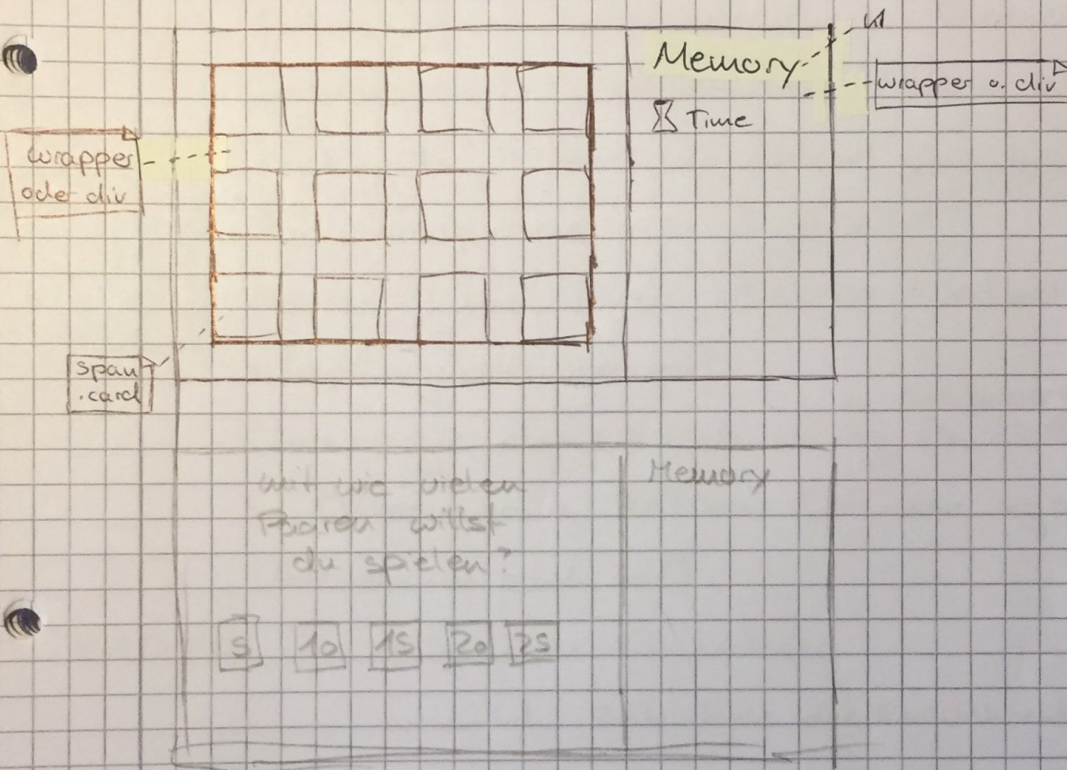
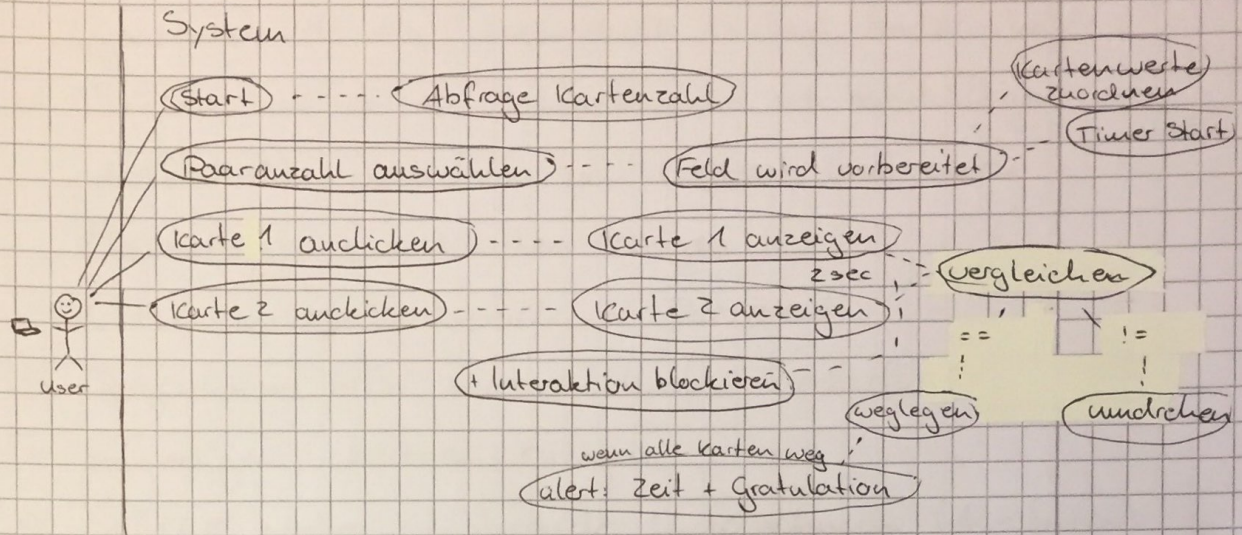
