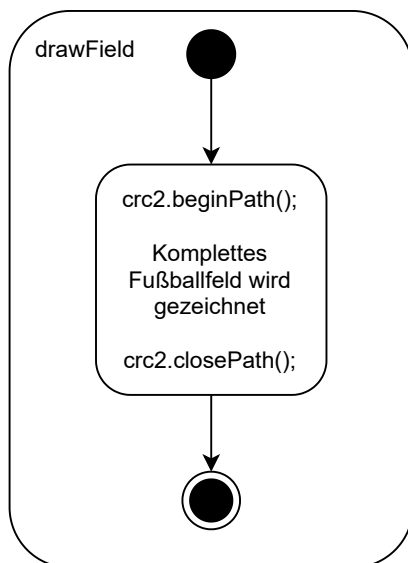
```
let form: HTMLDivElement;  
let playerNumberDOMELEMENT: HTMLParagraphElement;  
let teamDOMELEMENT: HTMLParagraphElement;  
let teamADOMELEMENT: HTMLButtonElement;  
let teamBDOMELEMENT: HTMLButtonElement;  
let speedPlayer: HTMLParagraphElement;  
let precPlayer: HTMLParagraphElement;  
let numberPlayer: HTMLParagraphElement;  
let teamPlayer: HTMLParagraphElement;  
let speedSub: HTMLParagraphElement;  
let precSub: HTMLParagraphElement;  
let numberSub: HTMLParagraphElement;  
let teamSub: HTMLParagraphElement;  
let subPlayerDOMELEMENT: HTMLSelectElement;  
let scoreADOMELEMENT: HTMLInputElement;  
let scoreBDOMELEMENT: HTMLInputElement;  
let changeBtn: HTMLButtonElement;  
let scoreA: number = 0;  
let scoreB: number = 0;  
let posession: HTMLParagraphElement;
```



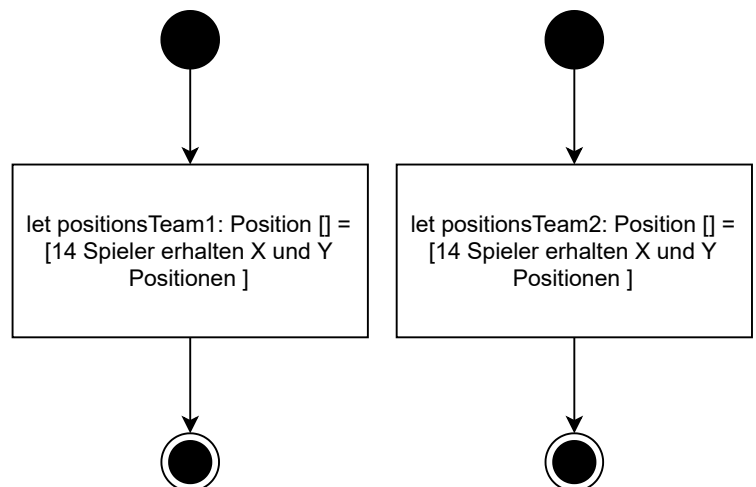




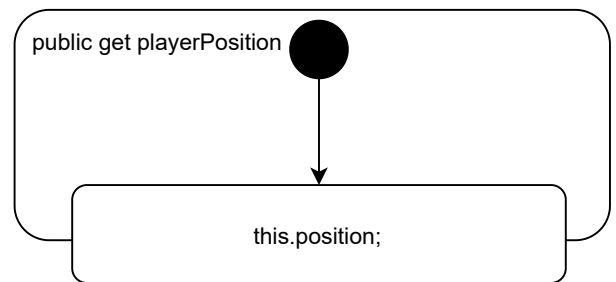
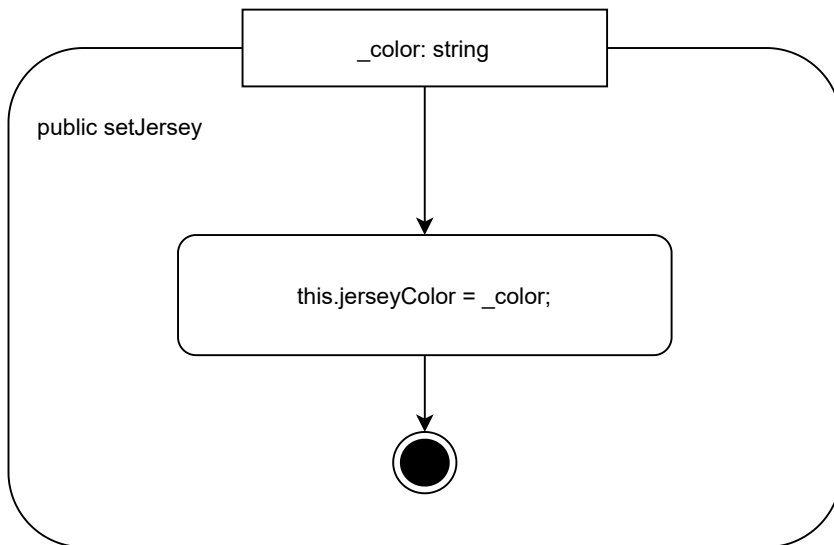
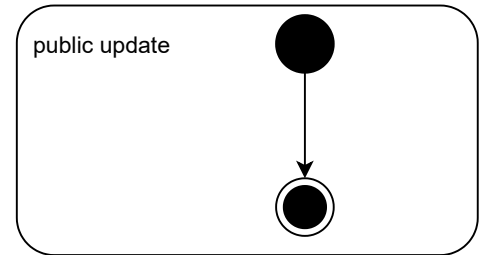
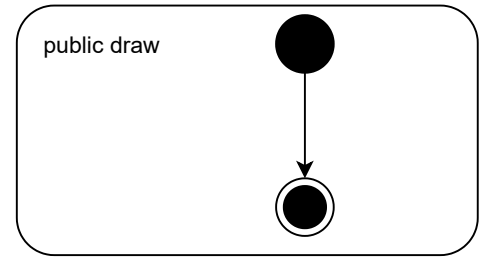
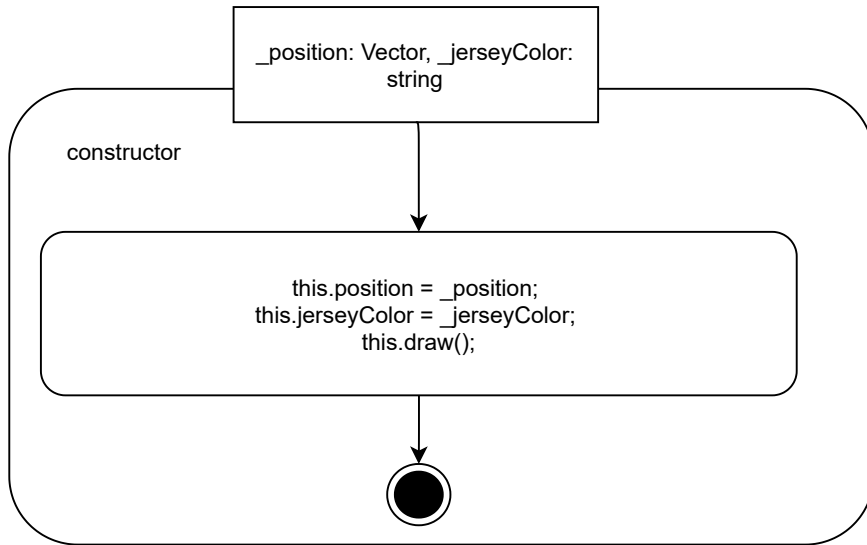
Activity-Diagram: footballField



