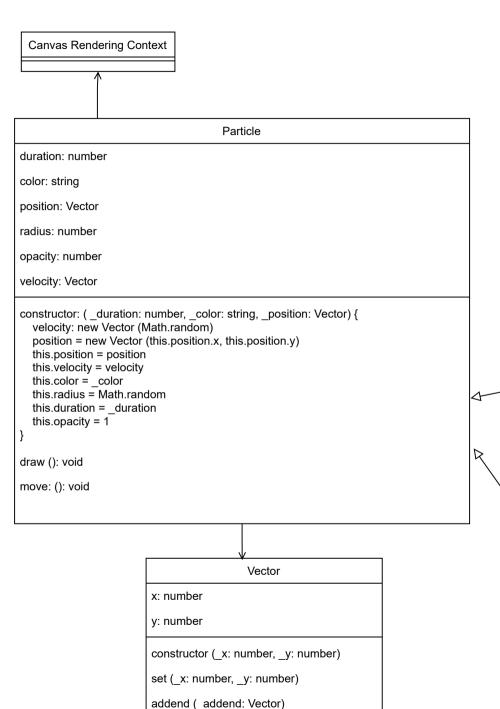
Firework UI-Scribble Ann-Kathrin Peffer soliv > lid = "Settings" id + "hedding" 1ch Z> form> Build your firework! ediv= Rocket Settings id = canvasoiu" cfieldset> Explotion Size type= range click on the field to play the firework efeldets particle shape id="canvasHedding" type = "radio" ofice osquare chieldset? < hZ> Color type="color Kbutton> schich > id = "saveRutton Save coliv> Choose a rocket id= "rocket selection" id=rocket One colius id=rocketTwo ediv> id - rocket Four id= rocketTurge" Schick Eclicle

0 6 Firework Ann-Kathain Peffer Use-Case-Diagram Server client * get the sattings of the selected socket Start (firework plays click on canvas - with settings display the settings of the solected received) click on one of the rockets in the form after the settings of the selected, change settings rocket (click or save) Storage update the cocket settings find the settines

Class Diagramm



```
duration: number
shape: string
color: string
position: Vector
particles: Particle = []

constructor: (_duration: number, _shape: string, _color:string, _position: Vector) {
    position = _position
    this.shape = _shape
    this.color = _color
    this.duration = _duration
    this.explode()
}

explode();
```

```
Circle

a round particle

constructor: (_duration: number, _color: string, _position: Vector) {}

draw();

move();
```

```
square

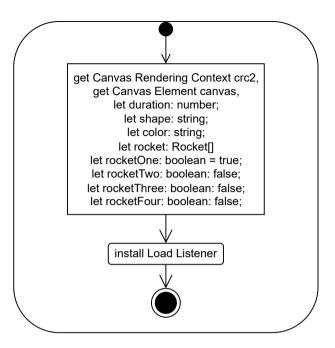
a squareparticle

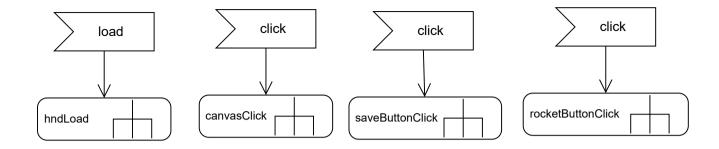
constructor: (_duration: number, _color: string, _position: Vector) {}

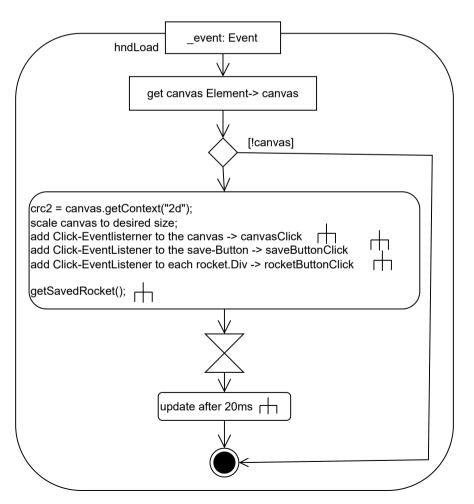
draw();

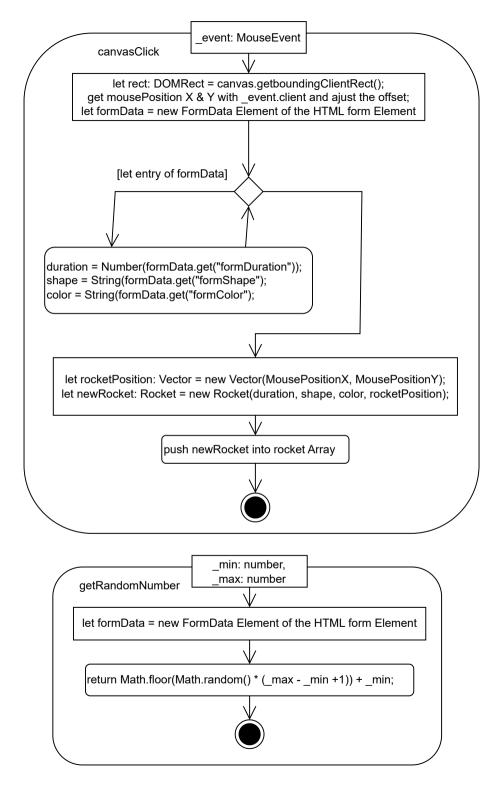
move();
```

