# Konzept EIA2 Endabgabe Zauberbild

## Inhaltsverzeichnis zu diesem Konzept

1. HTML Skizzen
2. Nutzer/Anwendungsfall Diagramm
3. Schwimmbahnen Diagramme
4. Dokumentation

Links zu den externen Dateien:

* Repository auf GitHub: <https://github.com/ivenios/EIA2/tree/master/01_Endabgabe_v2>
* Anwendung:

<https://ivenios.github.io/EIA2/01_Endabgabe_v2/index.html>?

* Konzept Dateien:

<https://github.com/ivenios/EIA2/tree/master/01_Endabgabe_v2/1_Konzept>

* Zip-Datei:

<https://github.com/ivenios/EIA2/blob/master/01_Endabgabe_v2/Endabgabe%20v2.zip>

* Dokumentation: <https://github.com/ivenios/EIA2/blob/master/01_Endabgabe_v2/readME.txt>

## Dokumentation

\*\*\*\*\*\*\*\*RUDE MS PAINT\*\*\*\*\*\*\*\*

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by Iven Otis Sieglen.

This programm includes:

1. Konzept

2. Dokumentation

3. zip-Datei mit Abgabe

4. Das Programm

This is the

~~~~~~~Documentation~~~~~~~~~

Please visit the link down below,

to get to the other documents

https://github.com/ivenios/EIA2/tree/master/01\_Endabgabe\_v2

-\_-\_-\_-1. How to Play-\_-\_-\_-

If you want to start right away,

just open the link down below:

https://ivenios.github.io/EIA2/01\_Endabgabe\_v2/index.html?

If you are a special person, you

can also install it on your own

heroku and mongoDB services.

For that skip to 2.

\*Important Notice\*

When you are asked to log in or to

create a new user, never ever ever

use a real password. Use something

like "123" or "uuuu". Because this

programm sends server Requests via

GET with an query string, everyone

who wants to maybe harm you in some

way, can get your password with ease.

\*Step by Step Guide\*

You can controll the programm with just

your mouse (+ your keyboard for typing).

1. You are greeted with a welcome message

2. You will be asked to log in or with the

"Im new here" button, you can create a

new user.

3. Your very own picture overview will load.

If your new, there will be nothing, but you

can create your first pictrue with in

seconds. If you already have created some

picture, the names of the pictures will be

loaded.

4. Creting a picture. When you choose to create

a new picture, a panel with some customizations

will be loaded, where you can choose the

background color and the x and y size of your

canvas in pixels.

5. After you clicked "Create new canvas", you will

be greeted with your picture.

\*The Controls\*

Here you can see a represantation of the tool button

placement aside the canvas

[1][2]

[3][4]

[5][6]

[7][8]

[9][0]

1 - Place a square anywhere

2 - Place a circel anywhere

3 - Place a triangel anywhere

4 - The mover. With drap and drop move already existing objects

5 - The rubber. Will remove objects when you click on them

6 - Empty

7 - The spray can. Change the color of objects that already placed

8 - The resizer. Resize already existing objects by clicking.

9 - Empty

0 - Epmty

Tip: With the color input and the scale slider,

you can alter the color and scale of objects that you are

about to place. Or with the appropriate tools from above,

you can change the color and scale afterwards.

\*Animation\*

If it works, you should be able to let the canvas,

"do its thing" and move around the placed objects.

With the drop down selector, you can choose between

different animation patterns. Try them out!

\*Saving and deleting\*

Make sure to always end the animation before saving.

Always save before quitting!

A deleted picture can't be brought back!

-\_-\_-\_-2. How to Install-\_-\_-\_-

\*Things you'll need\*

- a gitHub repository

- a heroku app which is connected with

the above mentioned repository

- a cluster with some space on mongoDB

- an installes compiler, which complies the

TypeScript your about to change

\*Step by Step\*

1-take the zip-File and unpack it, then put it

in you new repository

2-in the folder 2\_Progamm > JS, you will find

all necessary ts files

3-go to the "client.ts" line 16 and change the

"serverAddress" to your heroku app link

4-go to the "package.json" and make sure, the

"server.js" in the js folder is still

correctly linked

5-now go to the "database.ts" file and change

Line 19 databaseURL - you should get this from mongoDB in your cluster at "connect" in the cluster overview

but you first have to create a user at "Database access"

Line 20 databaseName - put in the name of your database in side the Cluster

6-create two collections with the names:

Userdatabase

canvasDatabase

7-push all changed to gitHub

8-deploy your heroku app

You should be ready to go