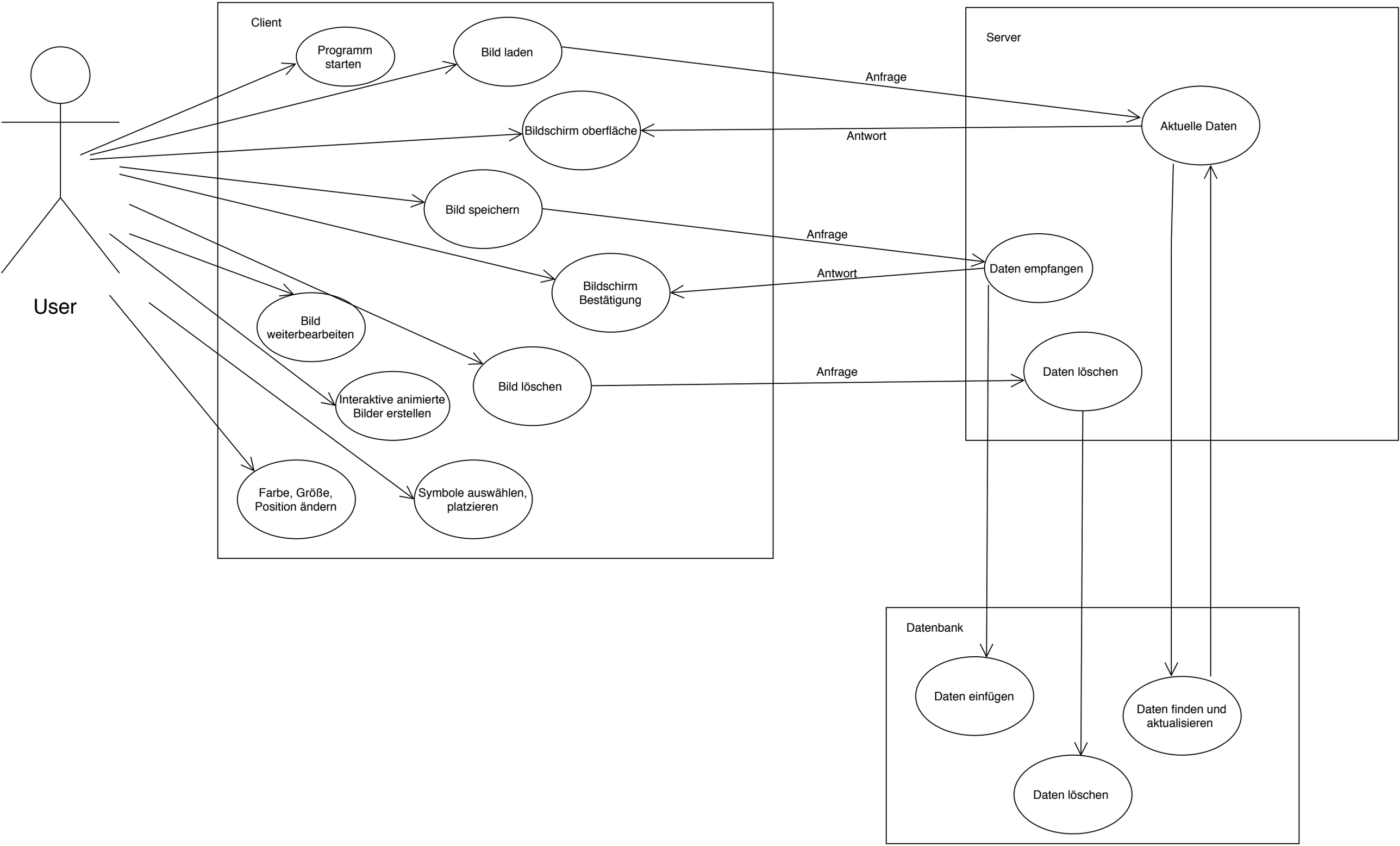
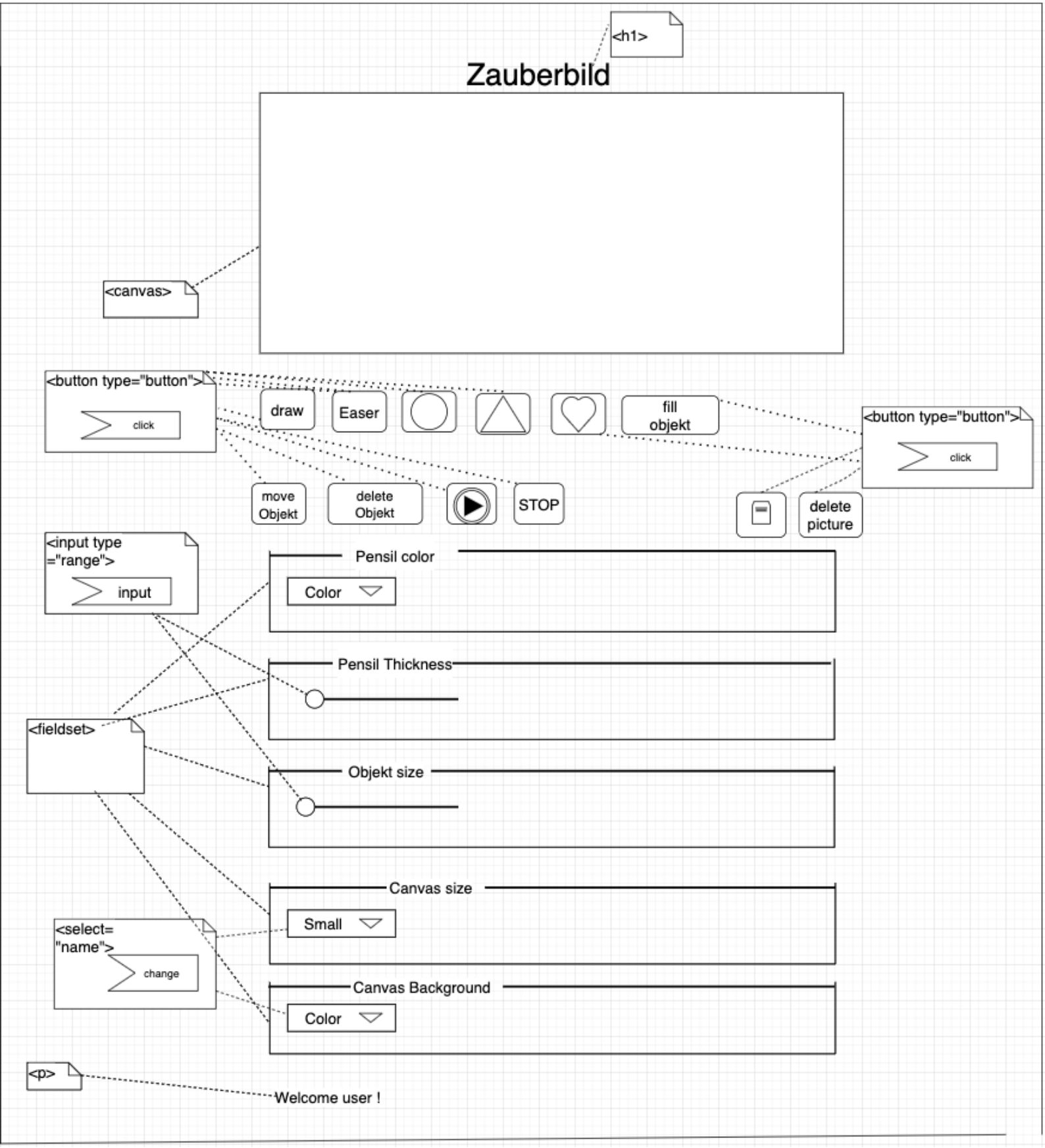
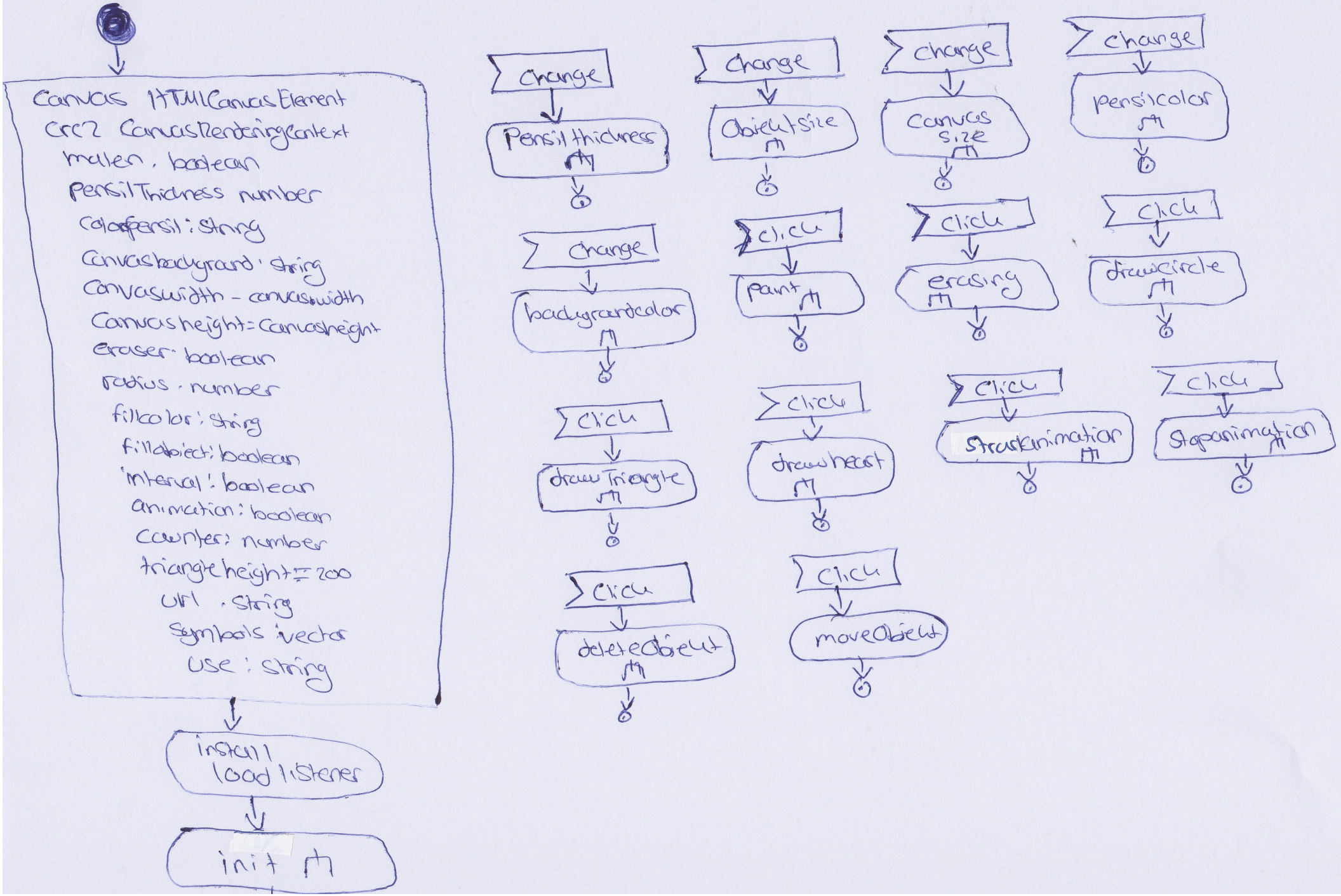
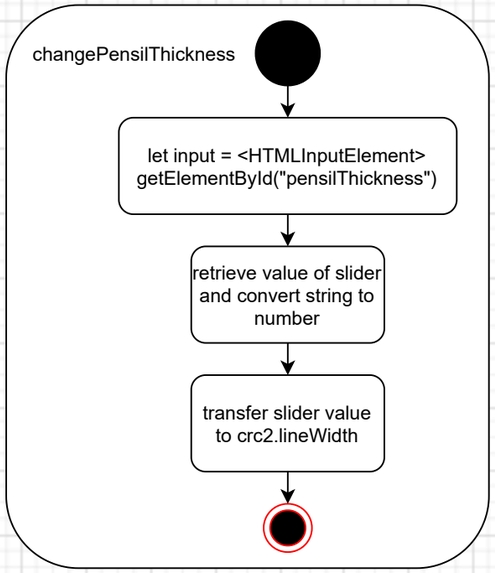
Anwendungsfalldiagramm
Abschlussarbeit 20

