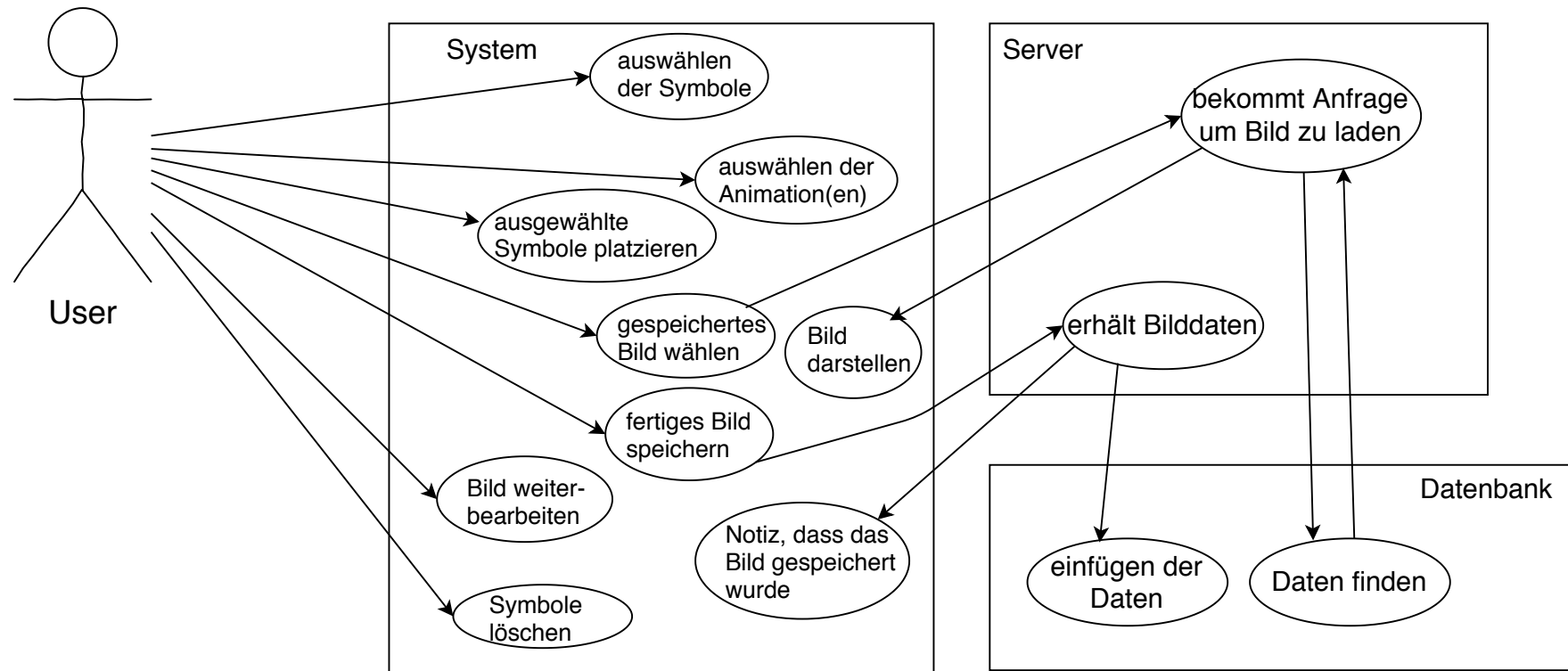