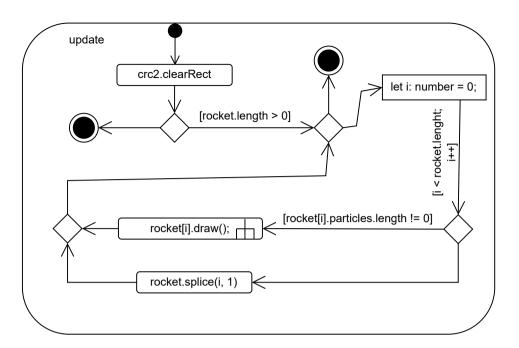
Main

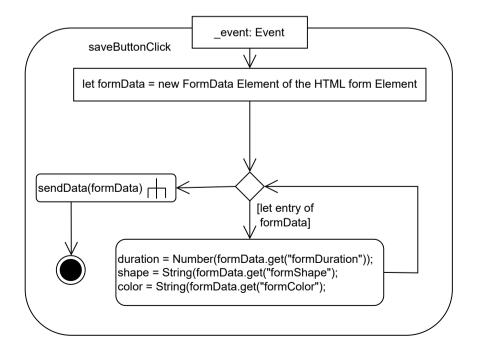


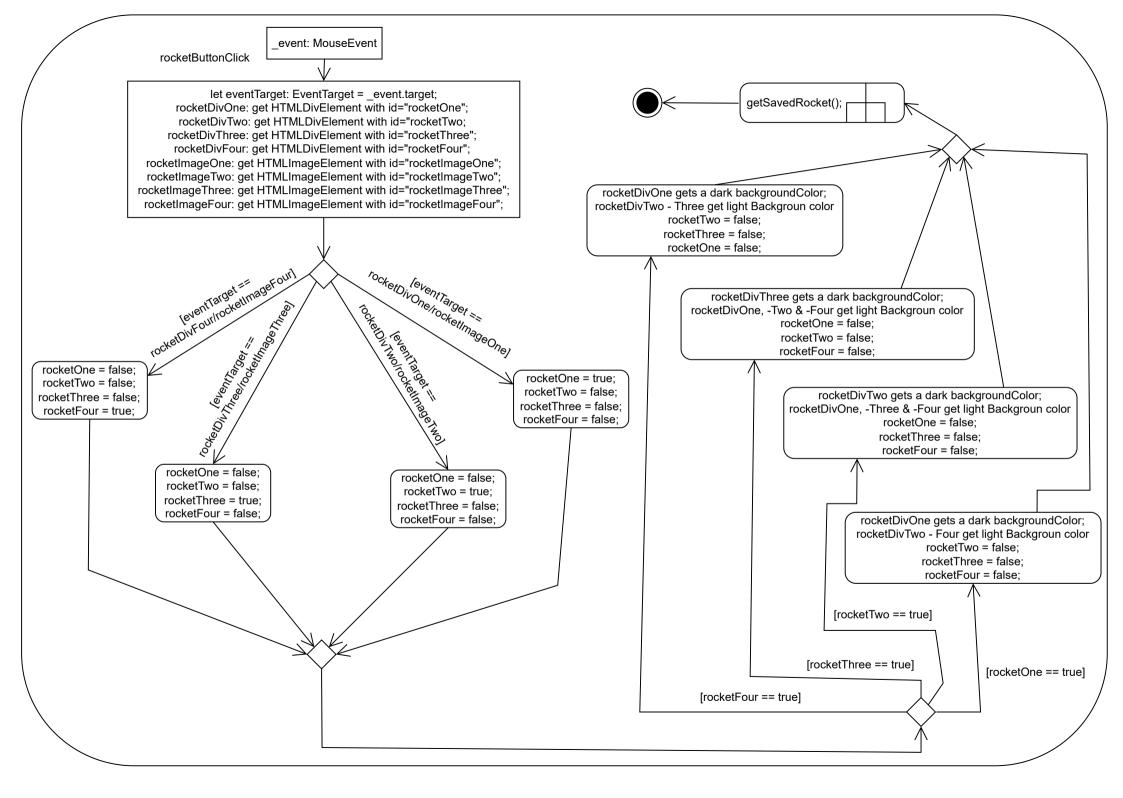




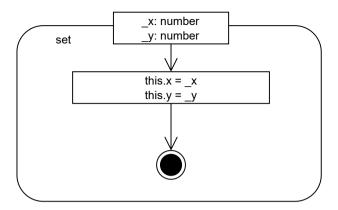


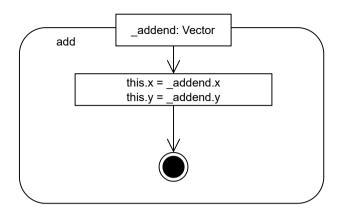






Vector





Particle

