




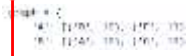
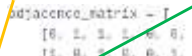
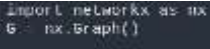




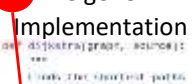

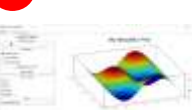





<div> <div>HSLU</div> <div>Hochschule Luzern</div> </div>	Morphologischer Kasten Simulator				
	1	2	3	4	5
<div> <div>Programmiersprache</div> </div>	<div> <div>Java</div>  </div>	<div> <div>Python</div>  </div>			
<div> <div>Wegnetz einlesen</div> </div>	<div> <div>YAML</div>  </div>	<div> <div>JSON</div>  </div>	<div> <div>Bild</div>  </div>		
<div> <div>Wegnetz intern speichern</div> </div>	<div> <div>Key-Values</div>  </div>	<div> <div>2D Array</div>  </div>	<div> <div>Graph-Datentyp (externe Library)</div>  </div>		
<div> <div>bewegliche Hindernisse erfassen</div> </div>	<div> <div>Gewichtung</div>  </div>	<div> <div>Kante entfernen</div>  </div>			
<div> <div>blockierte Knoten erfassen</div> </div>	<div> <div>Knoten markieren</div>  </div>	<div> <div>Knoten entfernen</div>  </div>			
<div> <div>Wegfindung</div> </div>	<div> <div>eigene Implementation</div>  </div>	<div> <div>externe Library</div>  </div>			
<div> <div>Clientseitige Kommunikation I/O</div> </div>	<div> <div>GUI</div>  </div>	<div> <div>CLI</div>  </div>	<div> <div>Keine (nur Errormessages)</div>  </div>	<div> <div>TUI</div>  </div>	