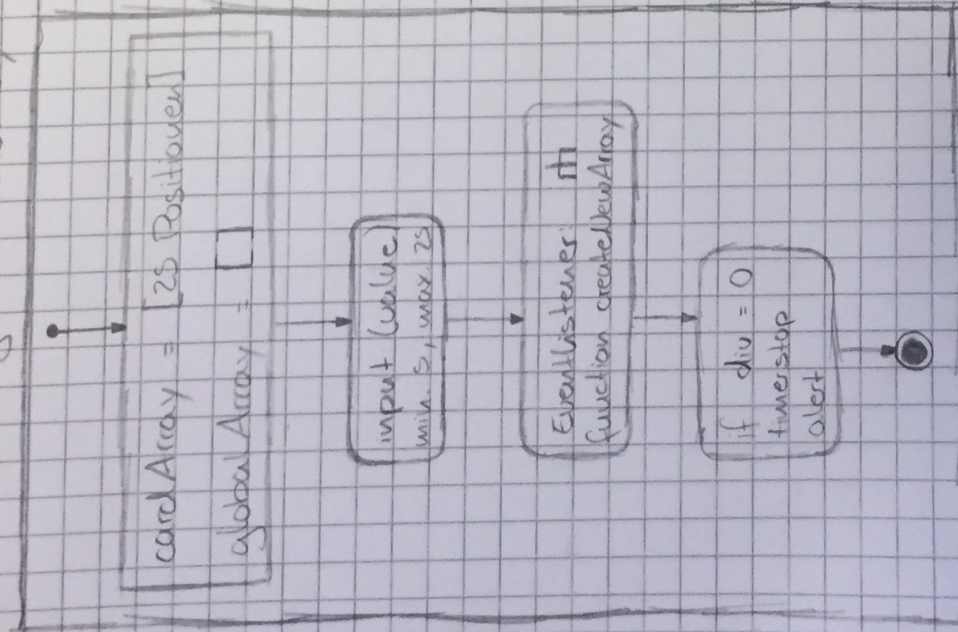


