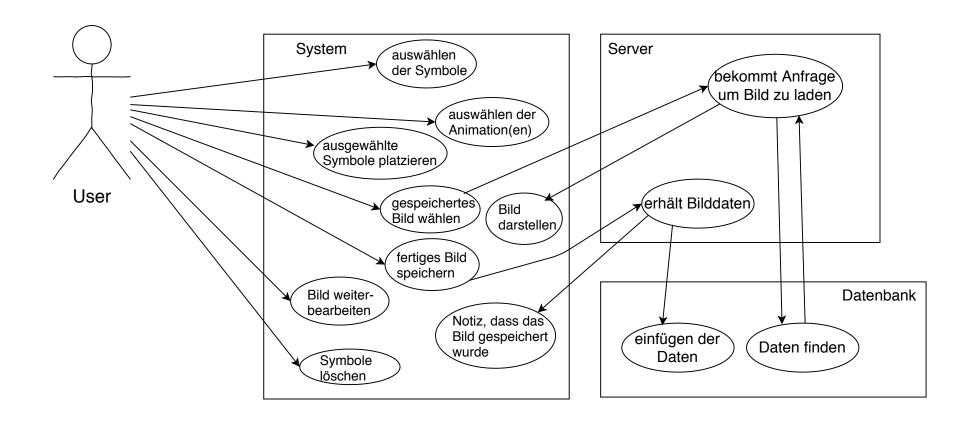
Use Case



<input> User Interface type: radio <button> id = selectbtn <but> <button> <h1> [Scribble id = btnokid = btnrotation id = btnsize click click click <but> id = btncolor click Zauberbild Platziere die Symbole nach deinem Wunsch auf die Canvas Wähle die Größe der Canvas: O Größe 1 O Größe 2 ◆ OK O Größe 3 <input> <div> id = stardiv type: datalist id = loaded Farbe Rotation Größe click <div> Laden id = heartdiv click <div> id = moondiv click <div> id = sundiv click Löschen Titel eingeben Speichern <but> <input> <but>