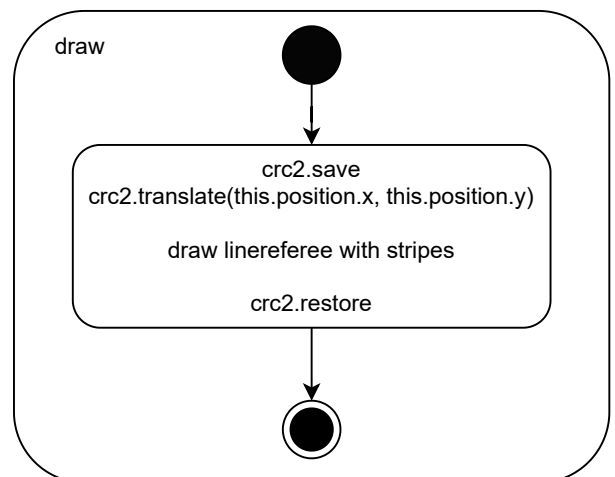
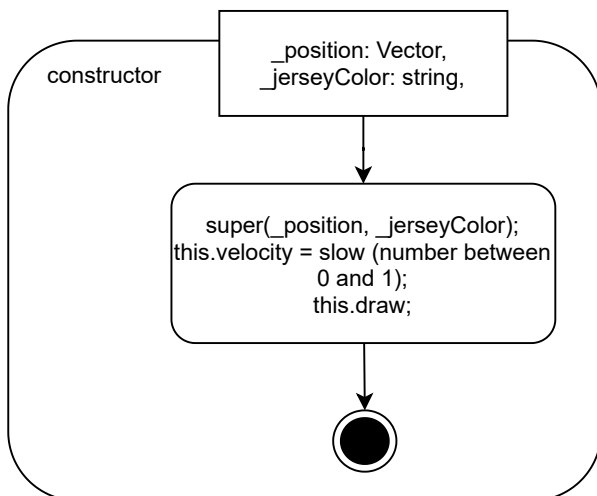
Activity-Diagram: position

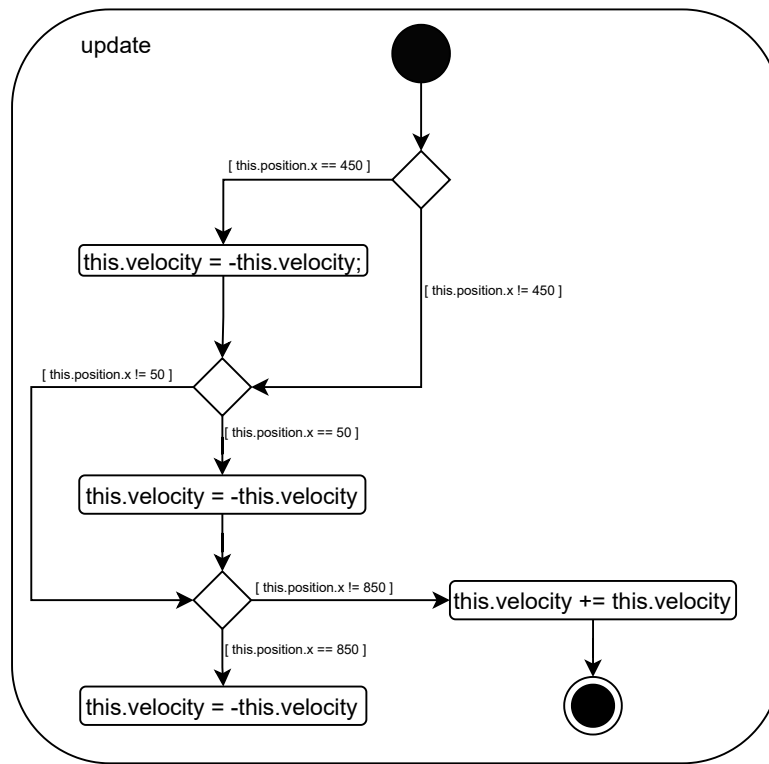


Activity-Diagram: human

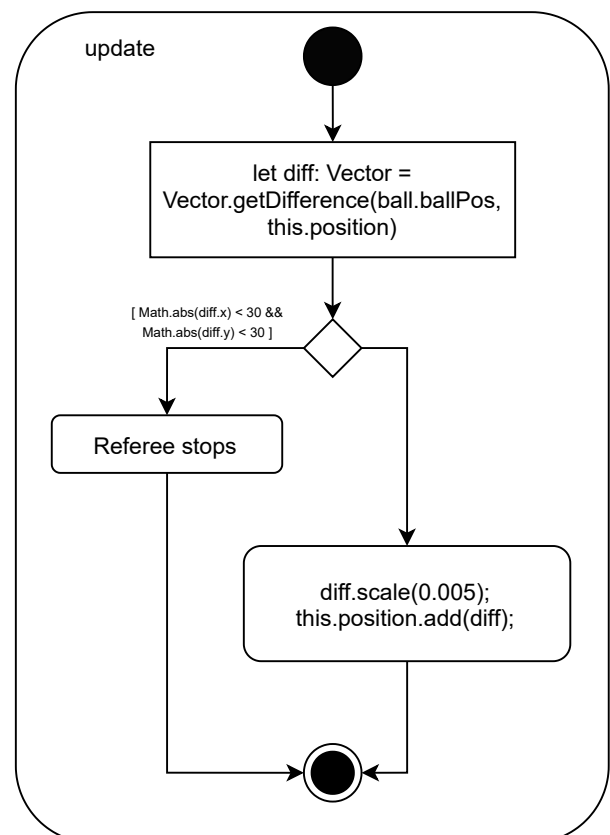
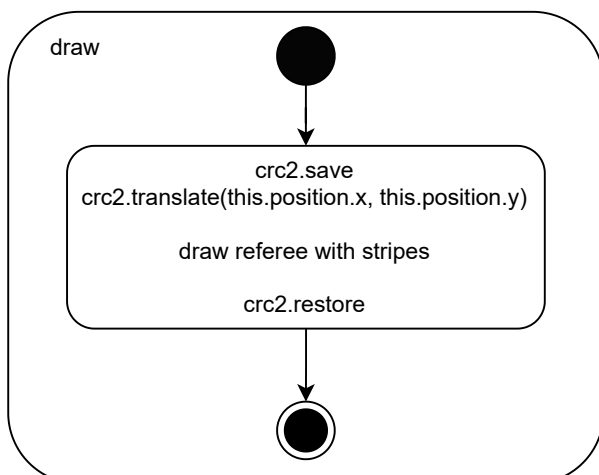
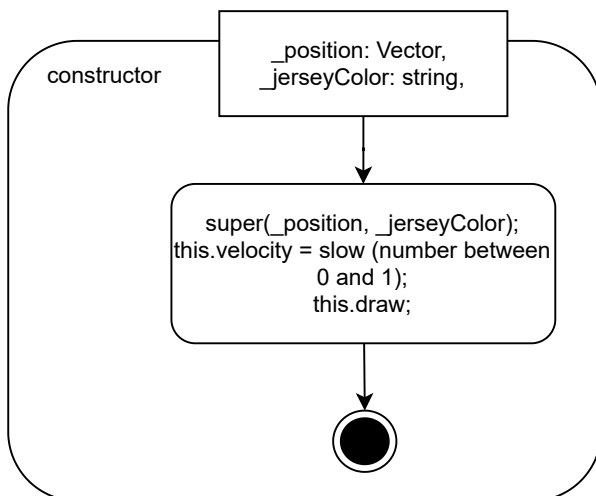