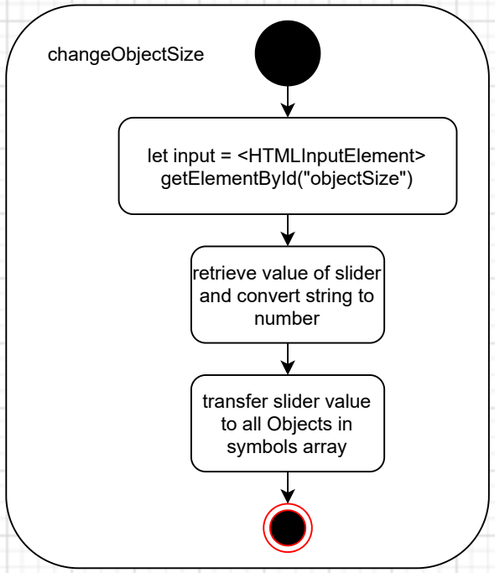


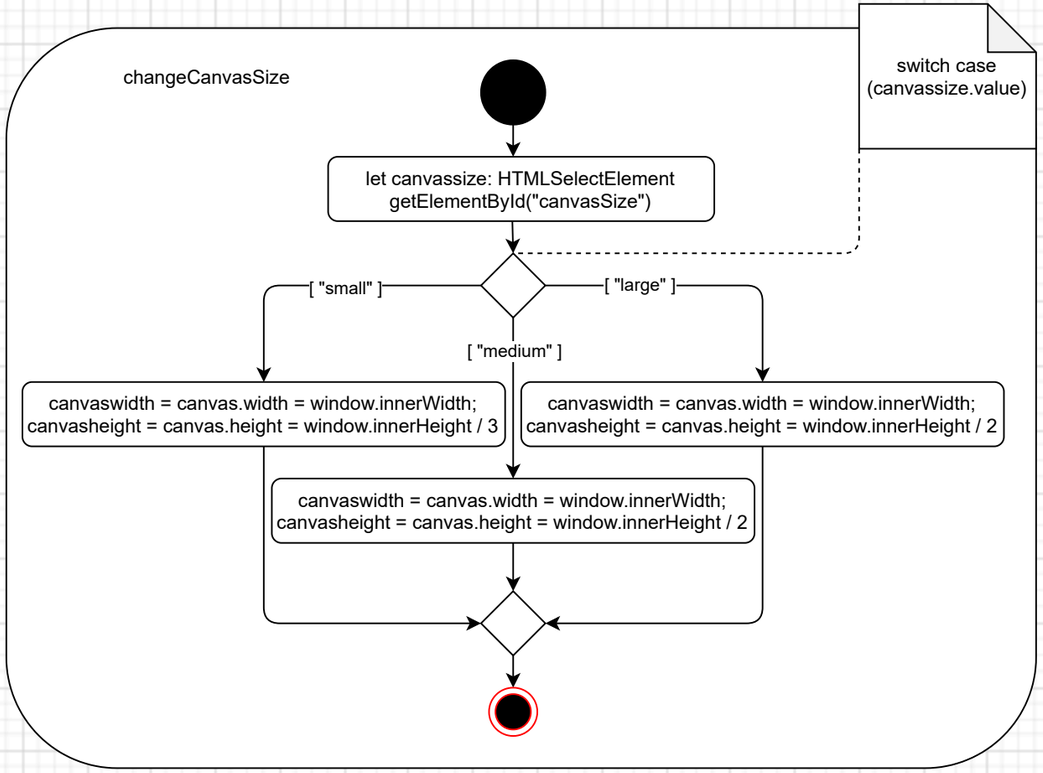

<h1>
Zauberbild
<canvas>
<button type="button">
click
draw
Easer
fill objekt
<button type="button">
click
move Objekt
delete Objekt
STOP
delete picture
<input type ="range">
input
Pensil color
Color
Pensil Thickness
<fieldset>
Objekt size
Canvas size
<select= "name">
change
Small
Canvas Background
Color
<p>
Welcome user !

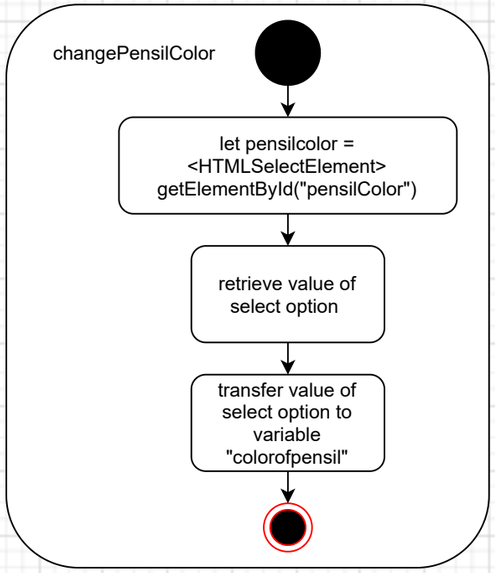

canvas HTMLCanvasElement
ctx2 CanvasRenderingContext
mallen . boolean
PersilThickness number
colorpersil : string
Canvasbackgraund : string
Canvaswidth = canvaswidth
Canvasheight = Canvasheight
eraser boolean
radius . number
fillcolor : string
fillobject : boolean
'interval' : boolean
animation : boolean
counter : number
triangleheight = 200
url . string
Symbols :vector
use : string
install
load listener
init
change
Persil thickness
change
Objectsize
change
Canvas size
change
persilcolor
change
backgroundcolor
click
paint
click
erasing
click
drawcircle
click
drawTriangle
click
drawheart
click
Straskanimation
click
Stopanimation
click
deleteObject
click
moveObject