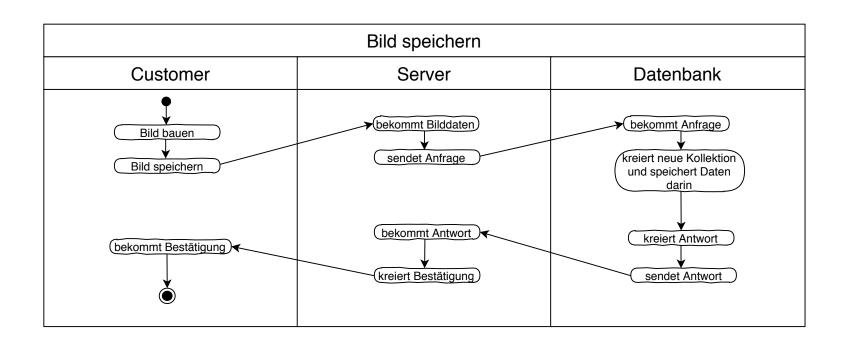
type: text id = title

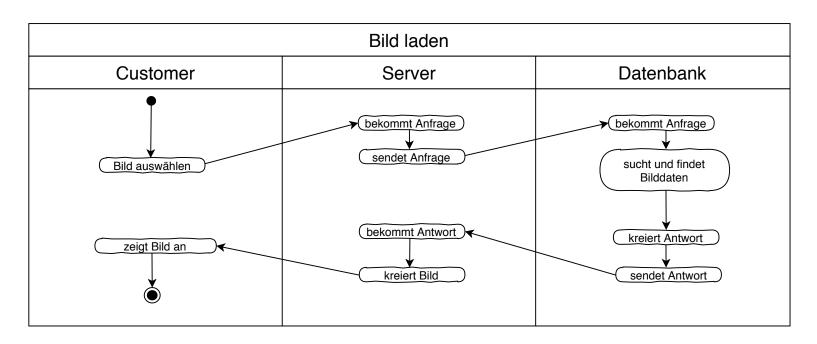
id = btndelete

click

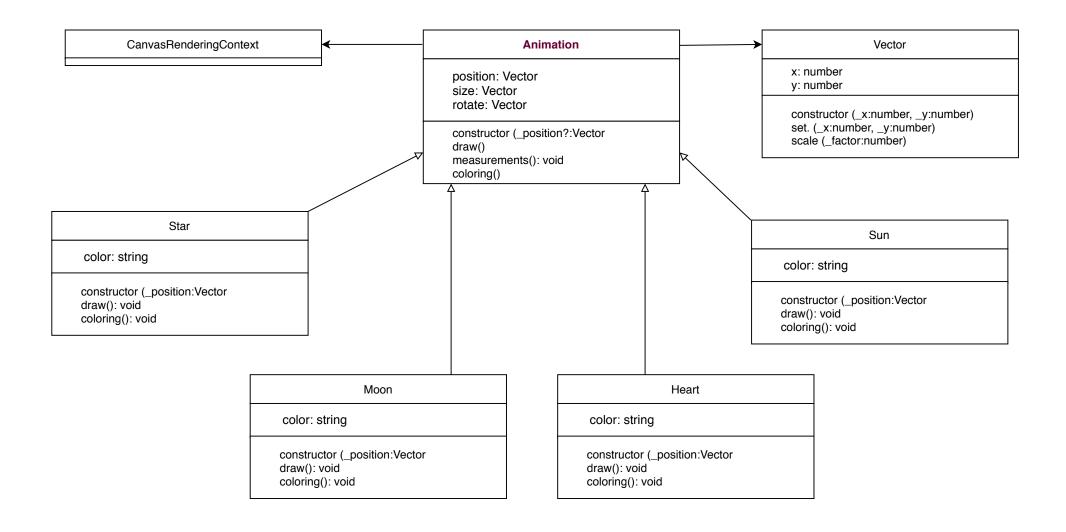
id = btnsave

click

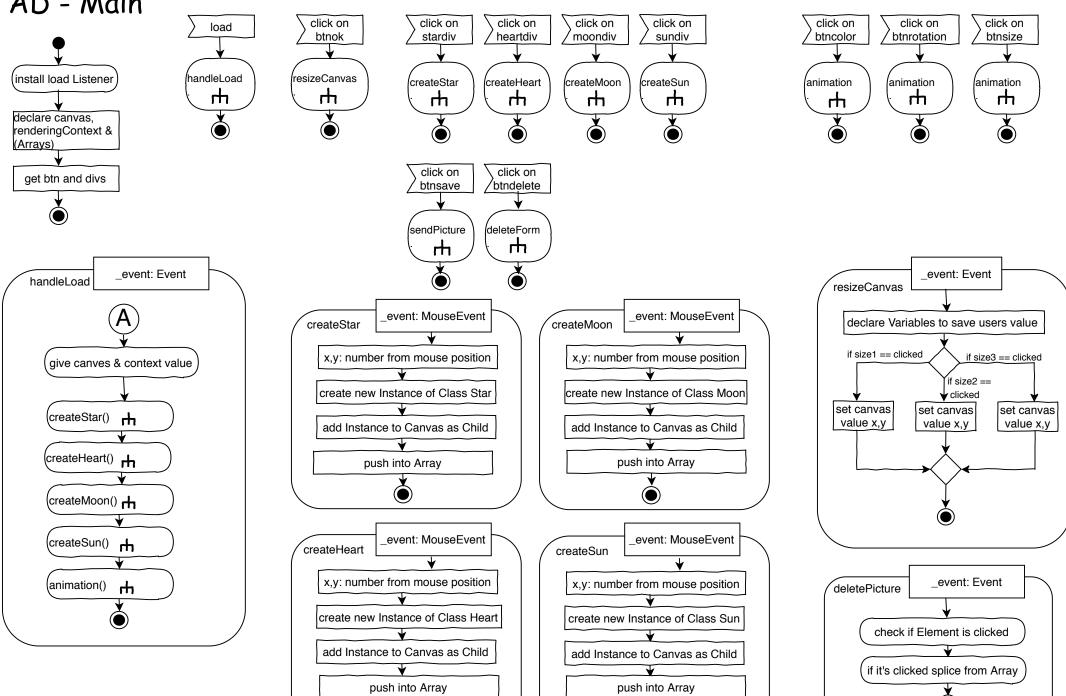


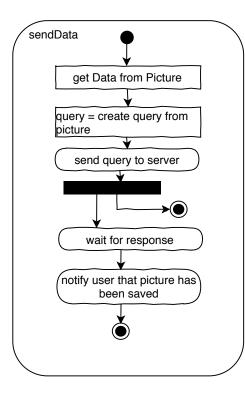


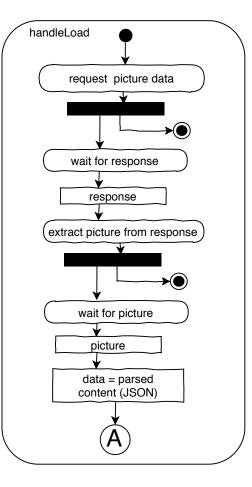
Klassendiagramm



AD - Main







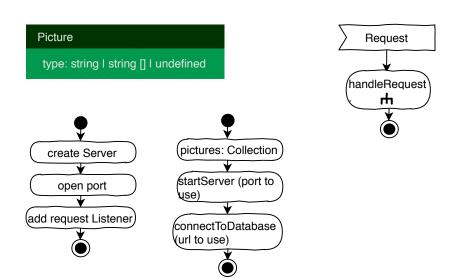
animation

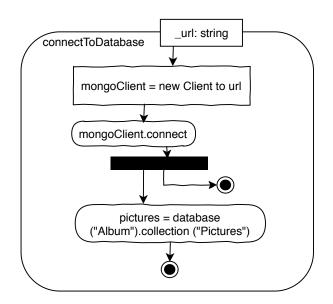
wenn Element angeklickt -> dann klick auf color -> dann ändert dieses Element die Farbe (random)

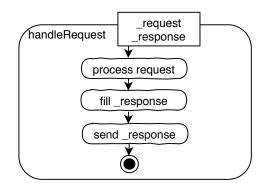
wenn Element angeklickt -> dann klick auf Rotation -> dann ändert sich dieses Element im / gegen den Uhrzeigersinn

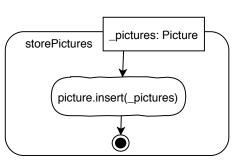
wenn Element angeklickt -> dann klick auf size -> dann ändert sich dieses Element in seiner Größe (random)

Server

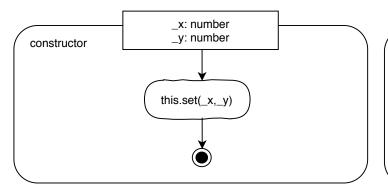


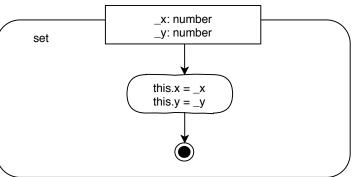


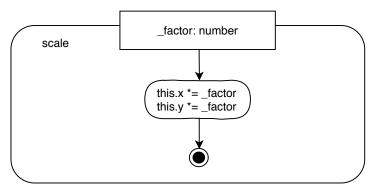




Klasse: Vector







Klasse: Animation