Activity-Diagram: lineReferee

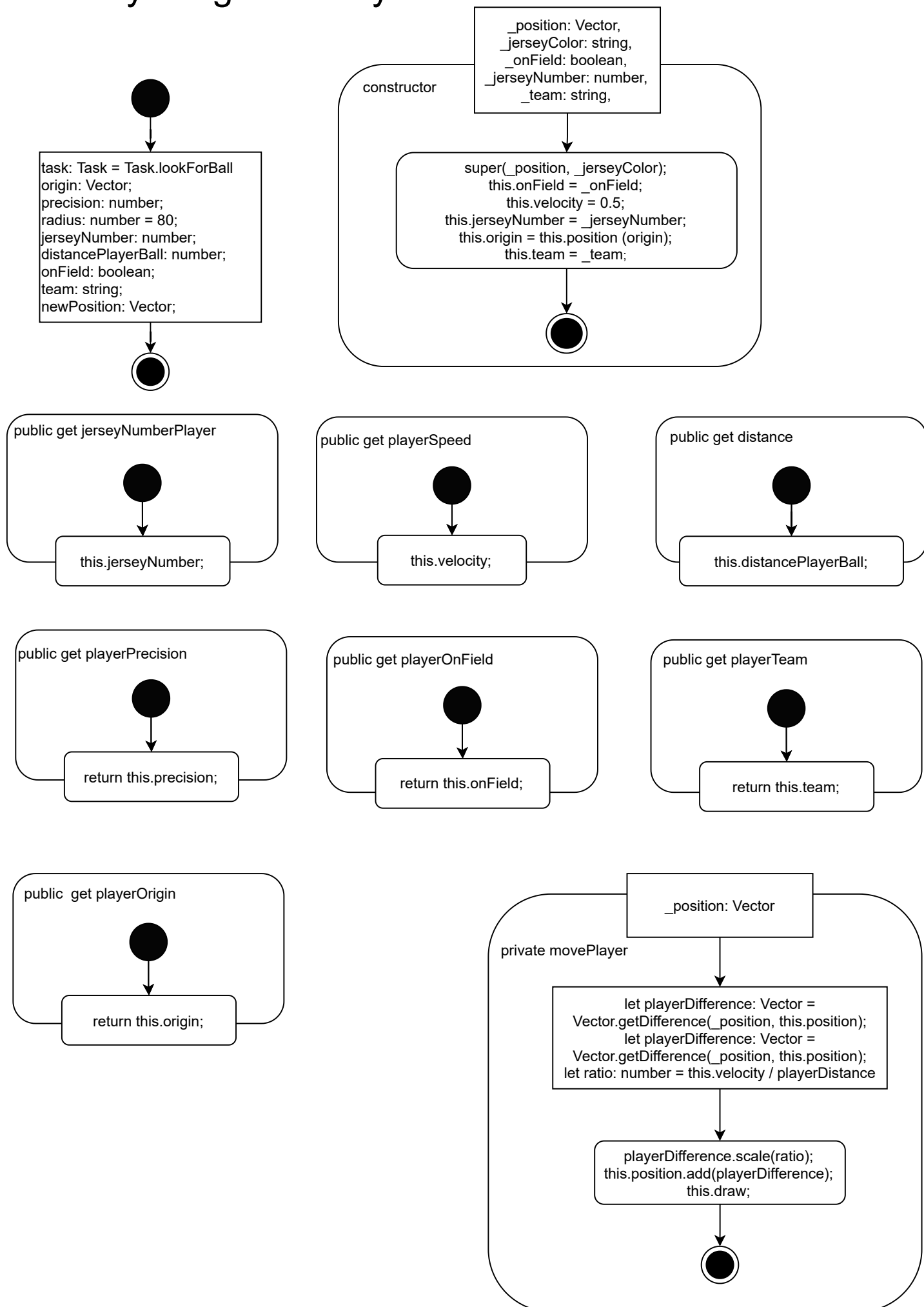


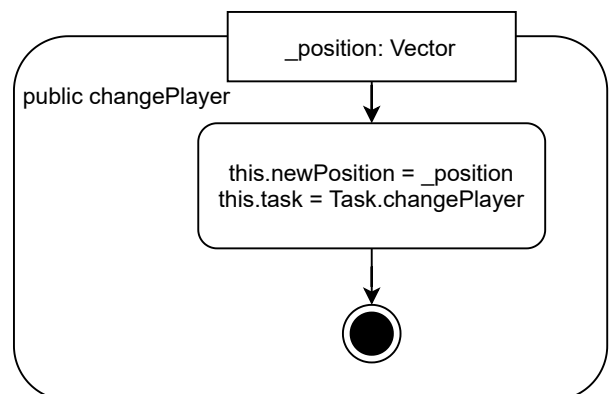
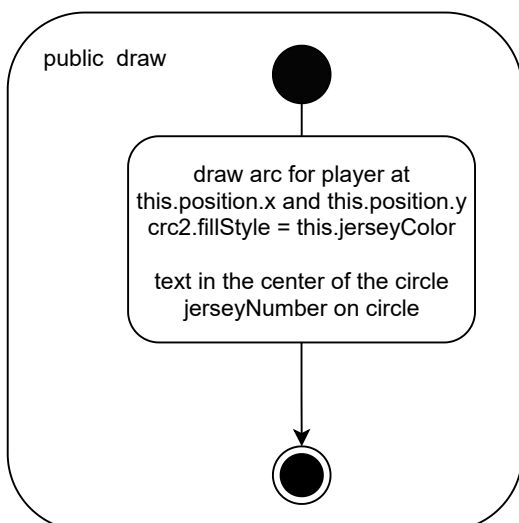
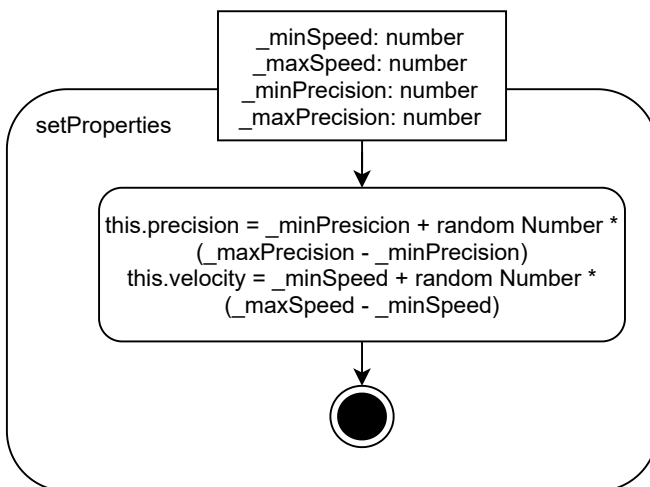
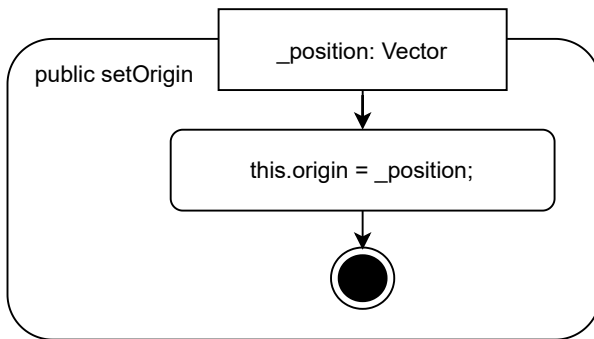
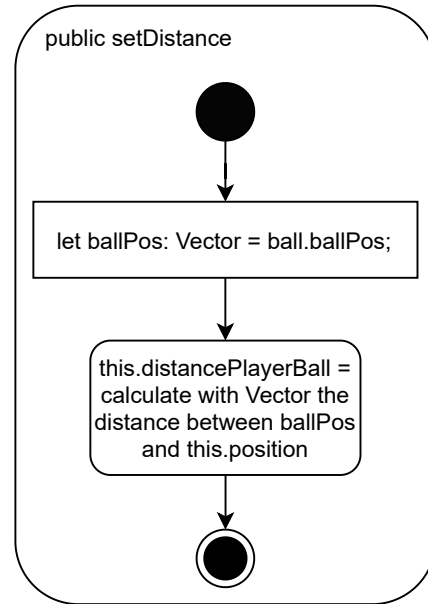
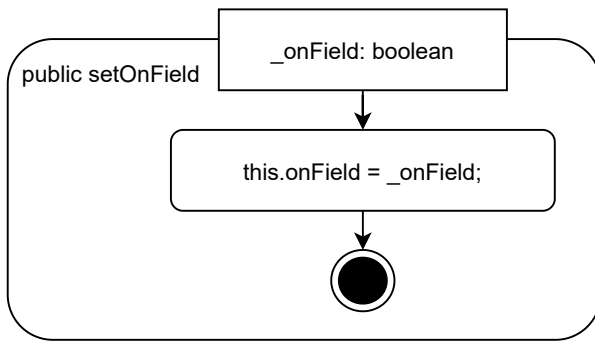