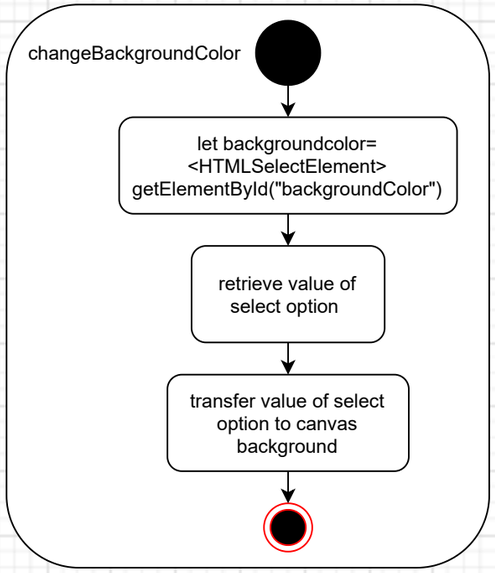
AD Customisations



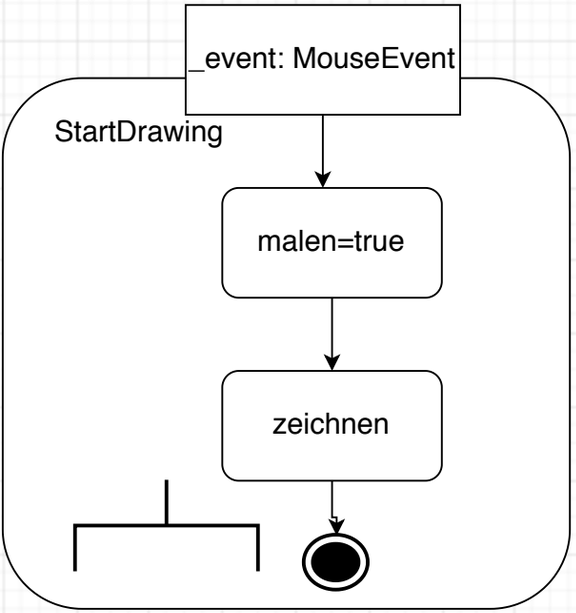


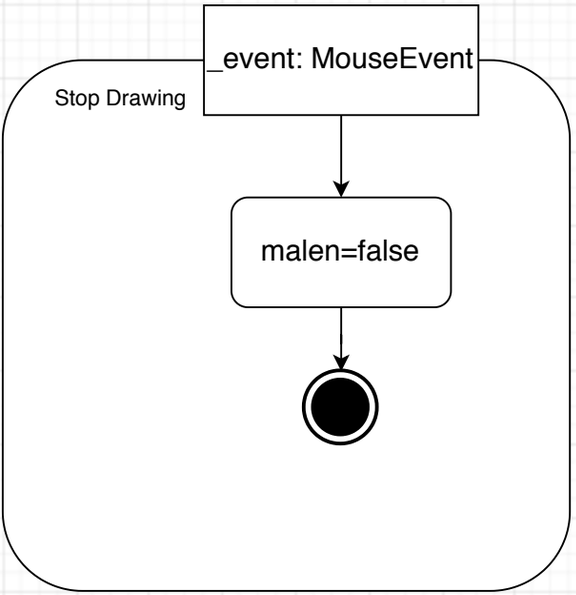


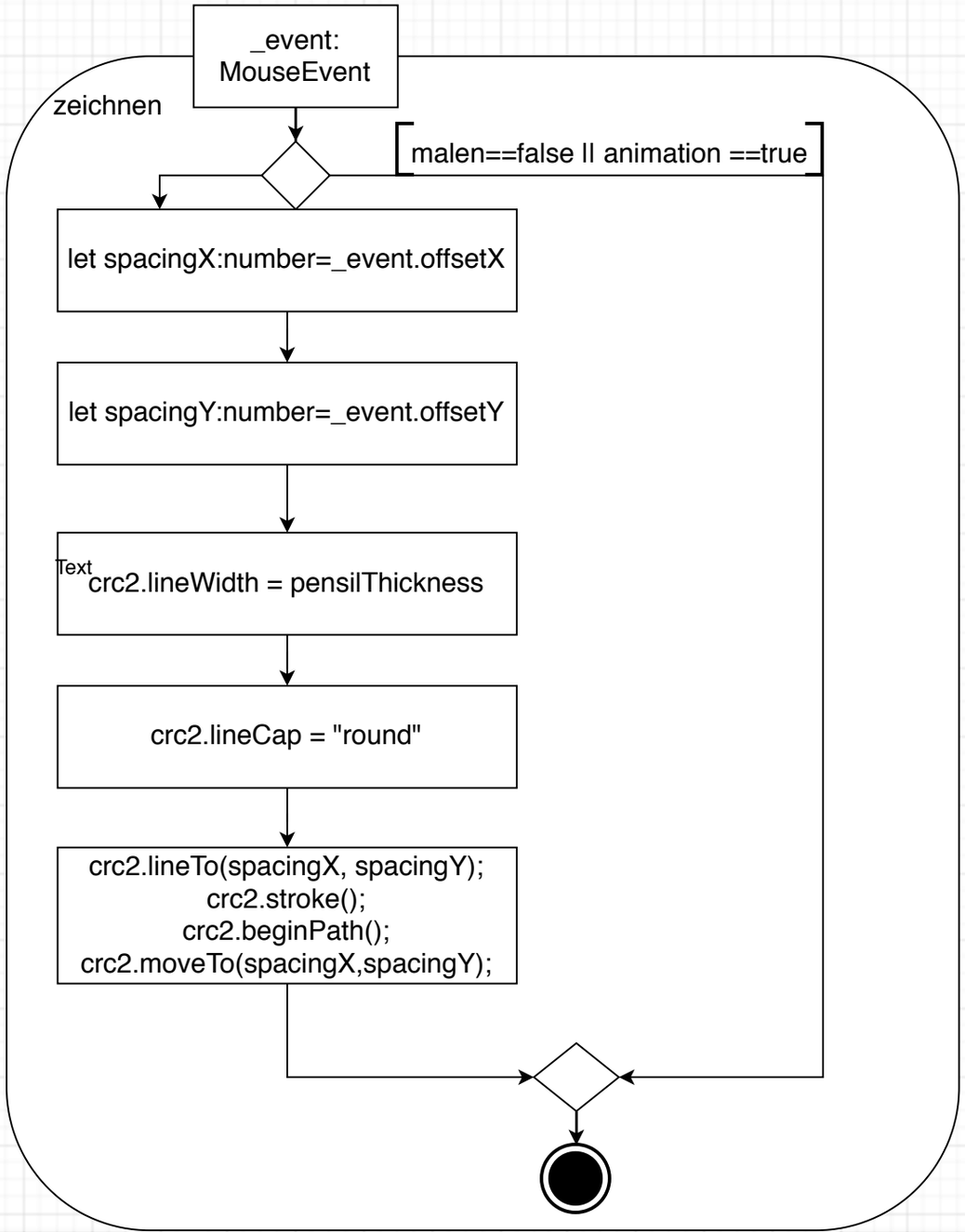




AD Zeichnen







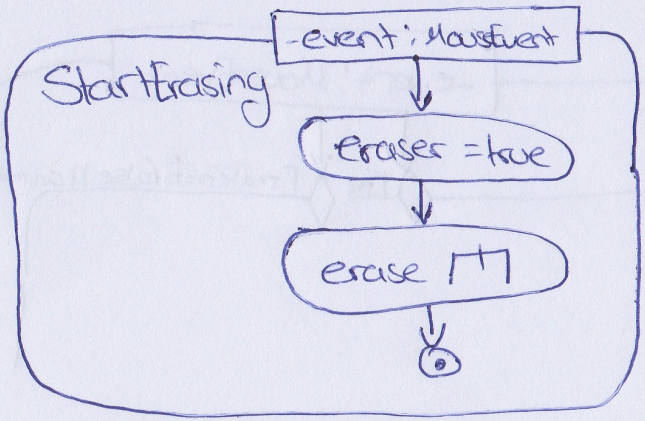
malen

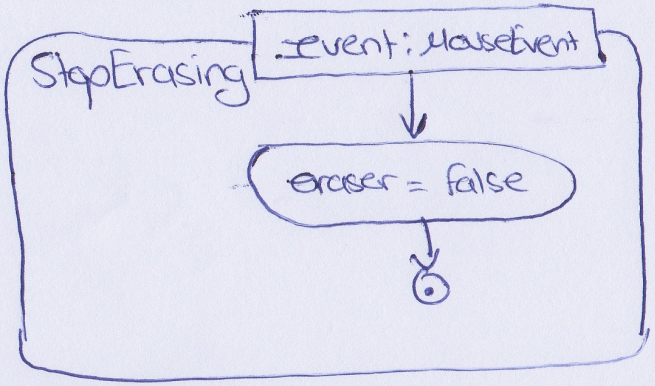
Drücke die Maus auf der Leinwand, um die Funktion ("mousedown",startDrawing) auszulösen

