

	Einwohner	Musterstadt
	1960	2100
	1970	2500
	1980	2800



Anfangsvert

F

P

S

Änderungspro-Bild

2500

2375

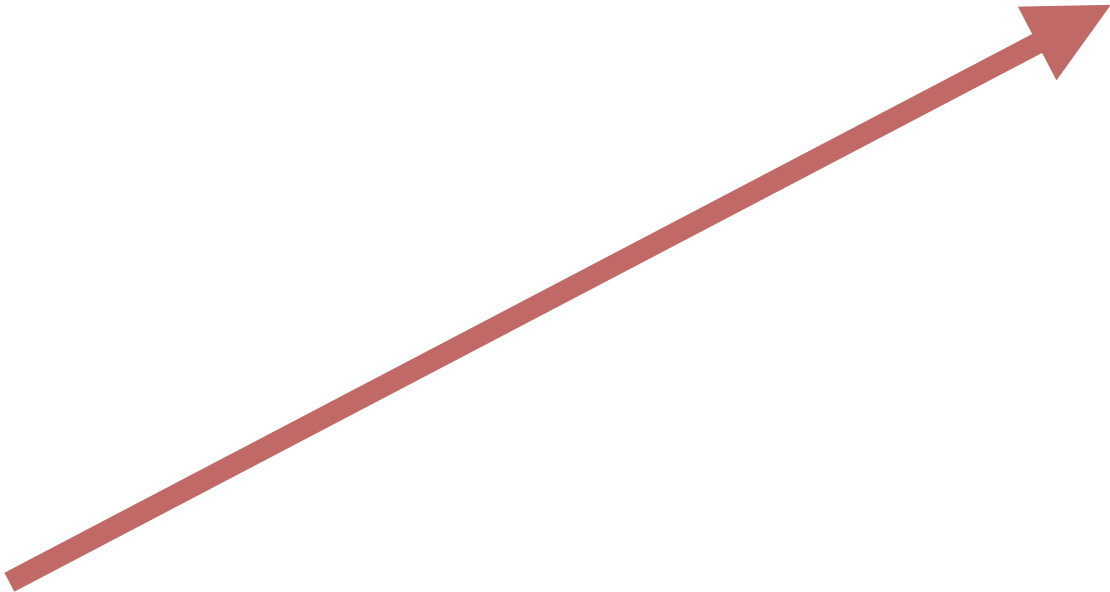
2250

2125





Anfangsvert



A pixelated, black and white representation of the uppercase letter 'Q'. The letter has a thick, slightly irregular stroke, with a small tail at the bottom right. The background is white.A pixelated, black and white representation of the lowercase letter 'w'. The letter has a thick, slightly irregular stroke, with a small tail at the bottom right. The background is white.A pixelated, black and white representation of the lowercase letter 'e'. The letter has a thick, slightly irregular stroke, with a small tail at the bottom right. The background is white.A pixelated, black and white representation of a vertical bar. The bar is thick and slightly irregular, with a small tail at the bottom right. The background is white.A pixelated, black and white representation of the lowercase letter 'e'. The letter has a thick, slightly irregular stroke, with a small tail at the bottom right. The background is white.A pixelated, black and white representation of the number '4'. The number has a thick, slightly irregular stroke, with a small tail at the bottom right. The background is white.



zwischen
nervente









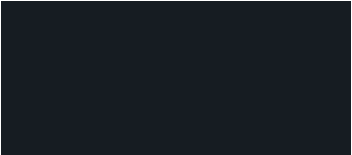








Endwert



Funktionsweise der Animation

Diese Zwischenwerte kann man einfach berechnen:

Wertänderung pro Bild = $(\text{Endwert} - \text{Anfangswert}) / \text{FPS}$

Zwischen 2100 und 2500 wäre dies $(2500 - 2100) / 10$, also $400 / 10 = 40$

Um nun alle Zwischenwerte zu berechnen, müssen wir diese Erhöhung FPS-mal auf den Wert addieren.