Activity-Diagram: Referee

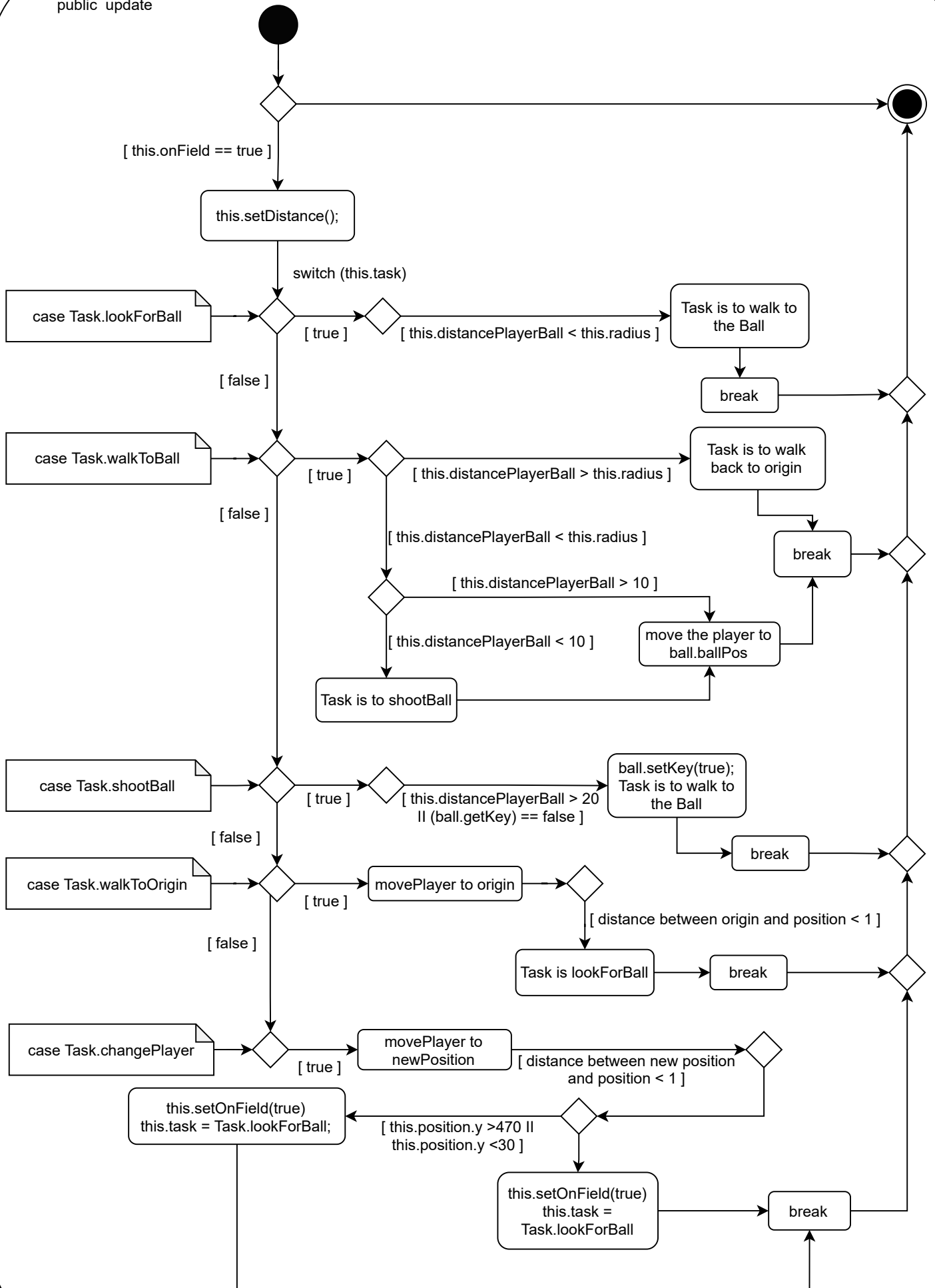


Activity-Diagram: Player

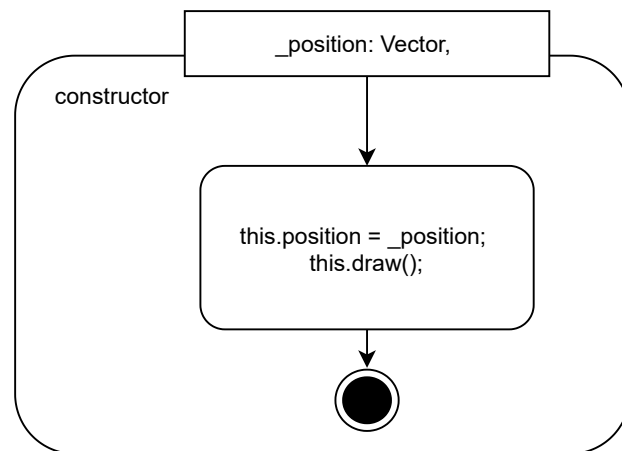
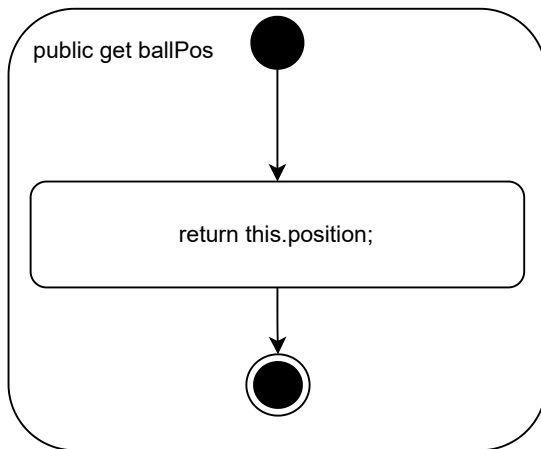
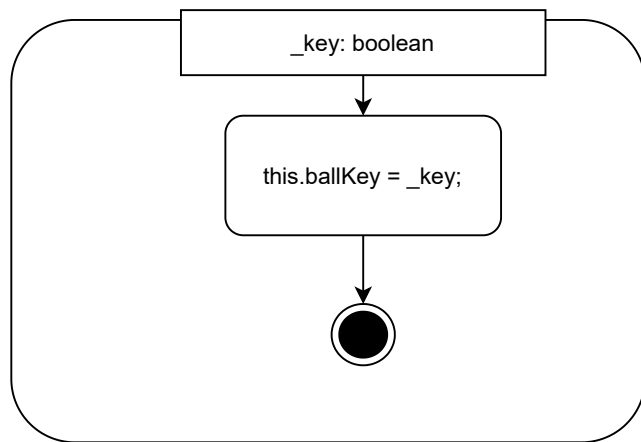
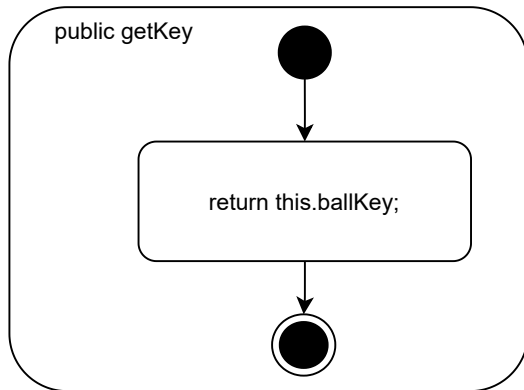