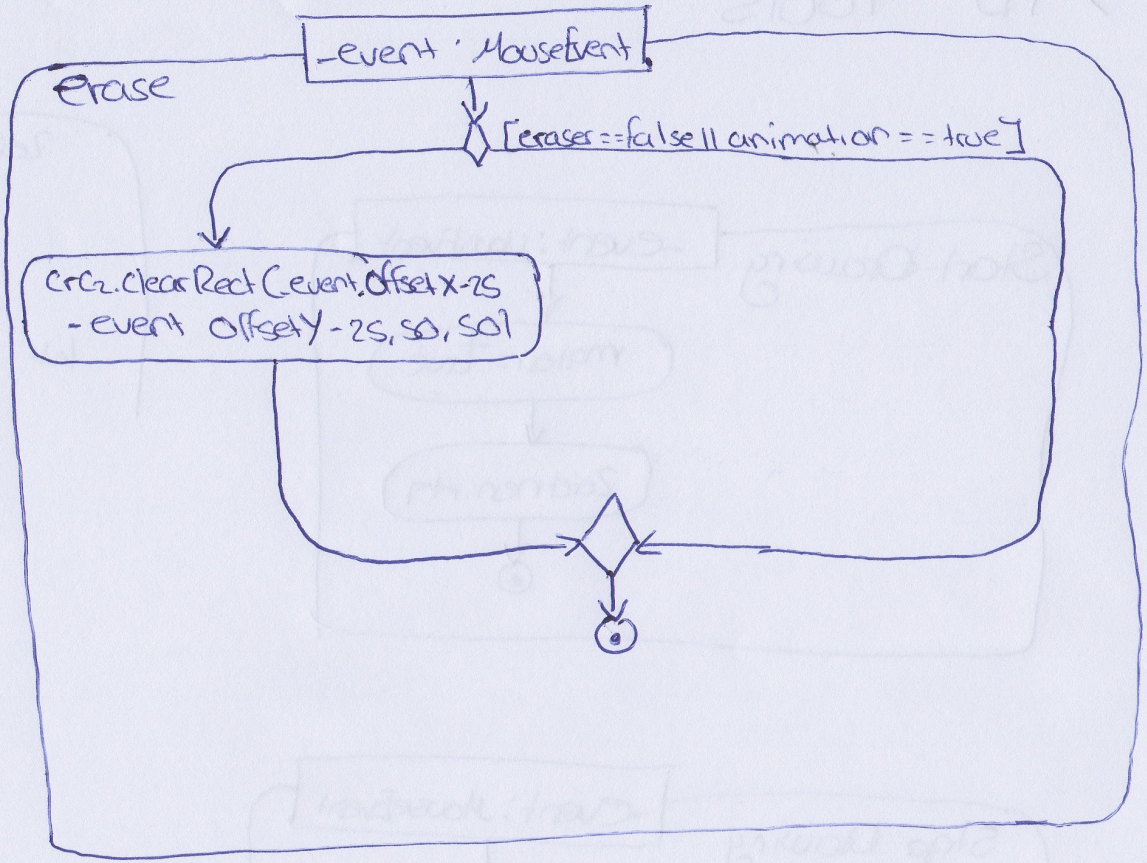
Bewege die Maus gedrückt halten um zu zeichnen und löse somit die Funktion ("mousemove", zeichnen) aus

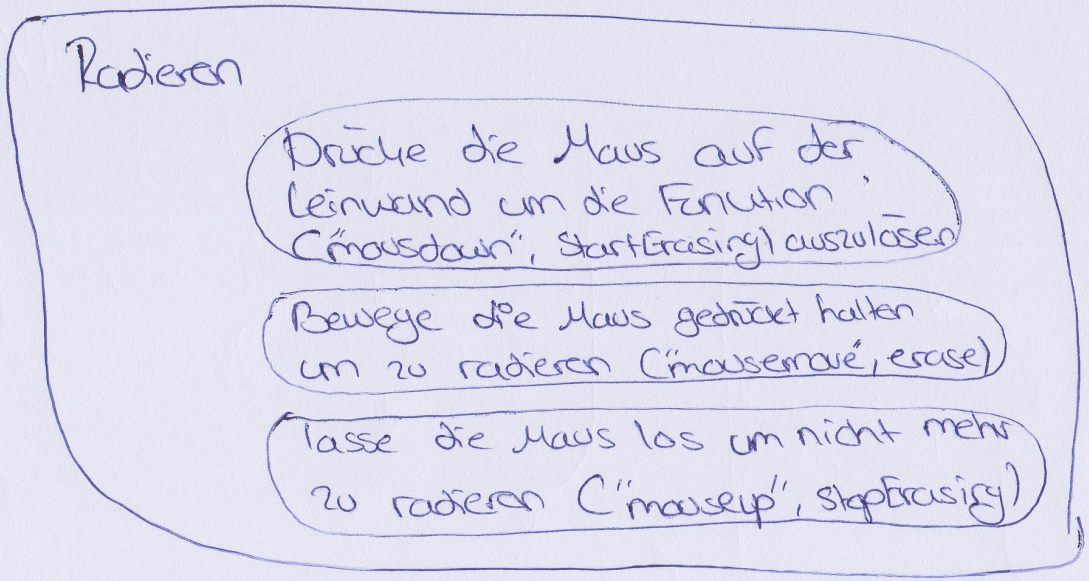
lasse die Maus los um nicht mehr zu zeichnen, ("mouseup", stopDrawing)

AD Redieren

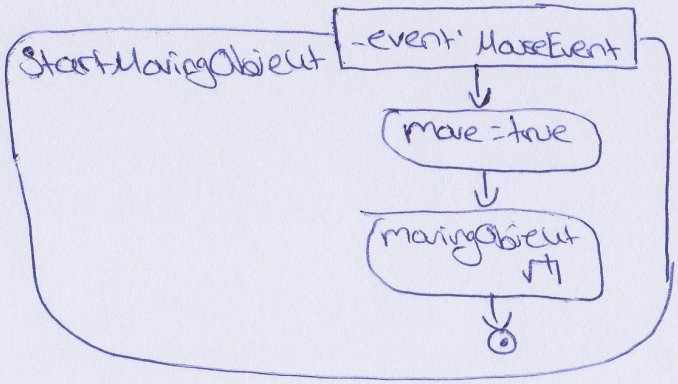

StartErasing
_event: MouseEvent
eraser = true
erase ()