Use-Case - Diagramm

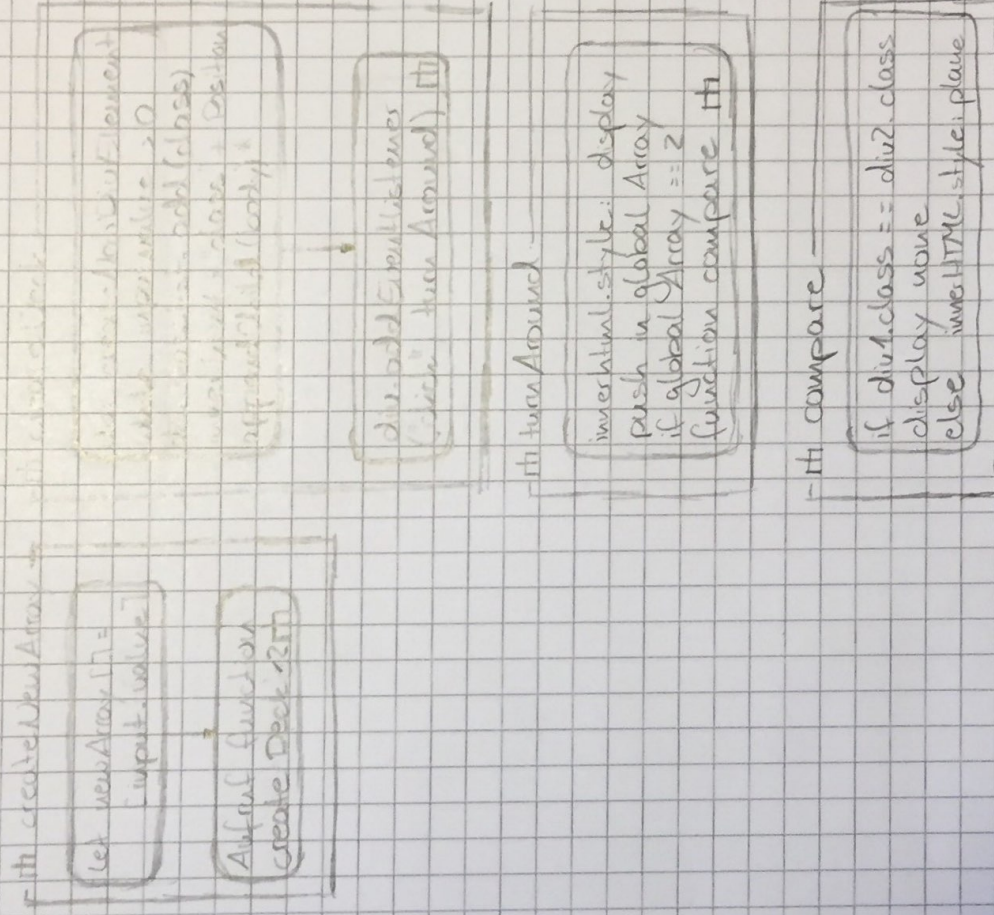
↳ aussicht des Users --- erst Computerschritt