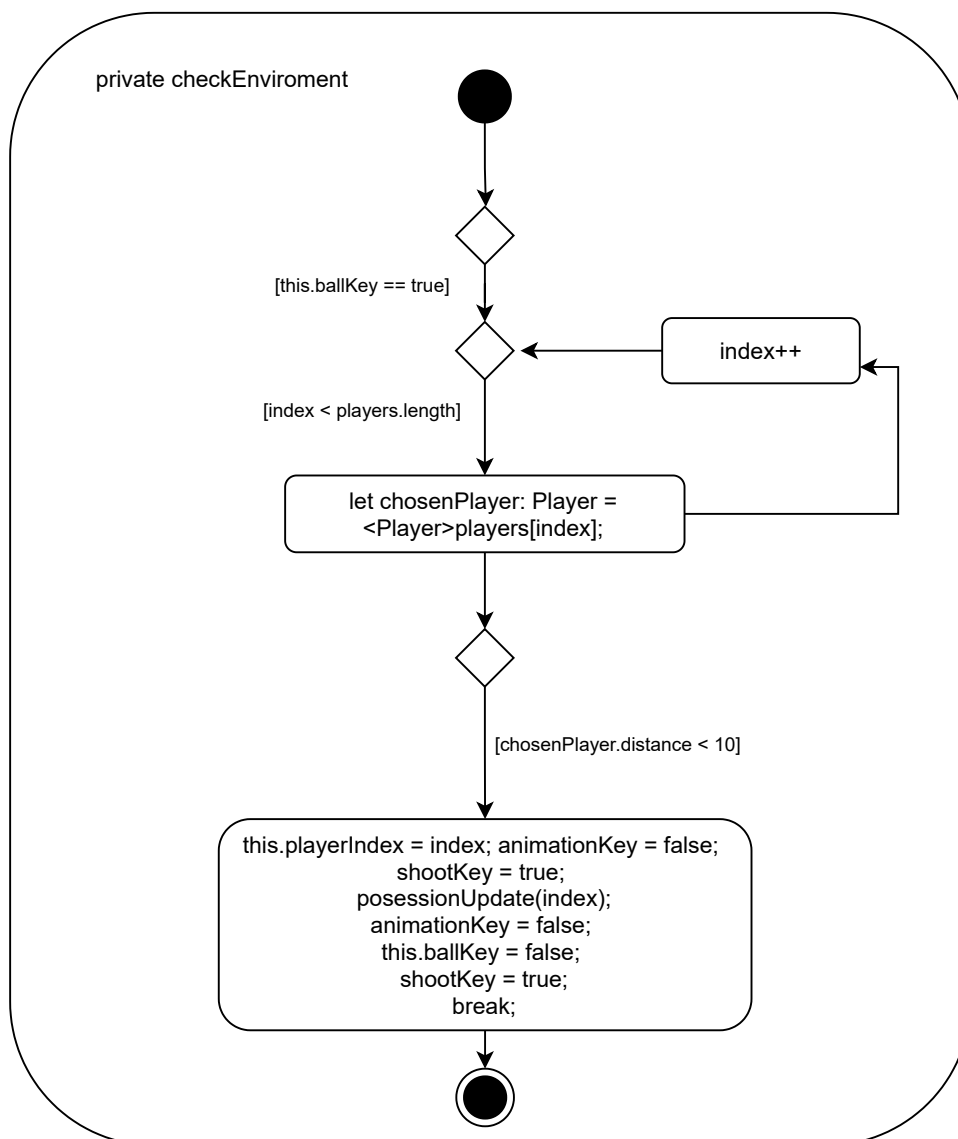
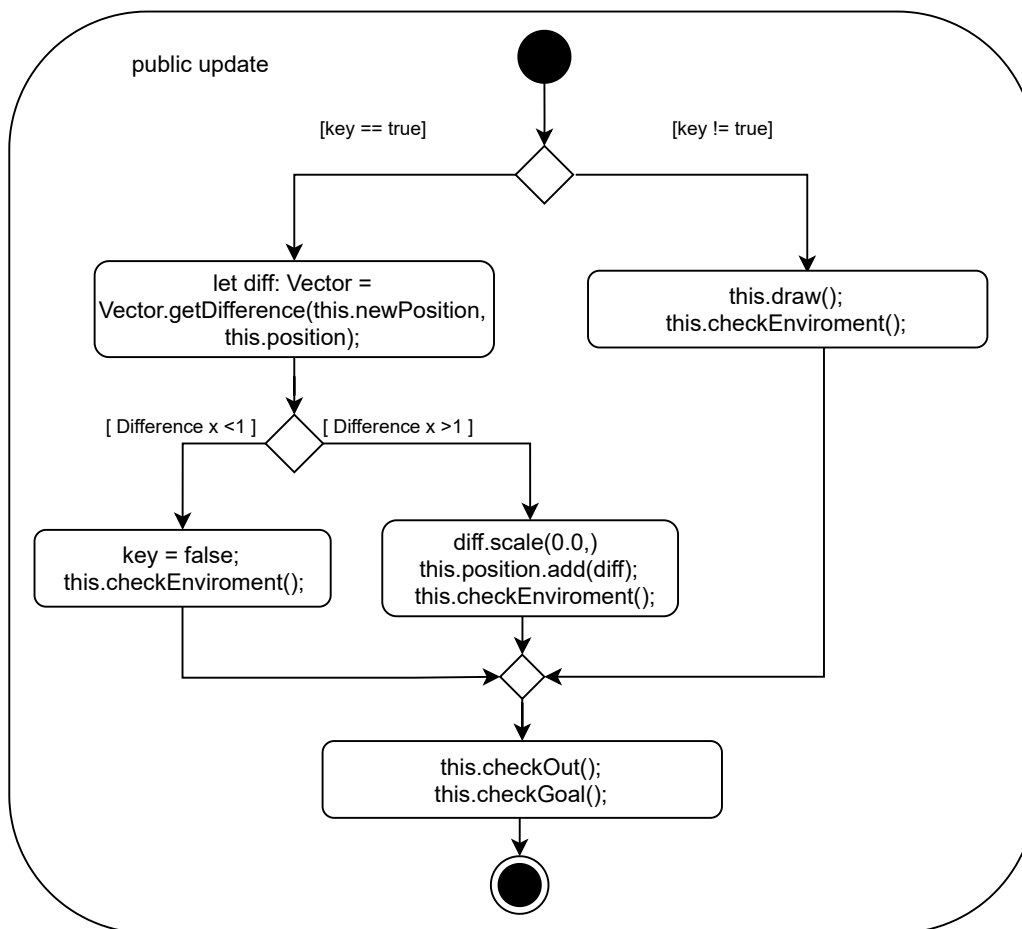