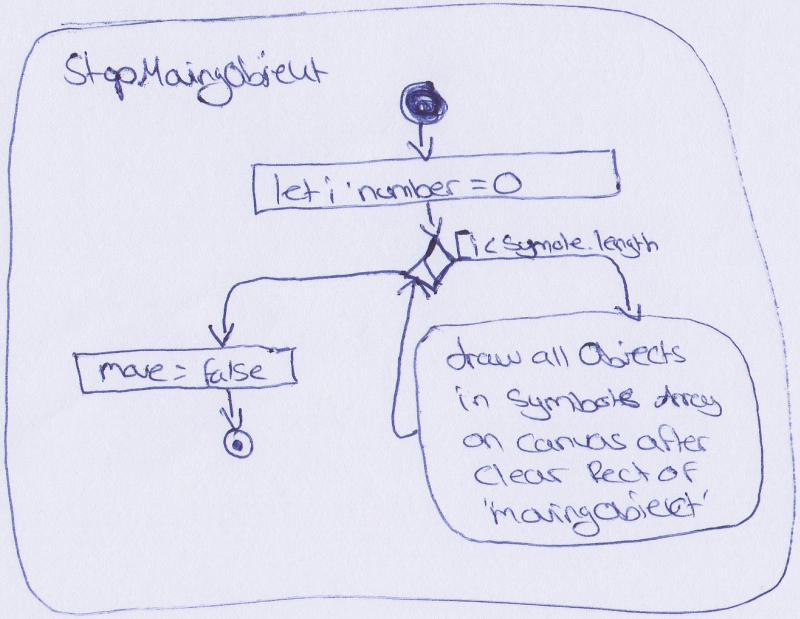

StopErasing
_event: MouseEvent
eraser = false

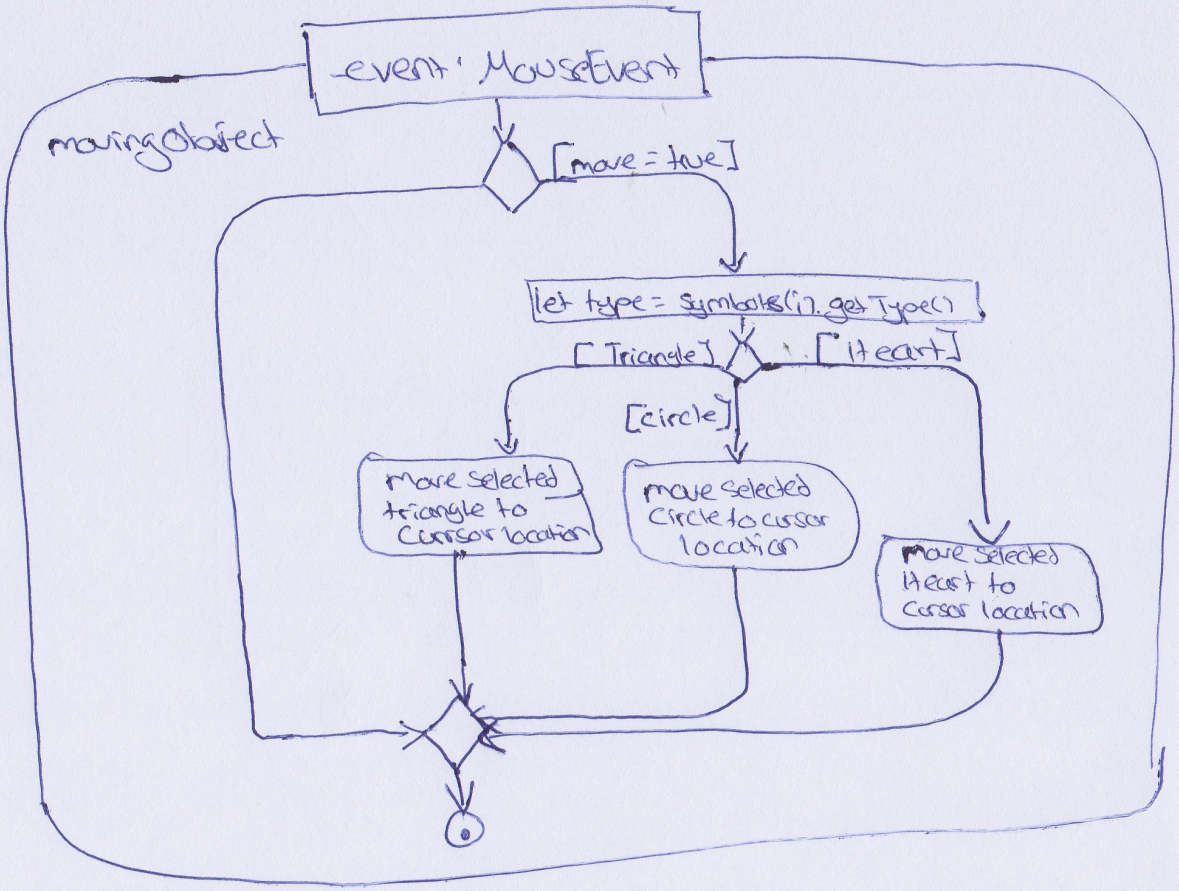

Erase
_event : MouseEvent
[eraser == false || animation == true]
crC2.clearRect(_event.offsetX-25
-event offsetY-25, 50, 50)


Radieren
Drücke die Maus auf der Leinwand um die Funktion ("mousedown", startErasing) auszulösen
Bewege die Maus gedrückt halten um zu radieren ("mousemove", erase)
lasse die Maus los um nicht mehr zu radieren ("mouseup", stopErasing)

AD Objekt bewegen







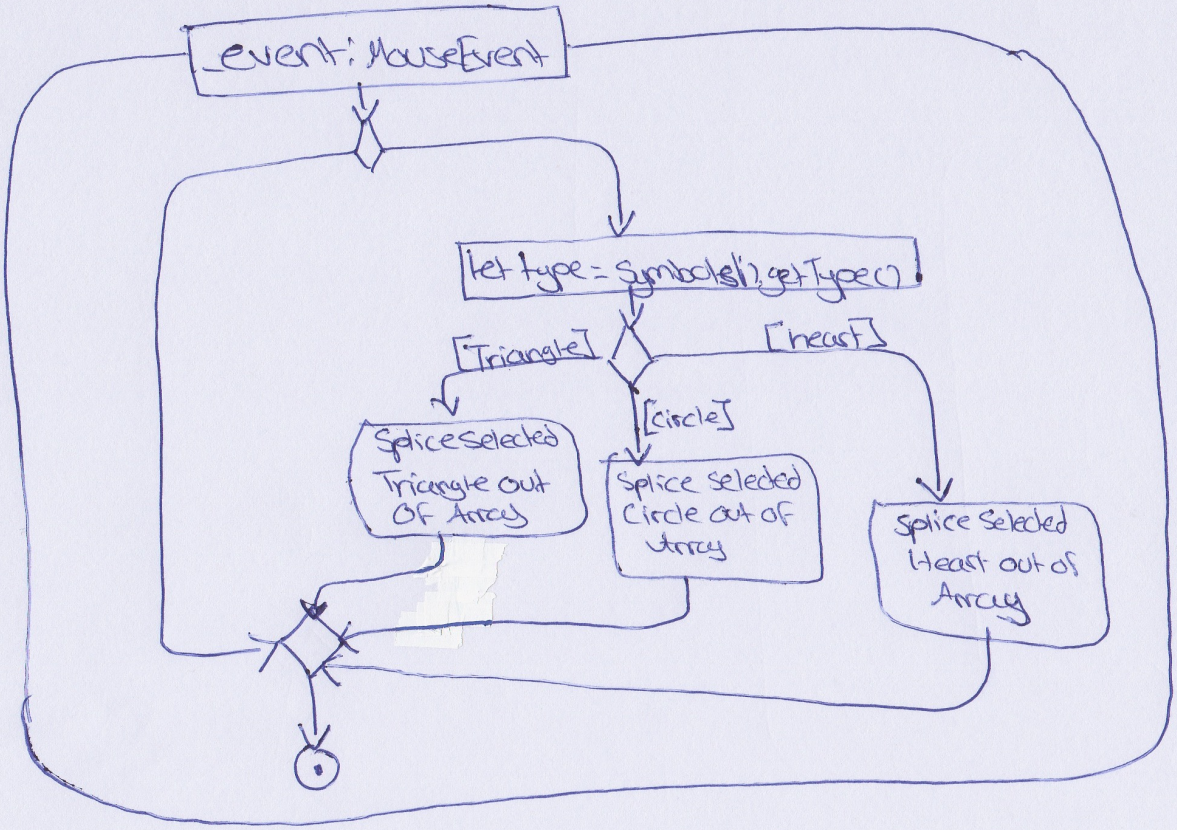
Objekt bewegen

Drücke die Maus auf der Leinwand um die Funktion ('mousedown', StratMovingObject) auszulösen

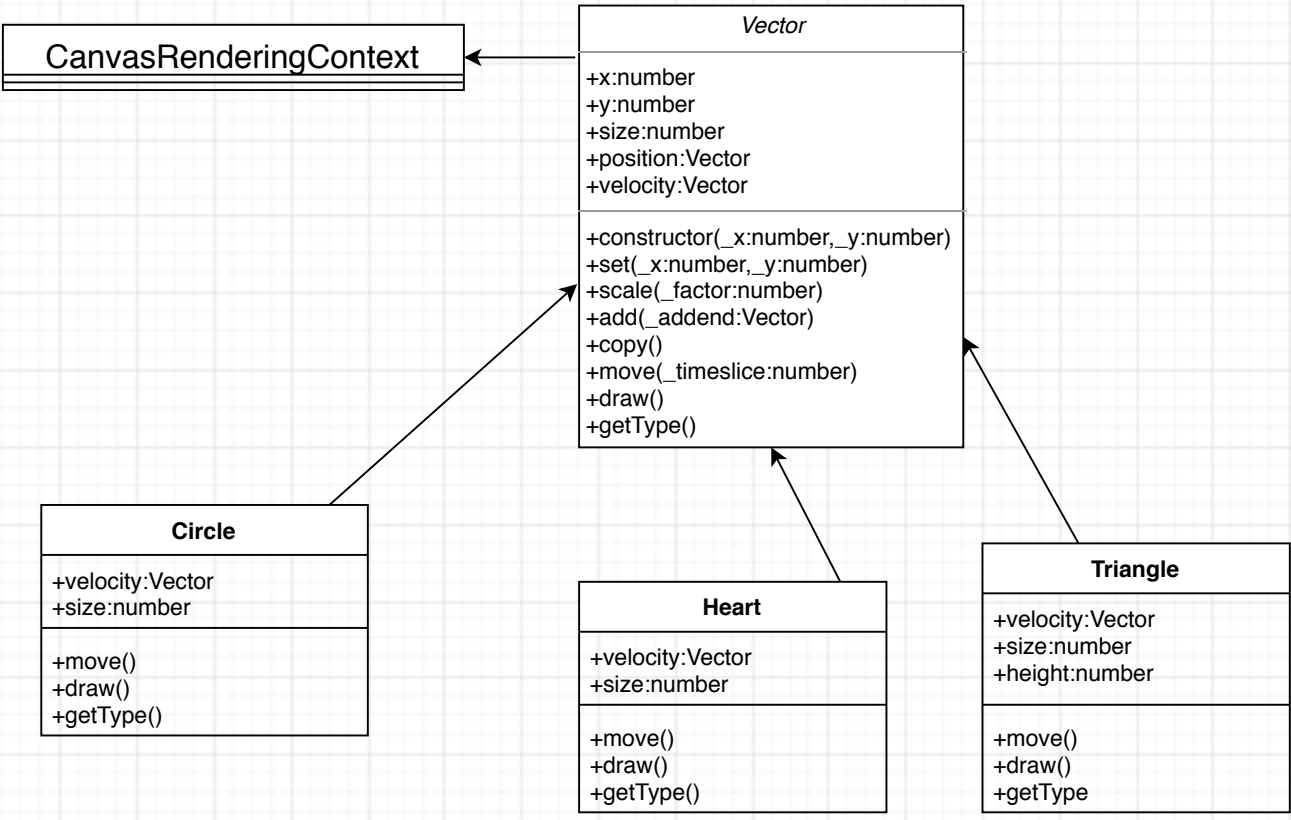
Bewege die Maus gedrückt halten um die Objekte zu bewegen ('mousemove', movingObject)

lasse die Maus los um Objekte nicht mehr zu bewegen (mouseup, StopMovingObject)