Activity Diagram Memory

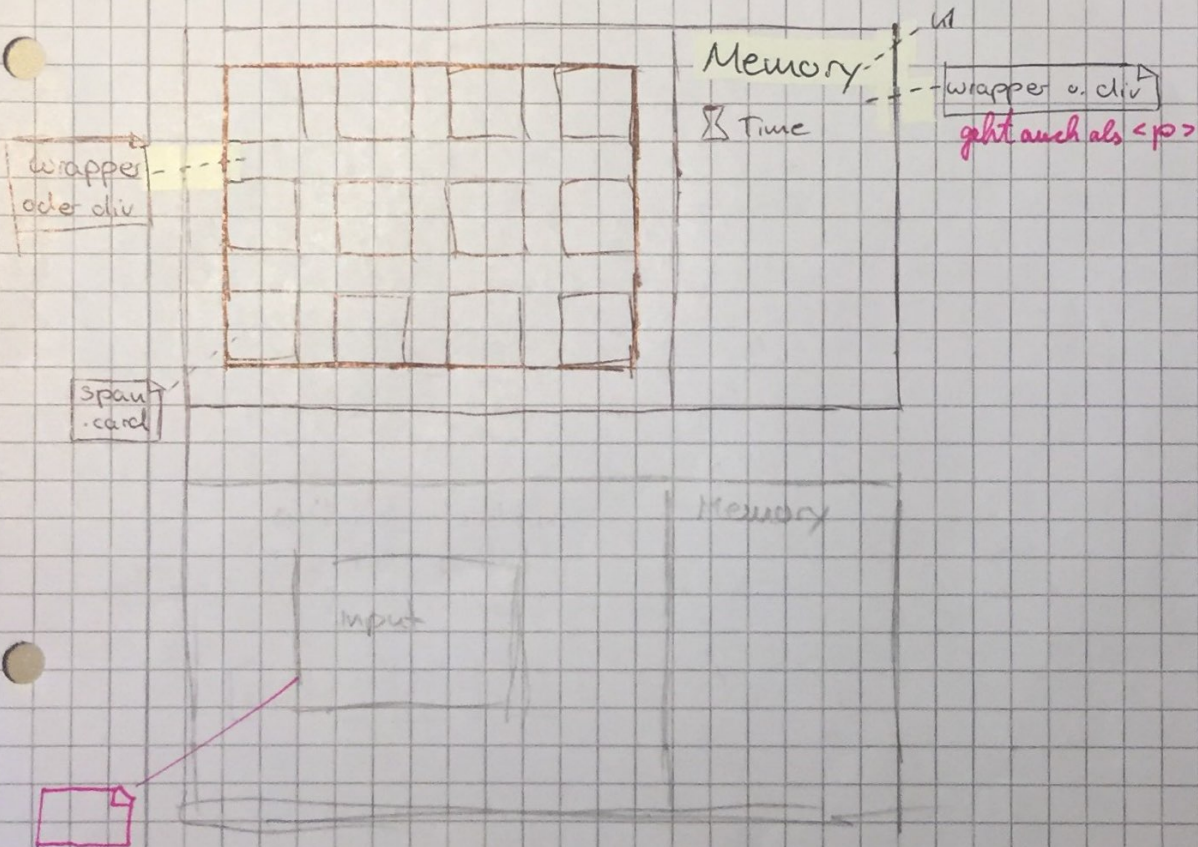
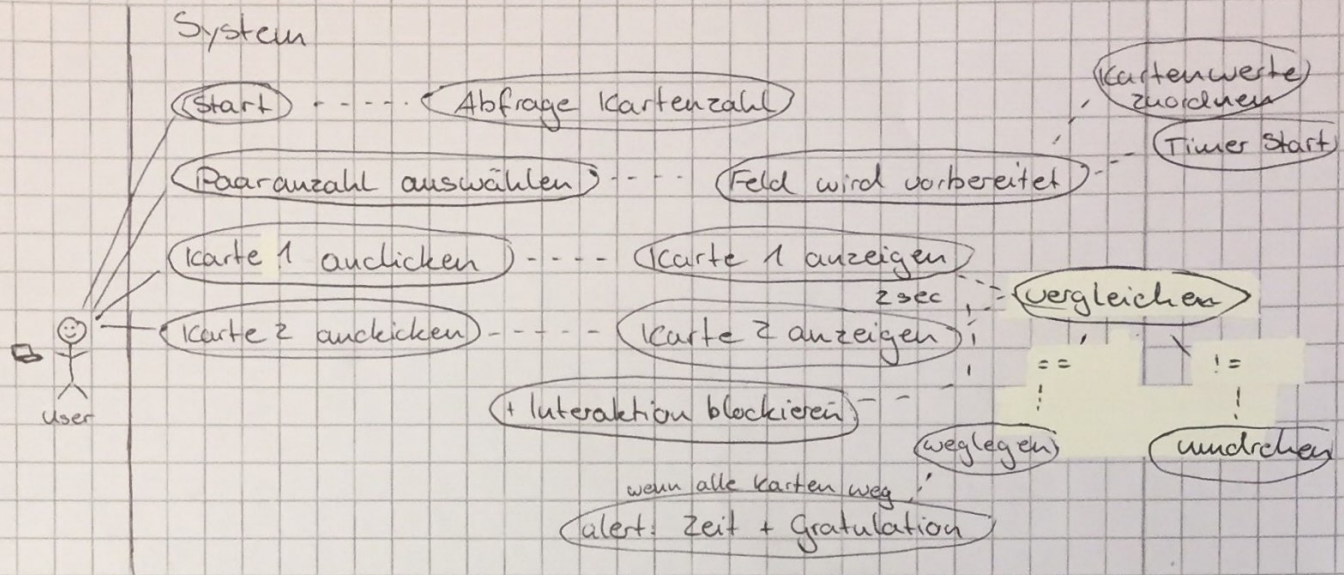