public update

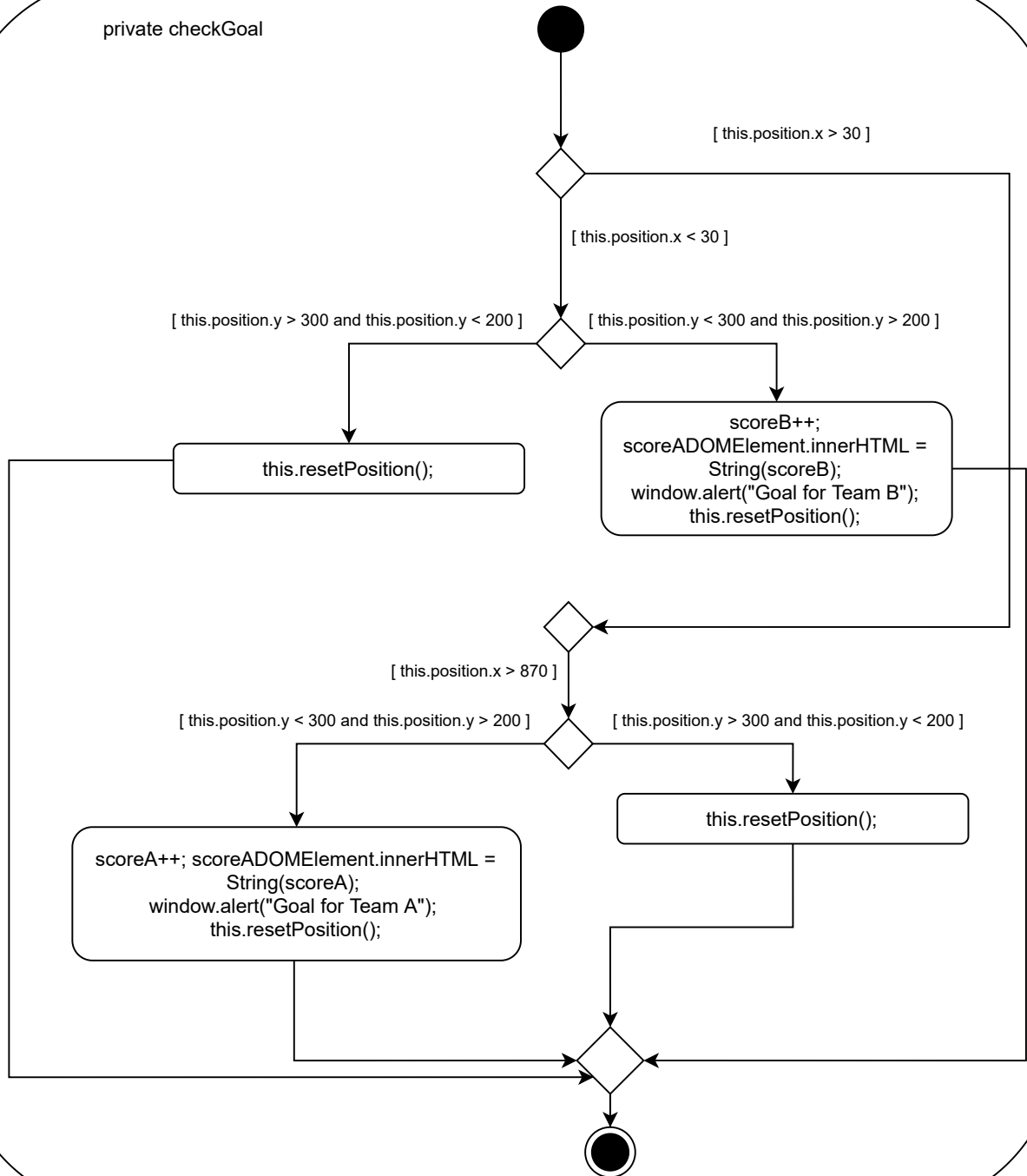


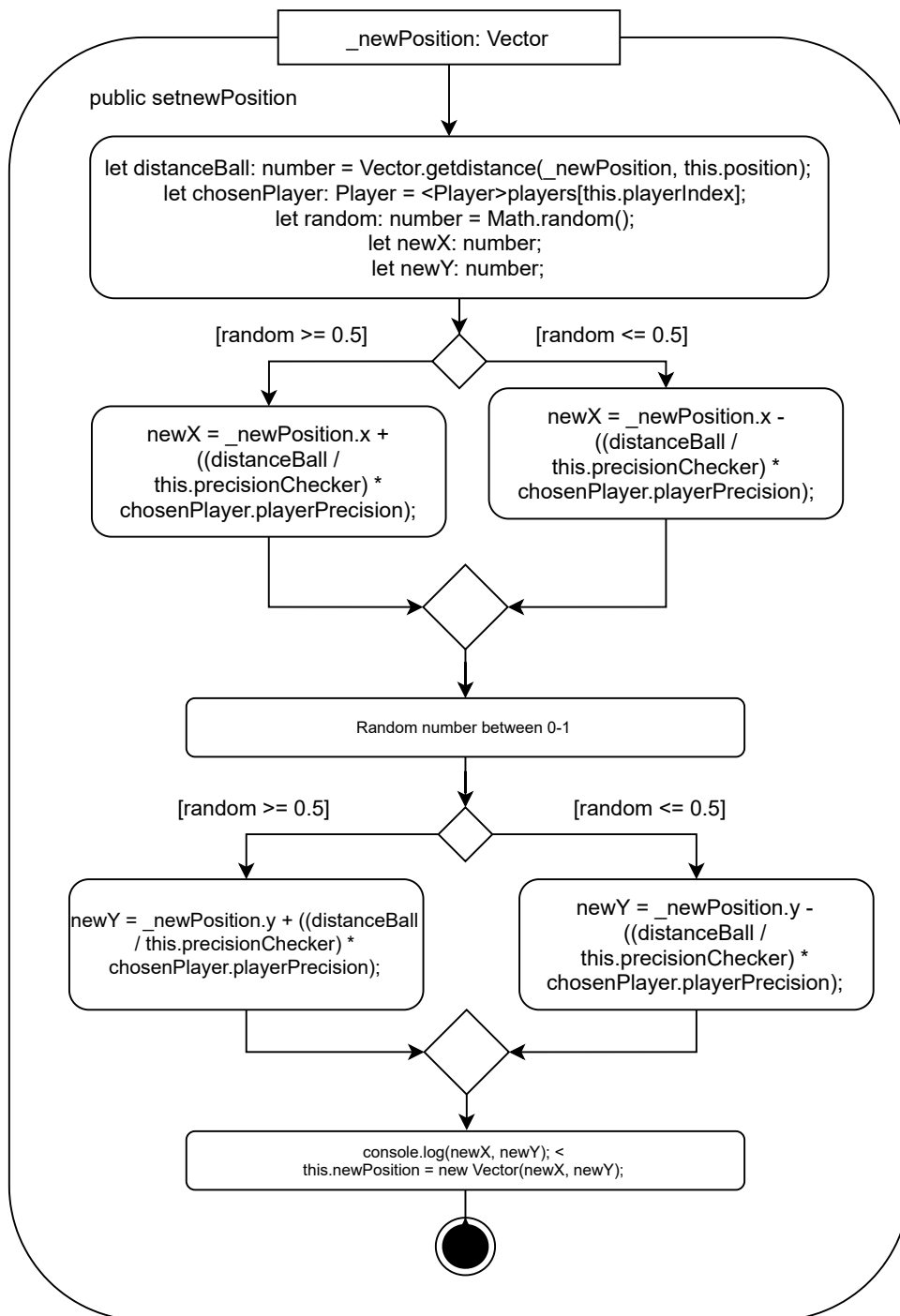
Aktivitätsdiagramm- Ball



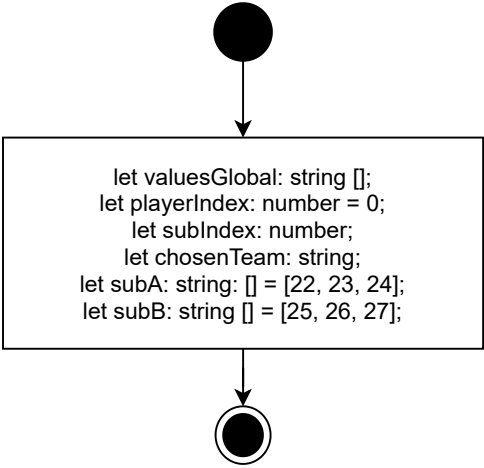