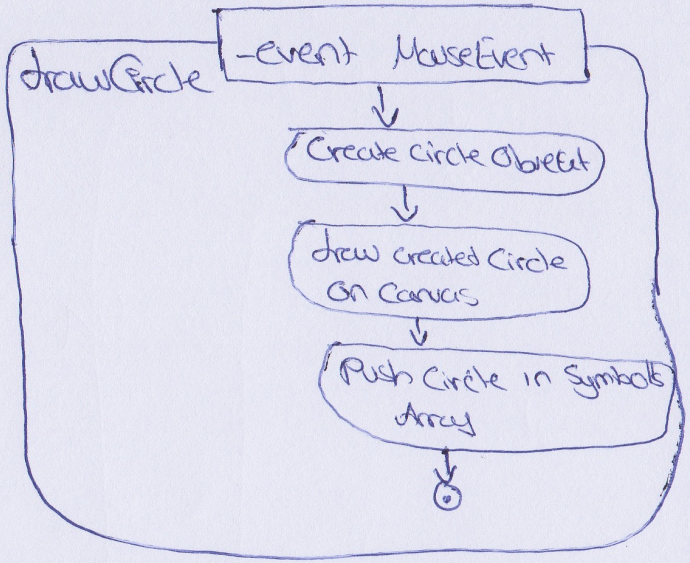
AD Objekt löschen

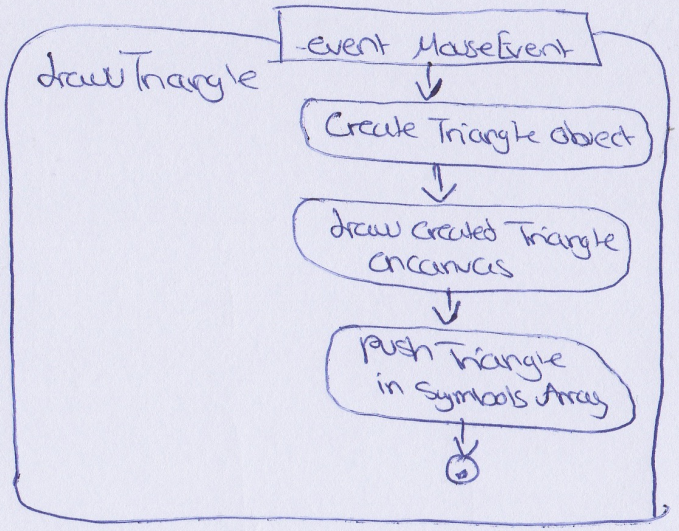


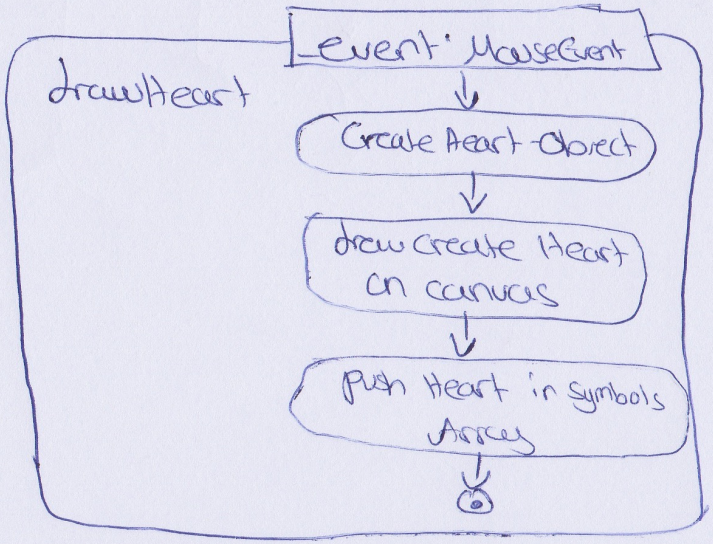
Klassendiagramm



AD Tools


drawCircle
-event MouseEvent
Create circle Obeect
draw created Circle on Canvas
Push Circle in Symbols Array


drawTriangle
-event MouseEvent
Create Triangle object
draw created Triangle oncanvas
push Triangle in Symbols Array

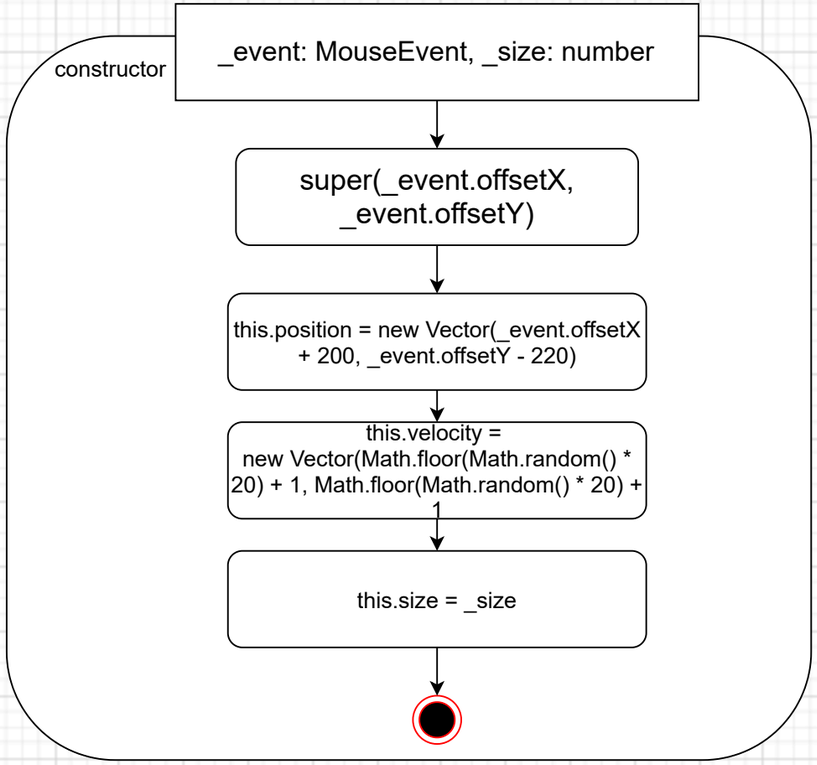

drawHeart
-event: MouseEvent
Create Heart object
draw create Heart on canvas
Push Heart in Symbols Array