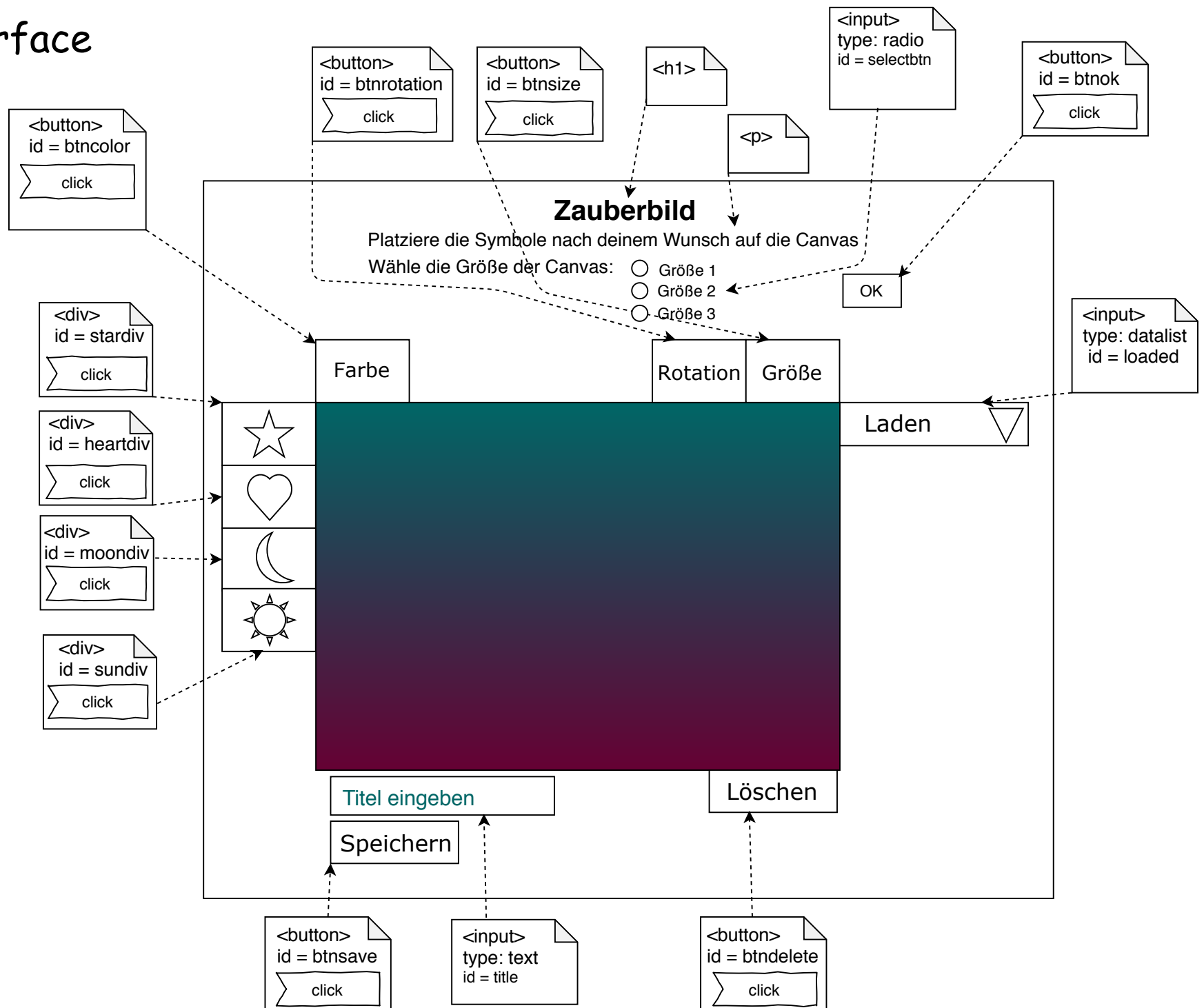
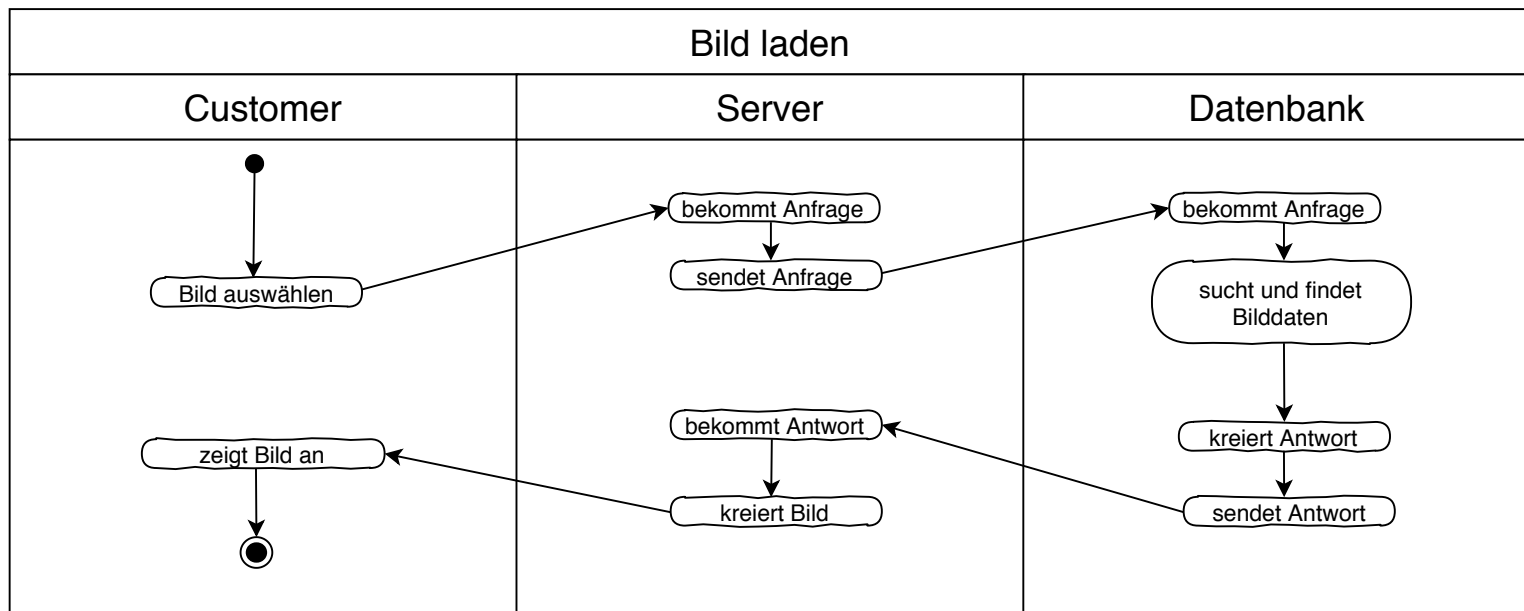