private checkGoal

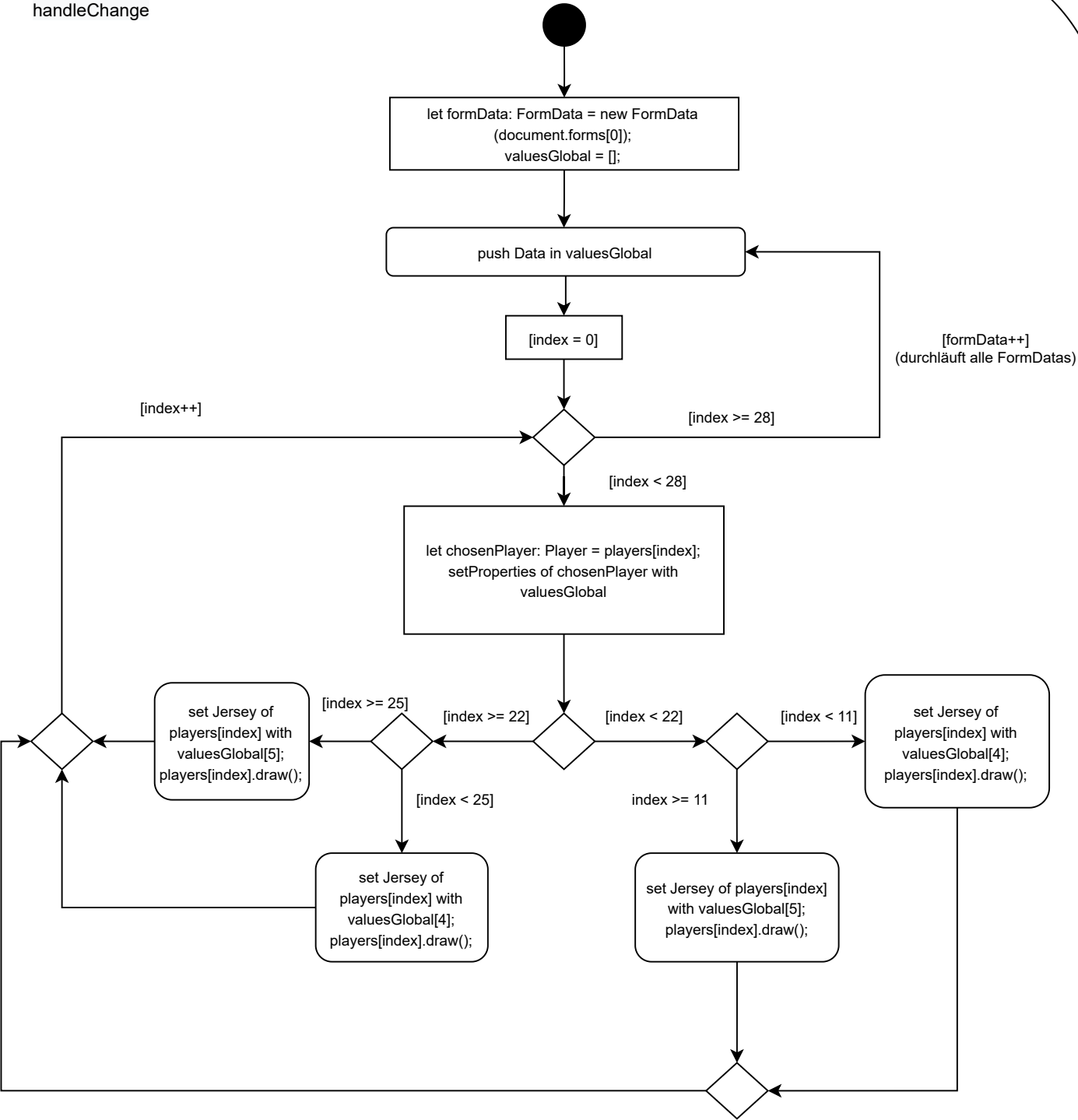


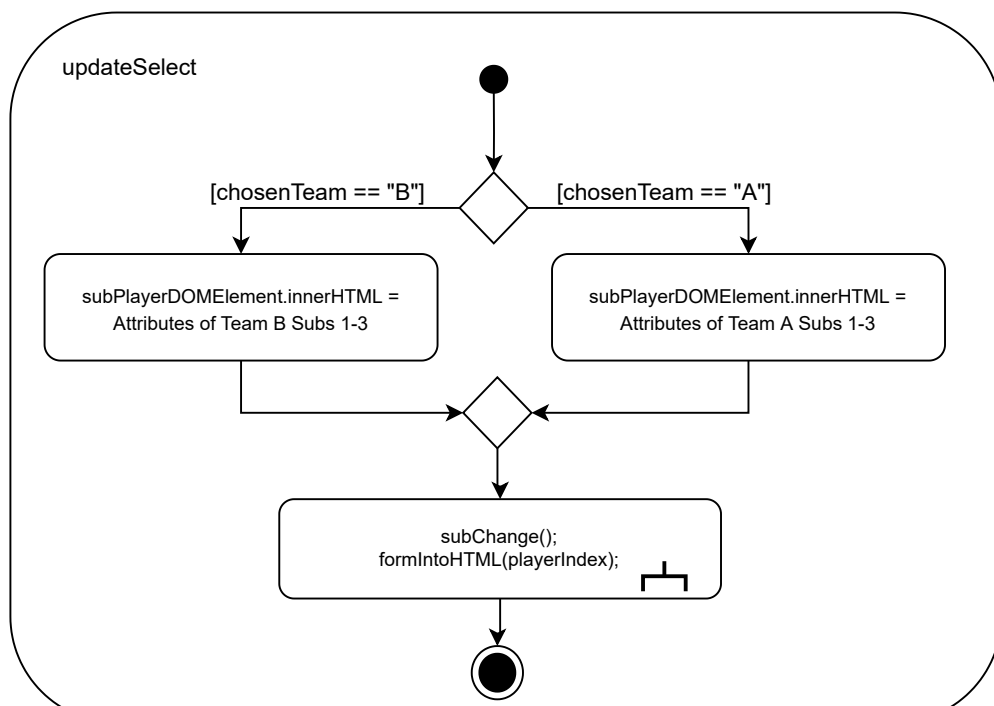
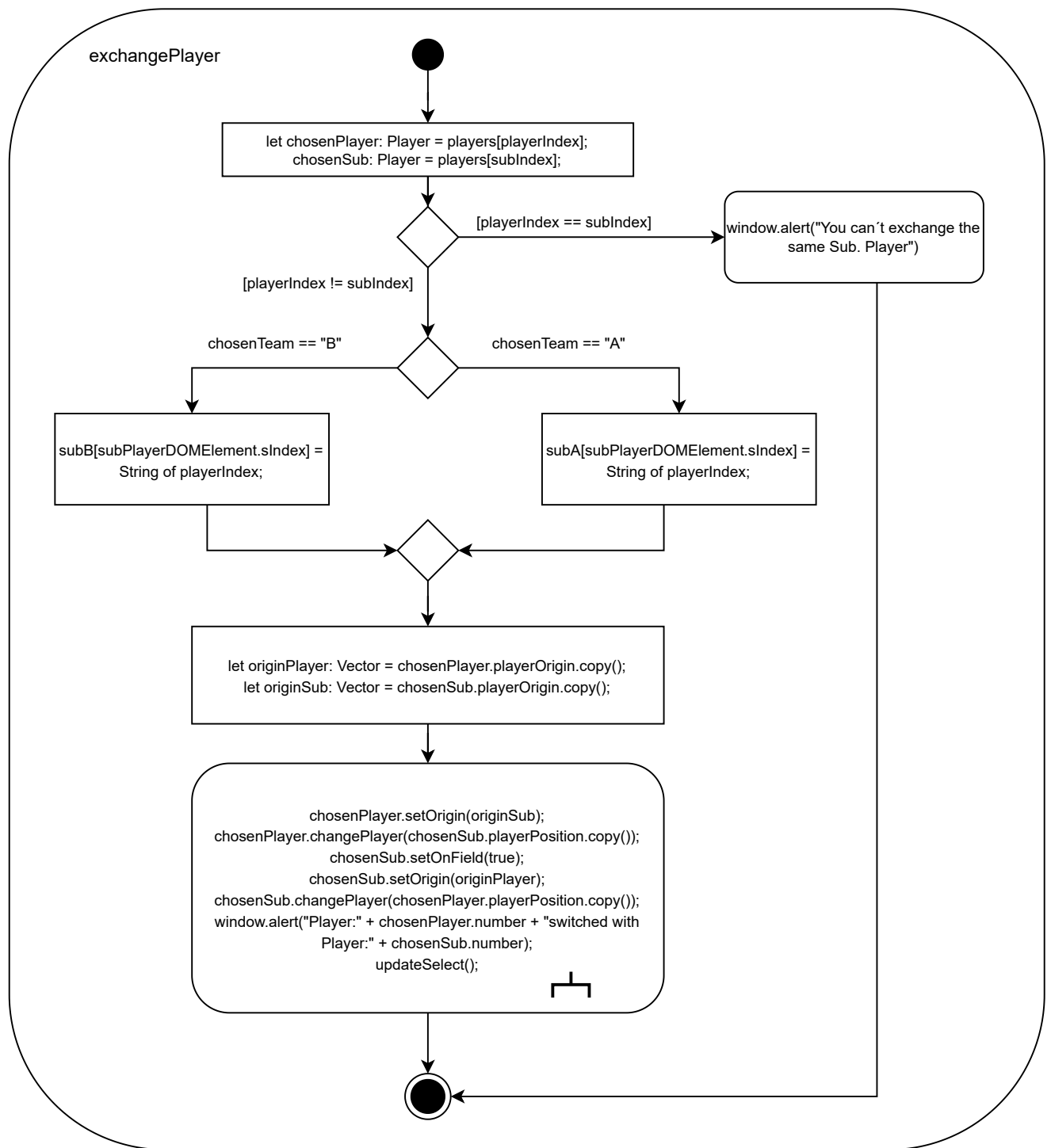