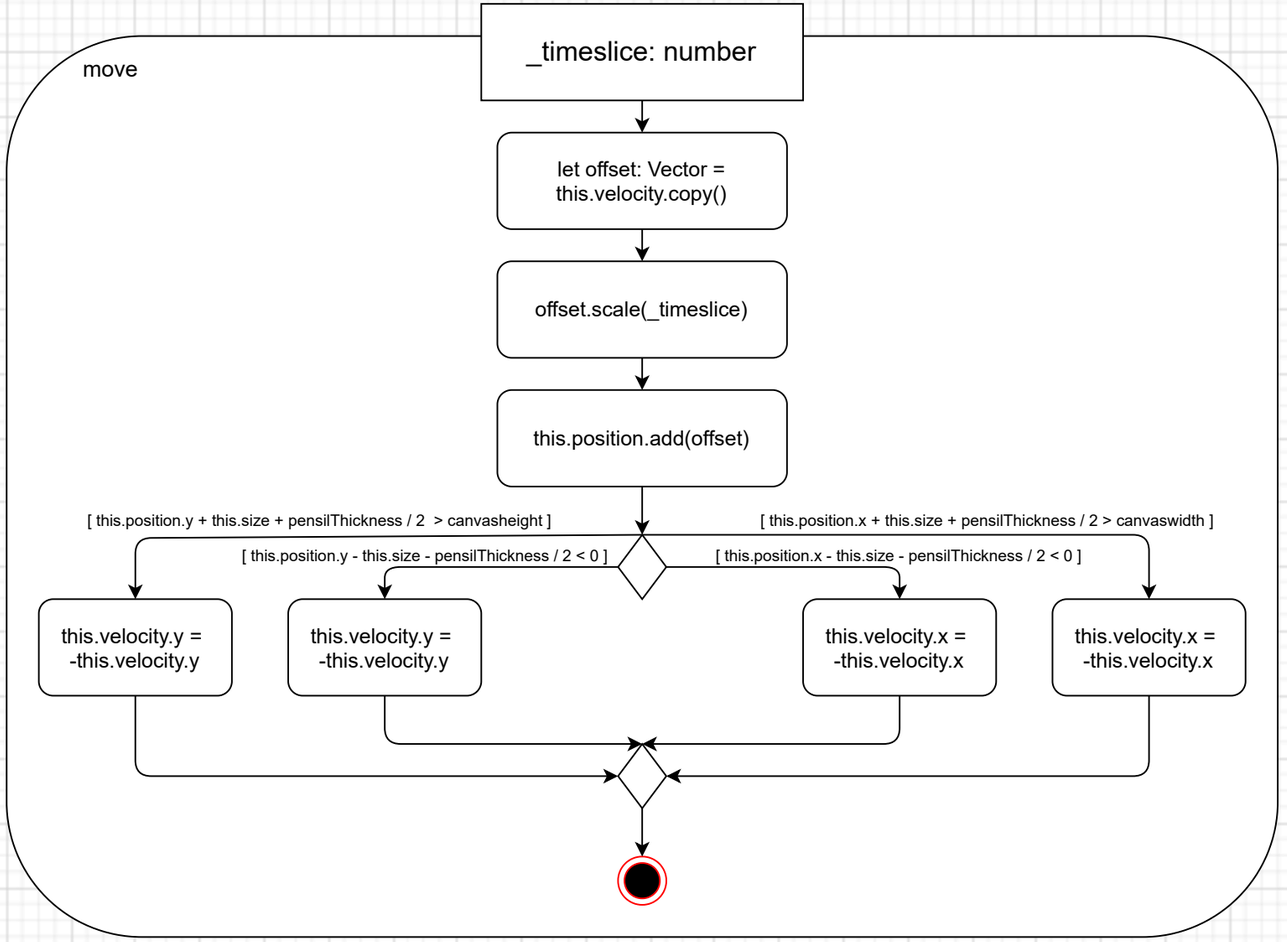
AD Circle

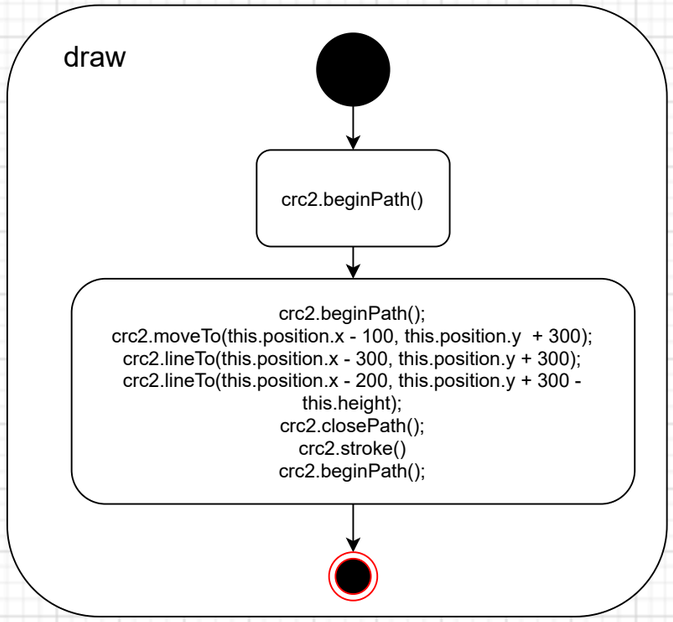
Circle

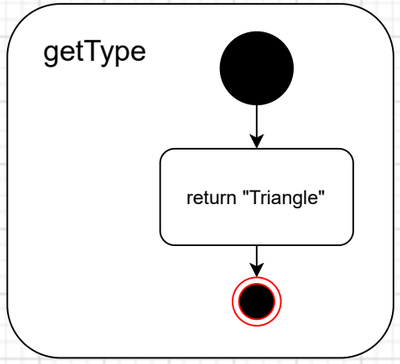
+ velocity: Vector
+ size: number

+ move ()
+ draw ()
+ getType()



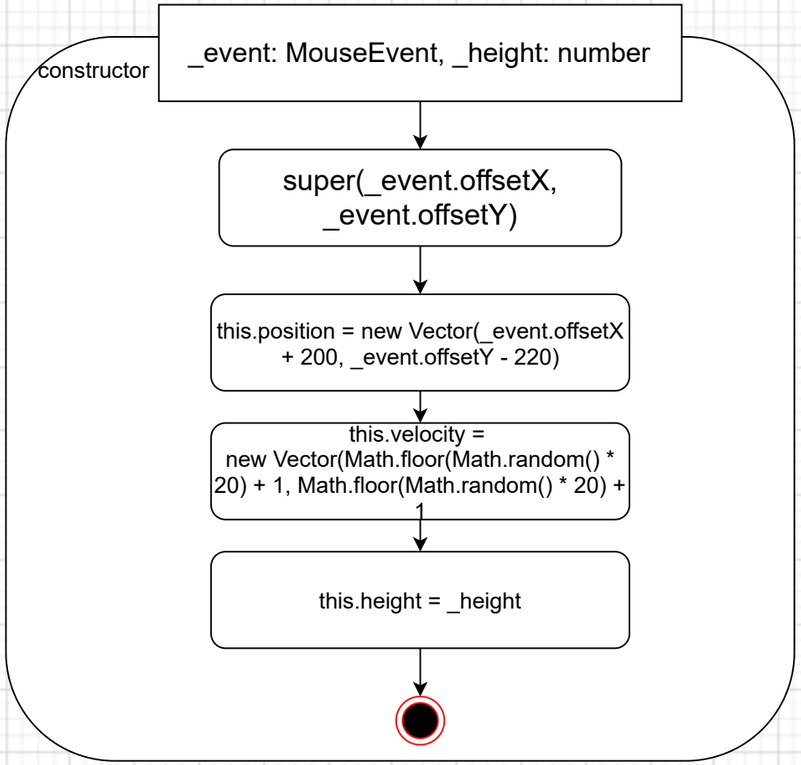


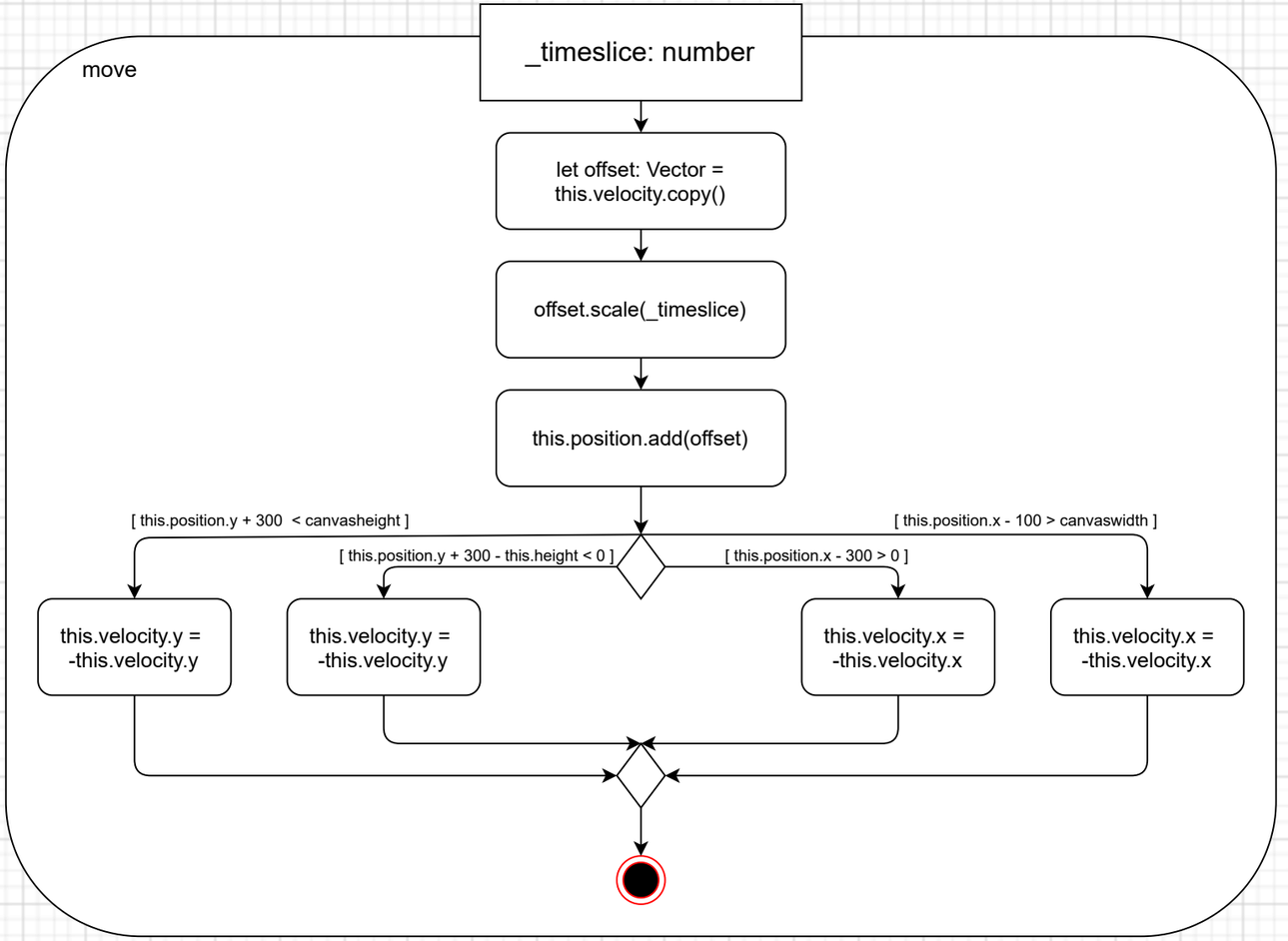




AD Triangle

Triangle
+ velocity: Vector + size: number + height: number
+ move () + draw () + getType()



