

# Design

## Objects

Objects can be persistent or volatile. (how is the difference specified?)

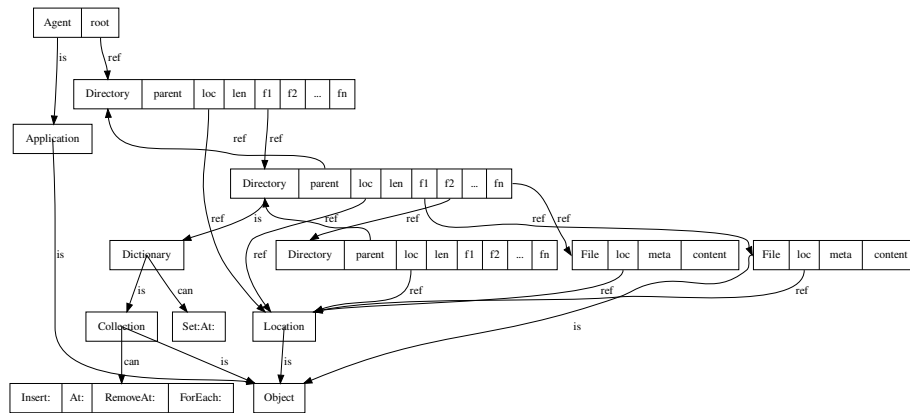


Figure 1: 1

Beispiel für ein Statediagramm

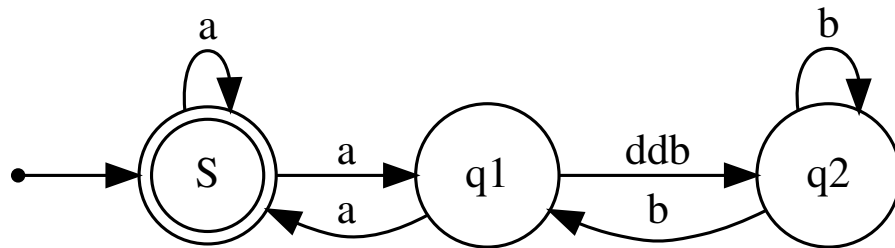


Figure 2: 2

Strukturen und Pointer

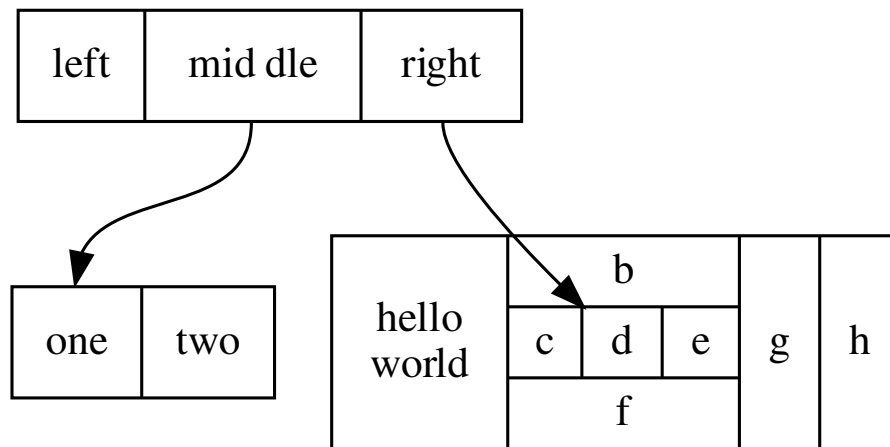


Figure 3: 3