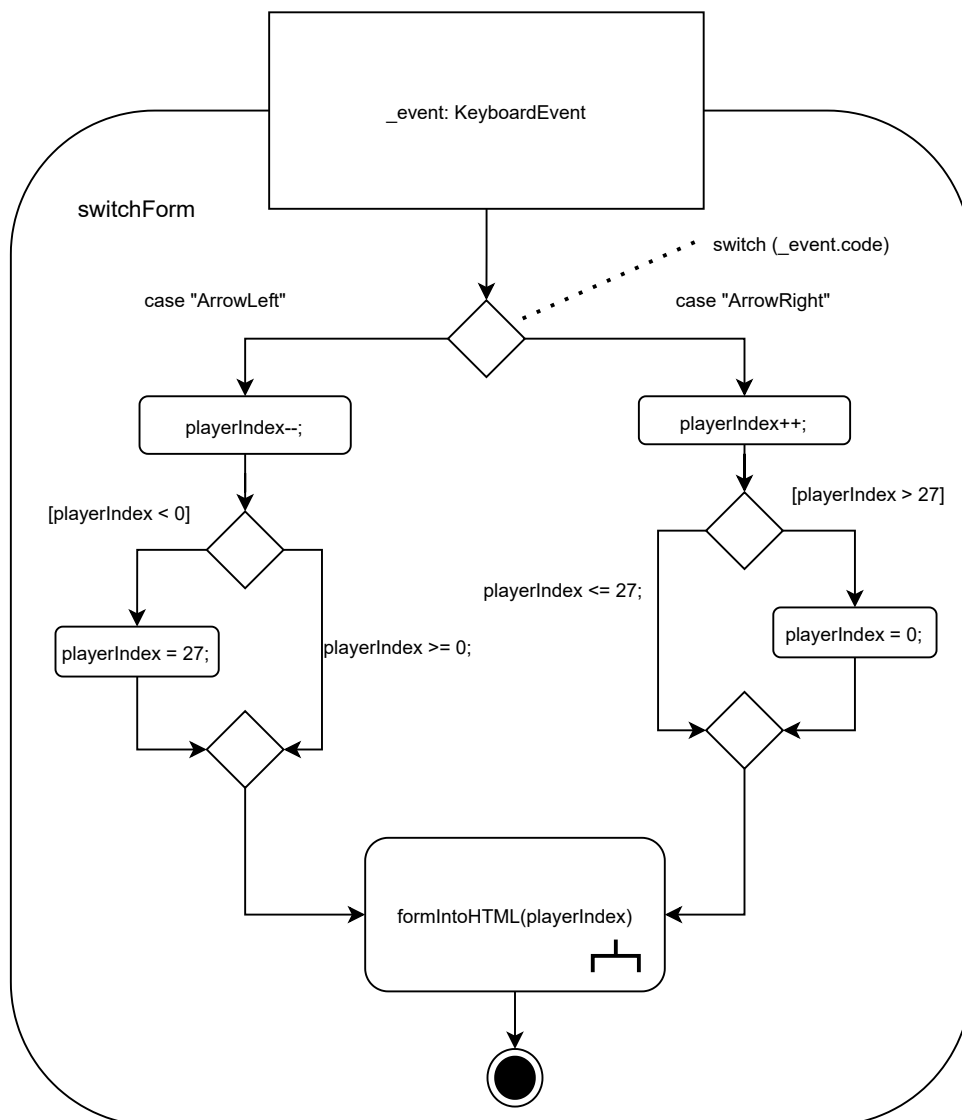
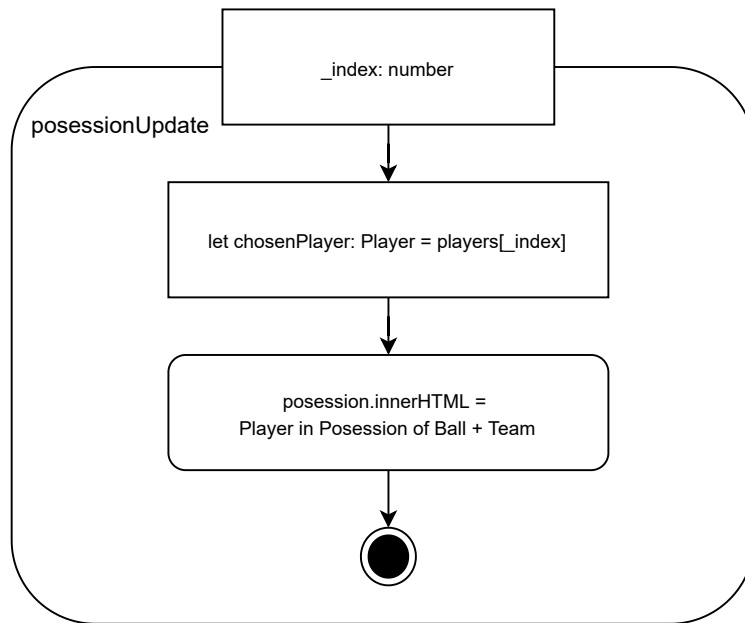
Aktivitätsdiagramm-Forms

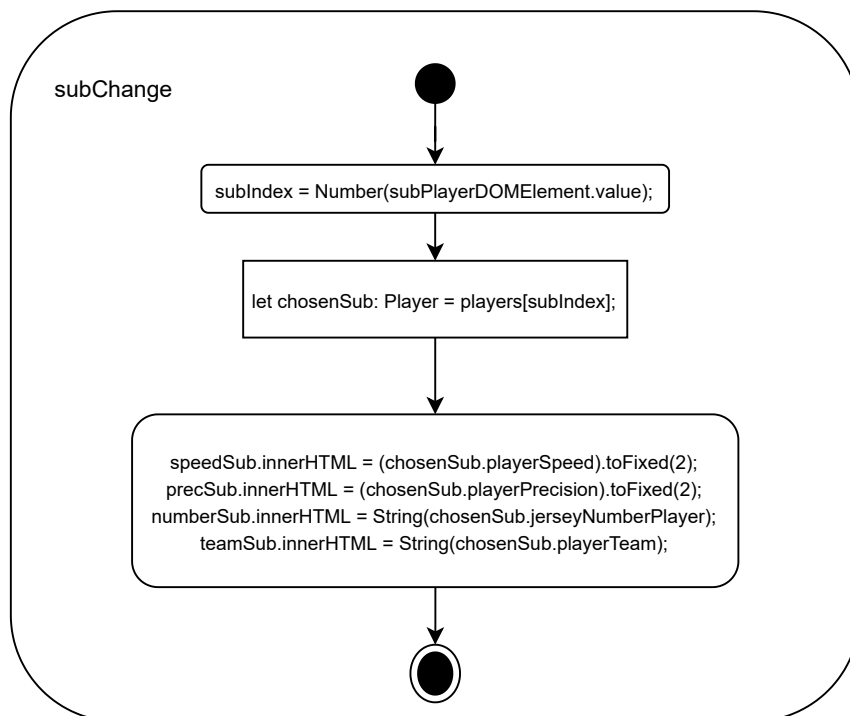
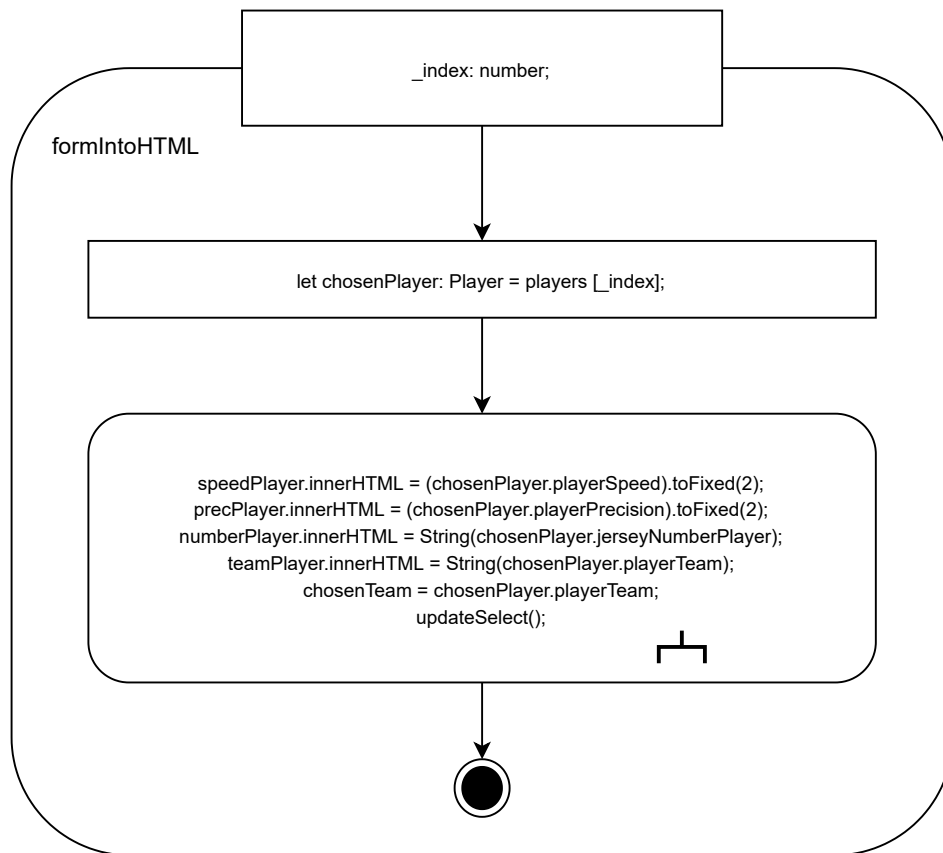


handleChange









Activity Diagram Vector