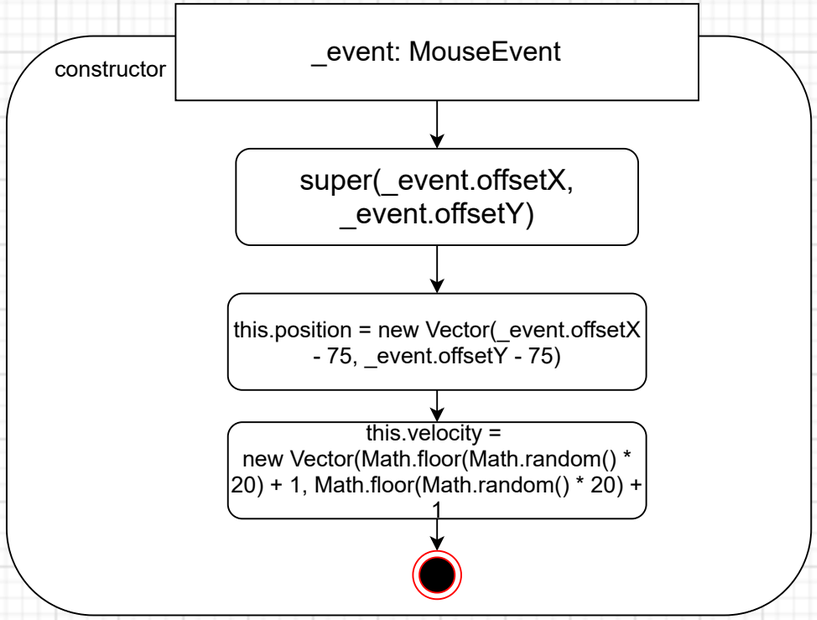


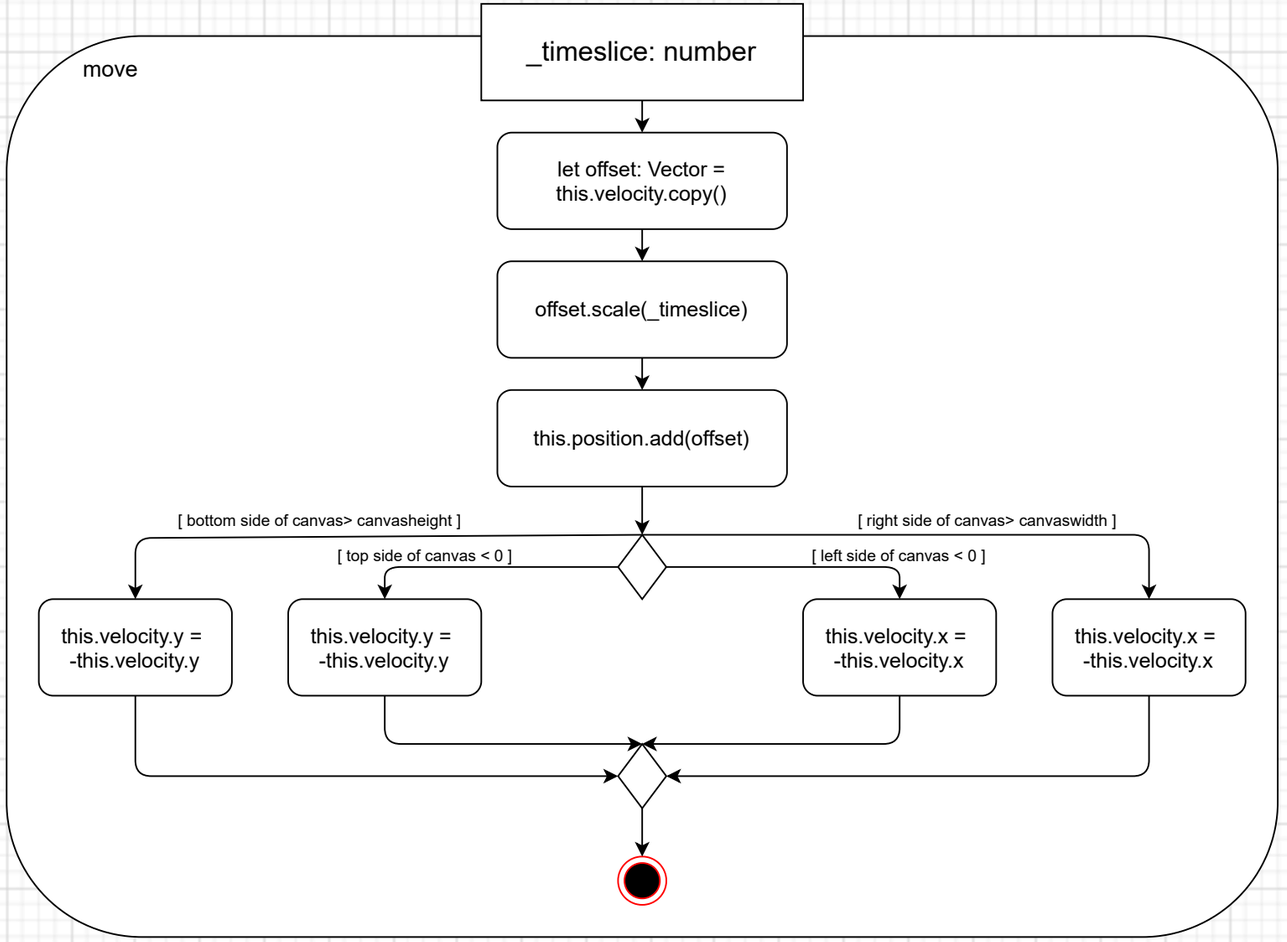
AD Heart

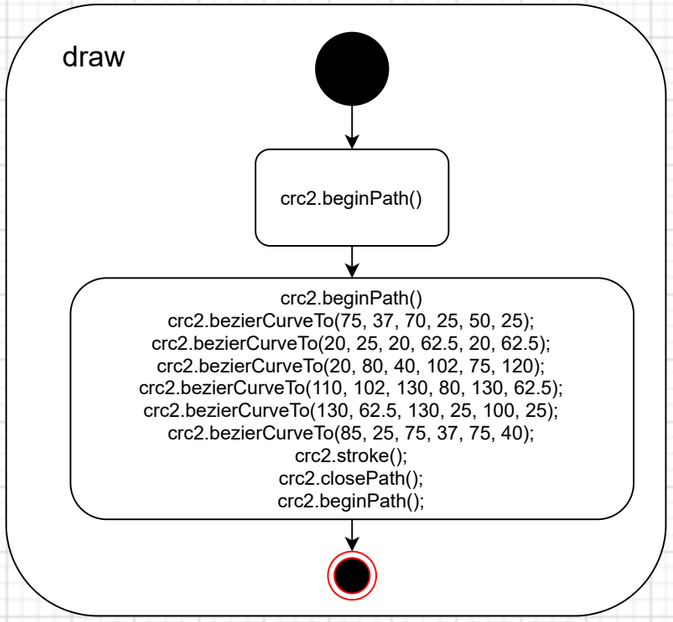
Heart

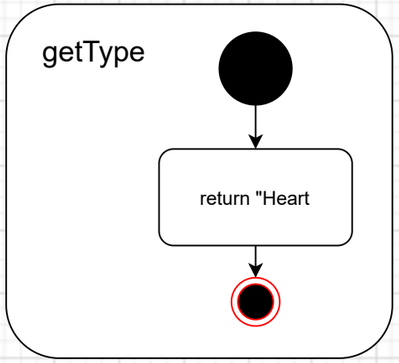
+ position: Vector
+ velocity: Vector

+ move ()
+ draw ()
+ getType()









Domänenübergreifenden
Aktivitätsdiagramm