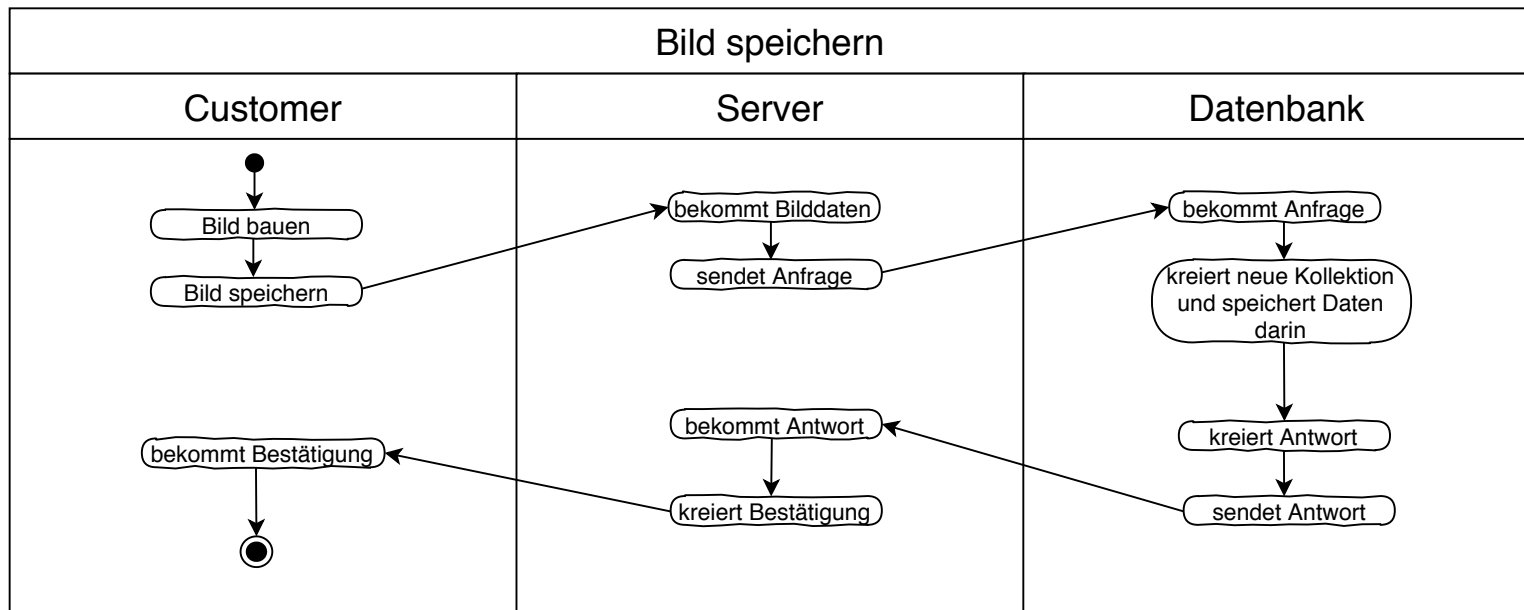