Musterstadt	
1960	2100
1970	2500
1980	2800

Beispiel: FPS = 10 , Erhöhung pro Bild = 40

Wert = 2100 ← **Anfangswert**

Werte für Musterstadt = []

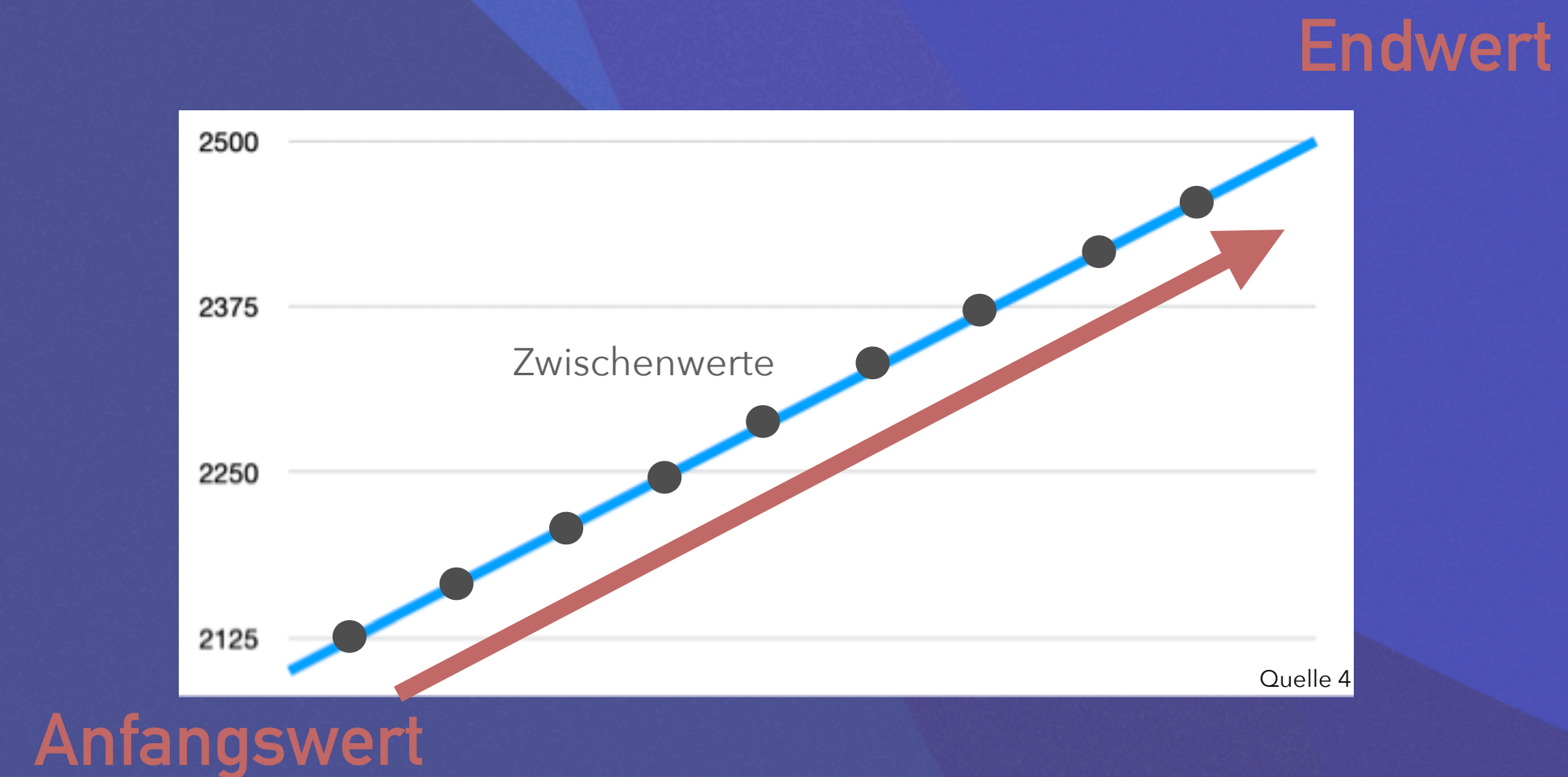
Wiederhole 10 mal: ← **FPS**

Speichere Wert in „Werte für Musterstadt“

Wert = Wert + 40 ← **Änderung pro Bild**

Somit erhalten wir folgende Werte:

2100, 2140, 2180, 2220, 2260, 2300, 2340, 2380, 2420, 2460



Animation in JavaScript

Wertänderung pro Bild= (Endwert - Anfangswert) / FPS

Wert = Anfangswert

Werte= []

Wiederhole FPS mal:

Speichere Wert in „Werte“

$$\text{Wert} = \text{Wert} + \text{Wertänderung pro Bild}$$

Wertänderung (40)	Endwert (2500)	Anfangswert (2100)	FPS (10)
↓	↓	↓	↓

```
let ValueDifference = (NextValue - CurrentValue) / FramesPerValue
ccc = 0
while (ccc < FramesPerValue){
    DataObject.values.push(CurrentValue + ValueDifference * ccc)
    DataObject.rowNames.push(csvMatrix[cc+1][0])
    ccc += 1
}
```

Speichern des Werts

Speichern des Werts