Activity uses with floor function
input value + 1
divisor

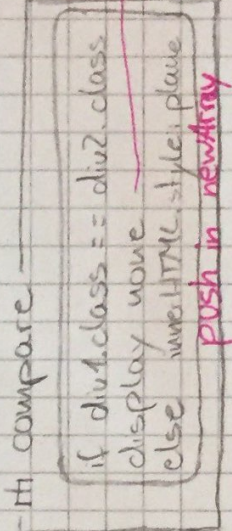
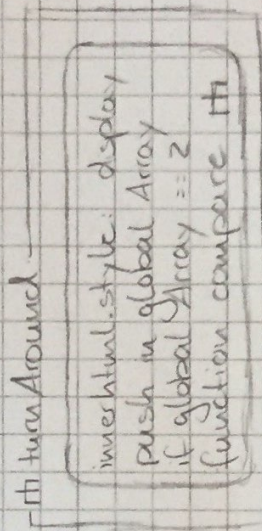
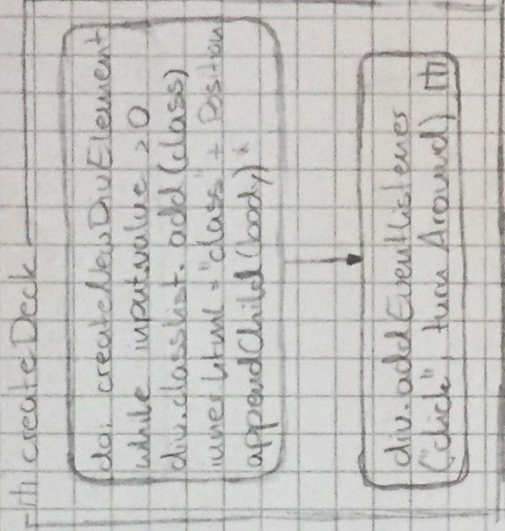
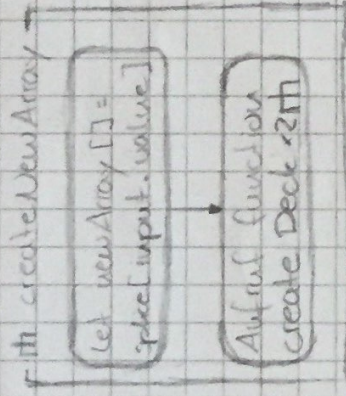
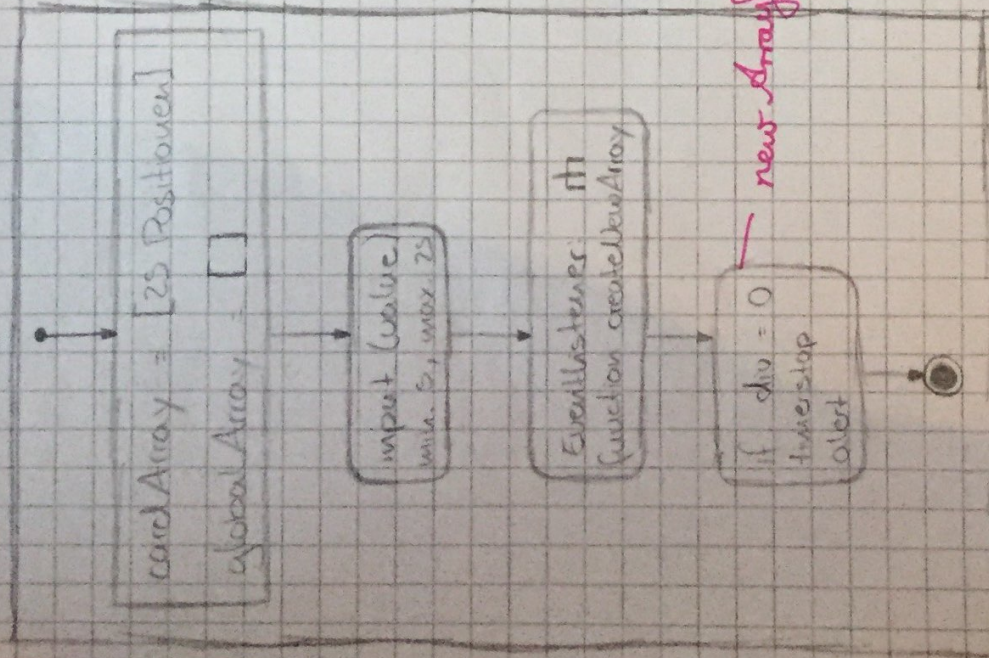


Use-Case - Diagramm

↳ aussicht des users --- erst Computersuchen



Aktivitätsdiagramm Memory



delete div1 and div2

korrigiert von Joscha

* Inputung uses math.floor function
inputvalue + 1)
timer stop