Use Case

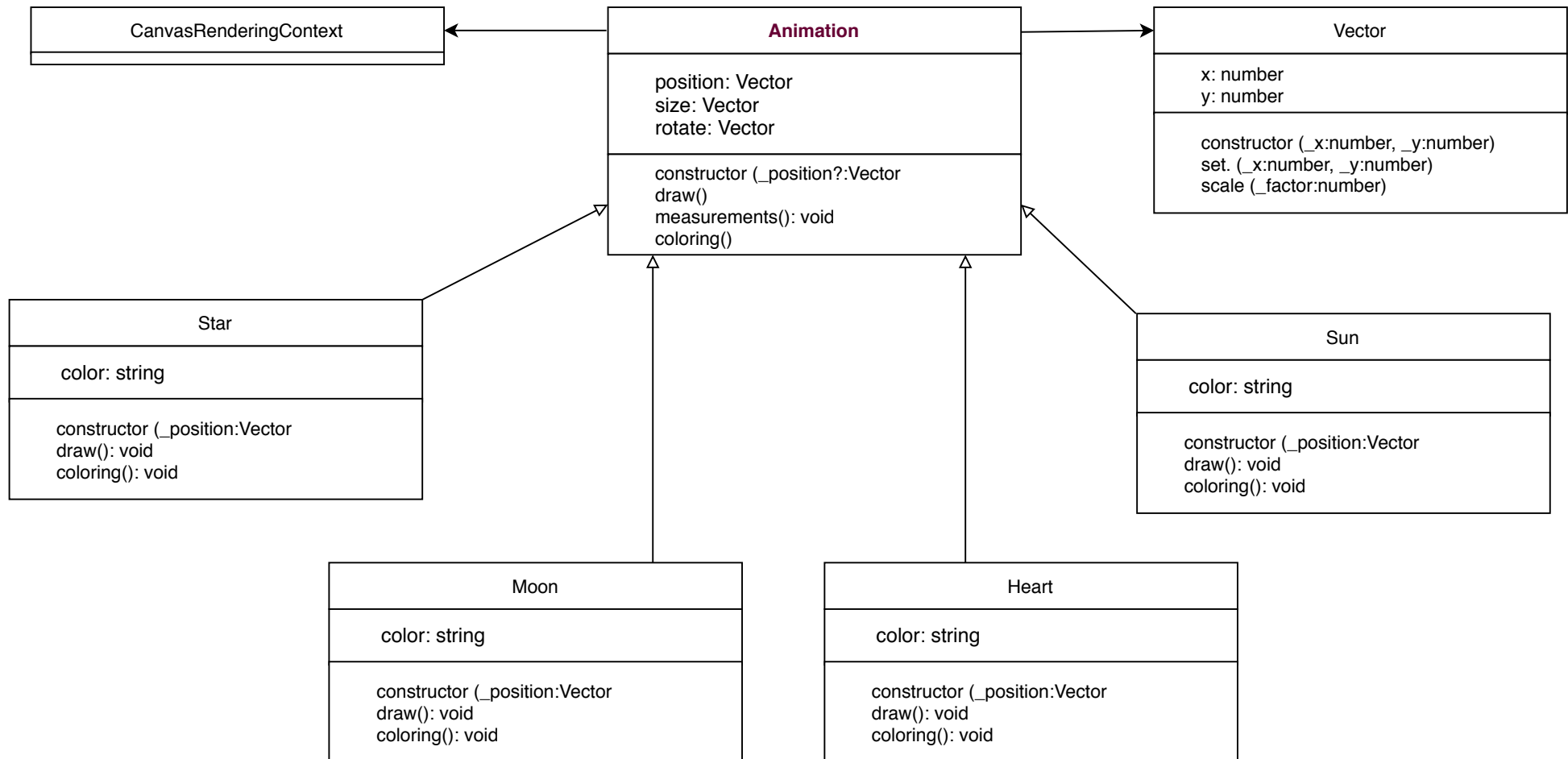


User Interface Scribble

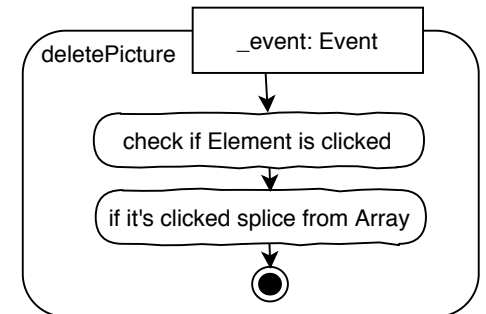
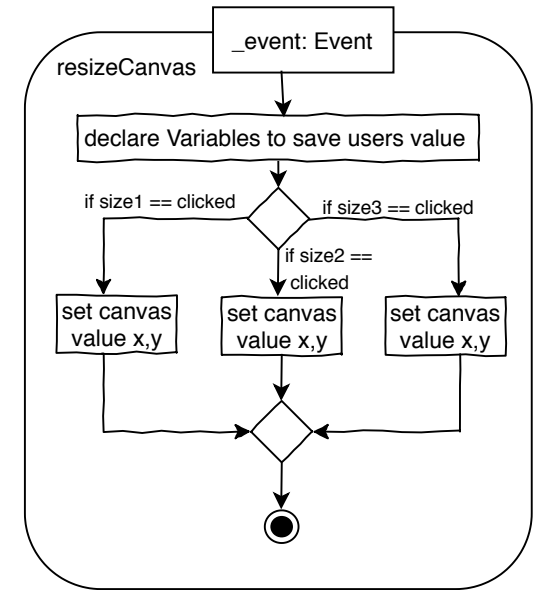
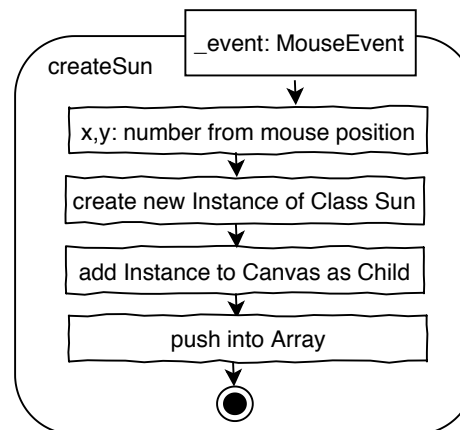
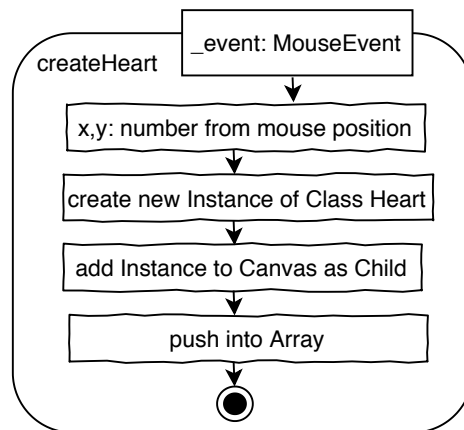
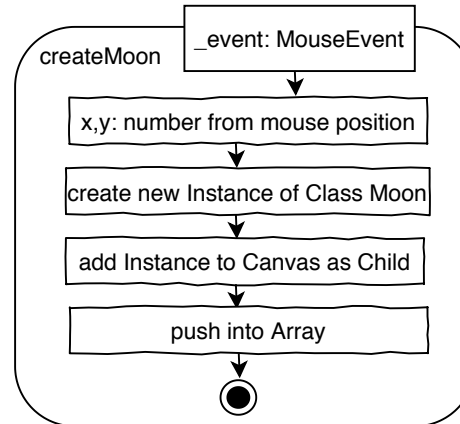
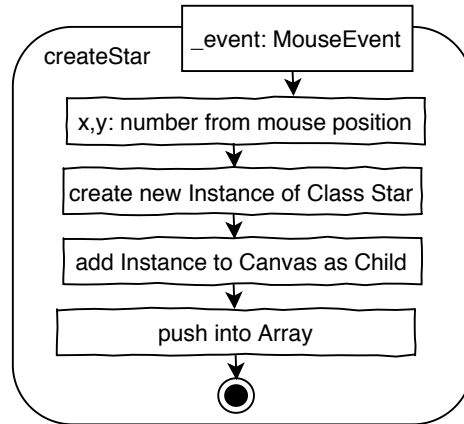
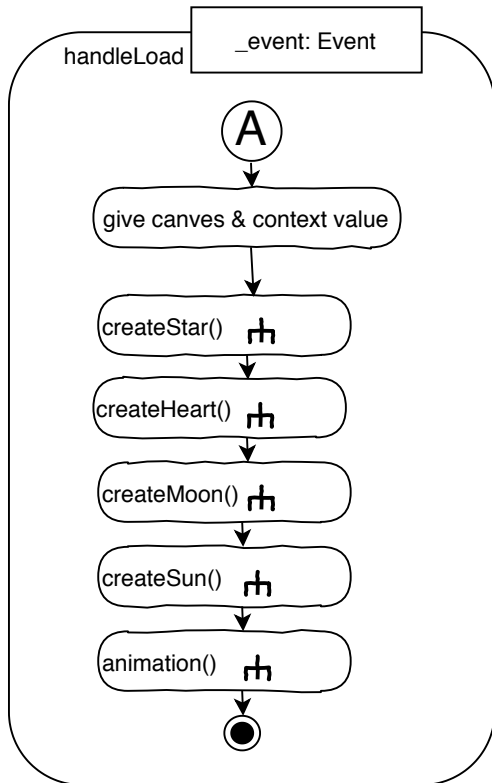
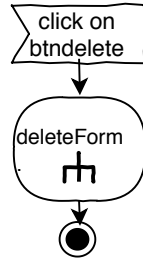
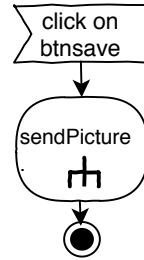
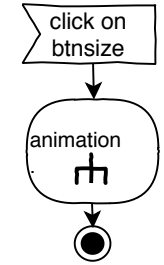
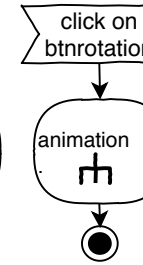
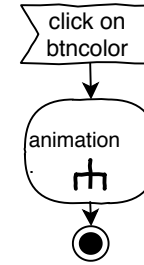
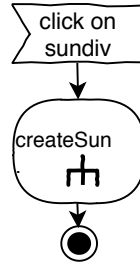
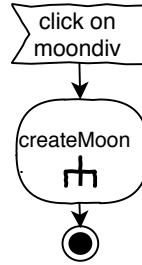
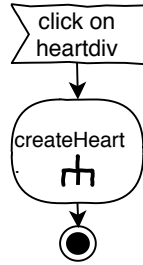
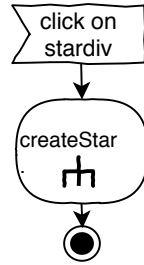
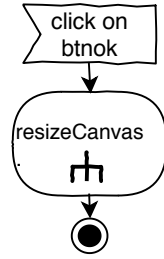
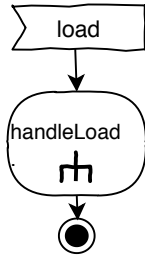
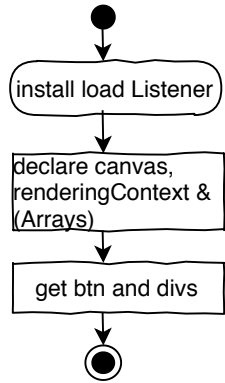


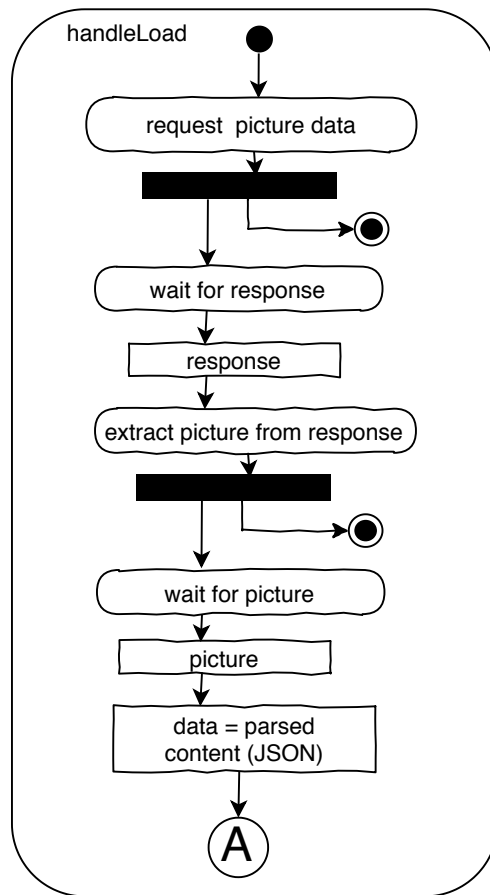
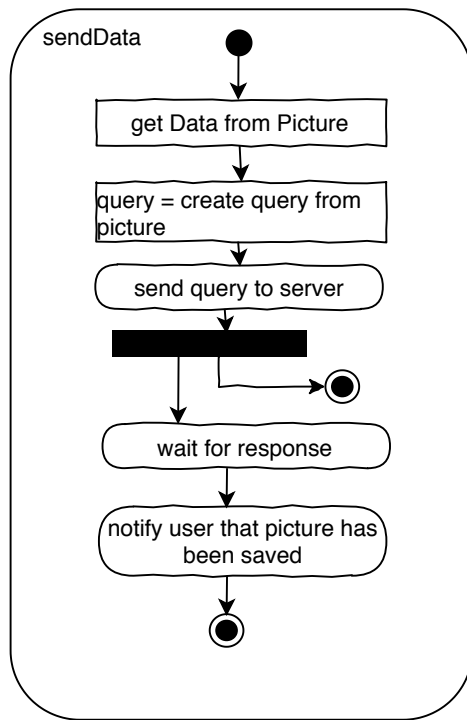


Klassendiagramm



AD - Main





animation

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

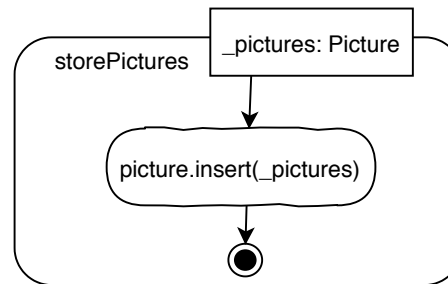
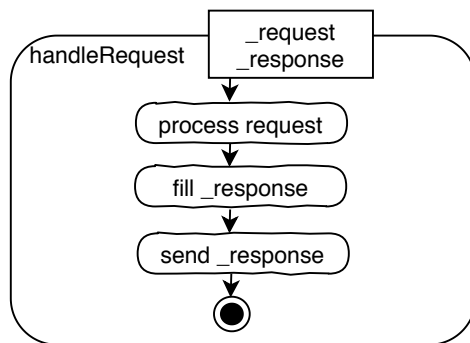
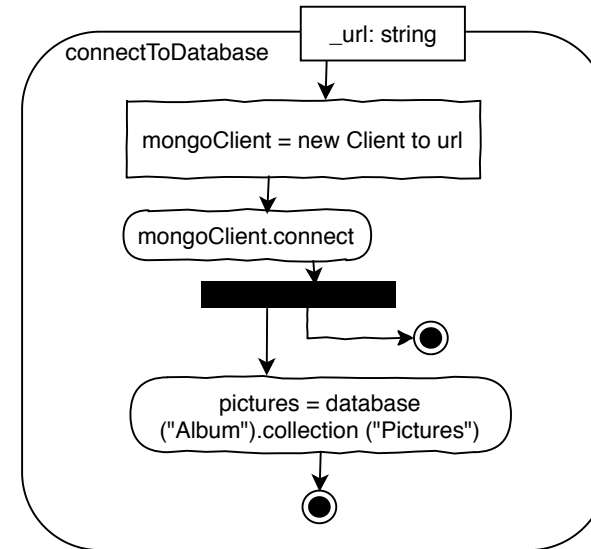
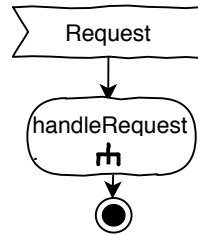
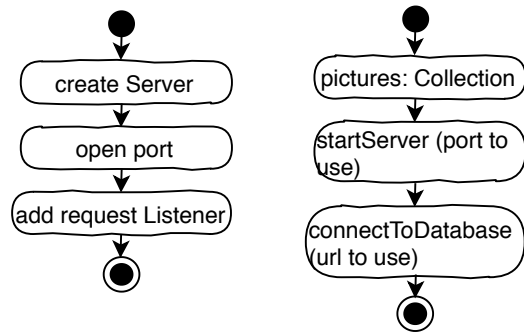
wenn Element angeklickt -> dann klick auf Rotation -> dann ändert sich dieses Element im / gegen den Uhrzeigersinn

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

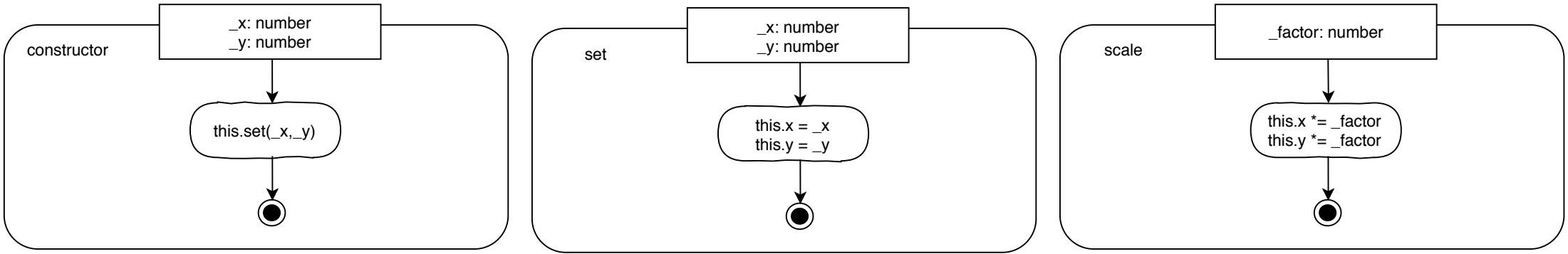
Server

Picture

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type: string | string [] | undefined
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Klasse: Vector



Klasse: Animation

