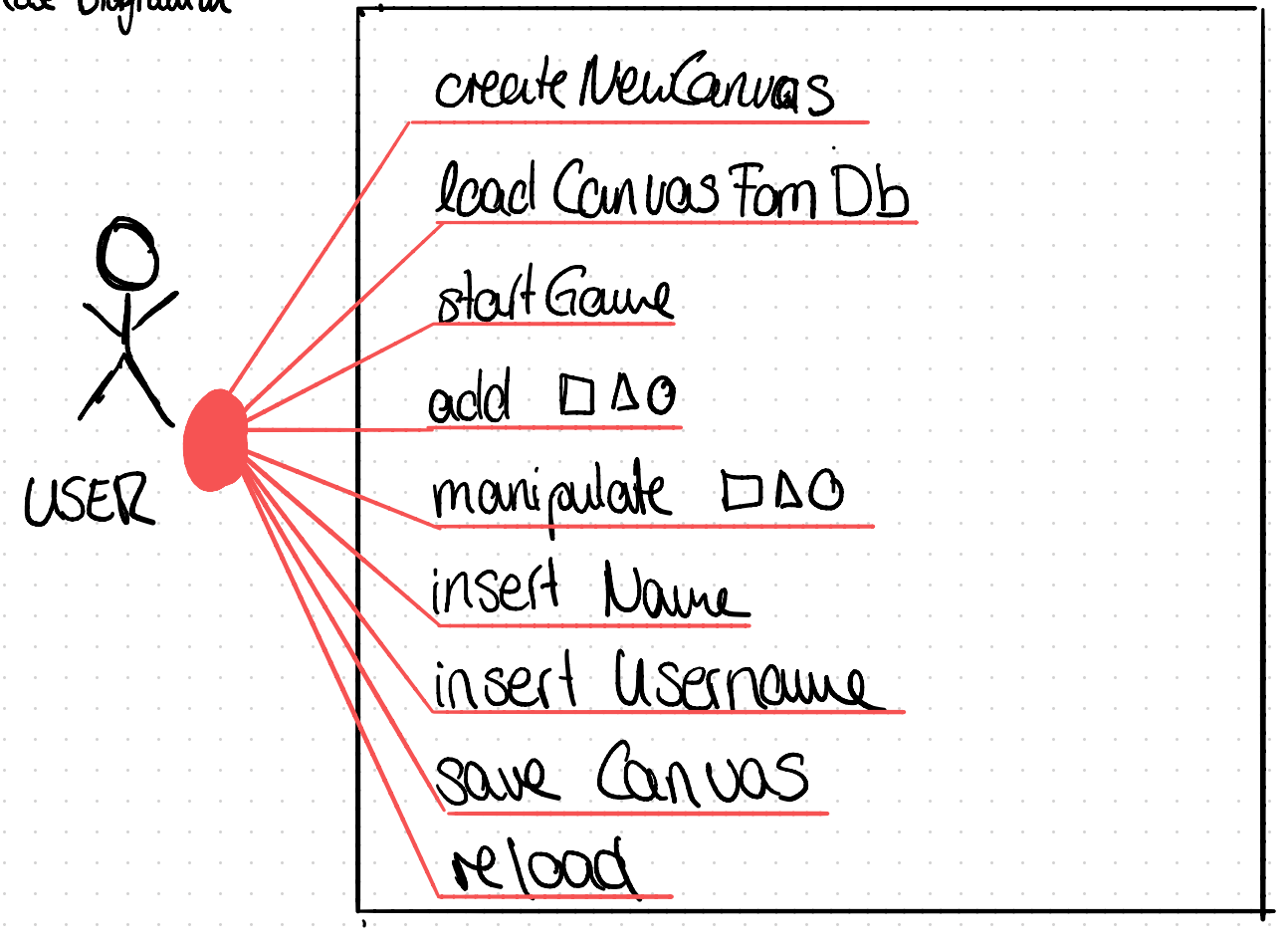
EIA 2 Endabgabe

Konzept

von Riccardo Picciullo
262542

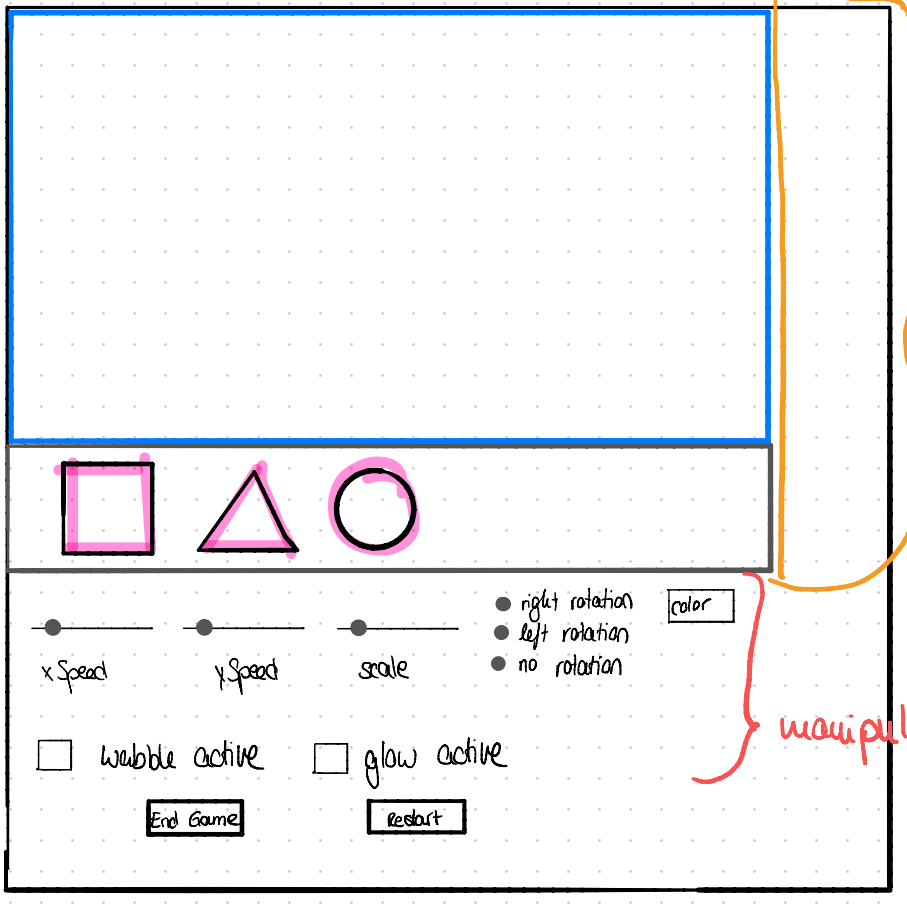
- UseCase Diagramm
- Skizze Interface
- Client-Server-Datenbank
- Klassendiagramm
- Aktivitätsdiagramme

Use Case Diagramm



Skizze start Page

Skizze gamePage



Bereich, in welchen △ □ ○ gezogen werden können ⇝ dragEnd

Vorschauobjekte [MenuObjects[]] ⇝ dragStart

<canvas>

manipulationArea mit <input> type=range
type=radio
type=checkbox
type=color

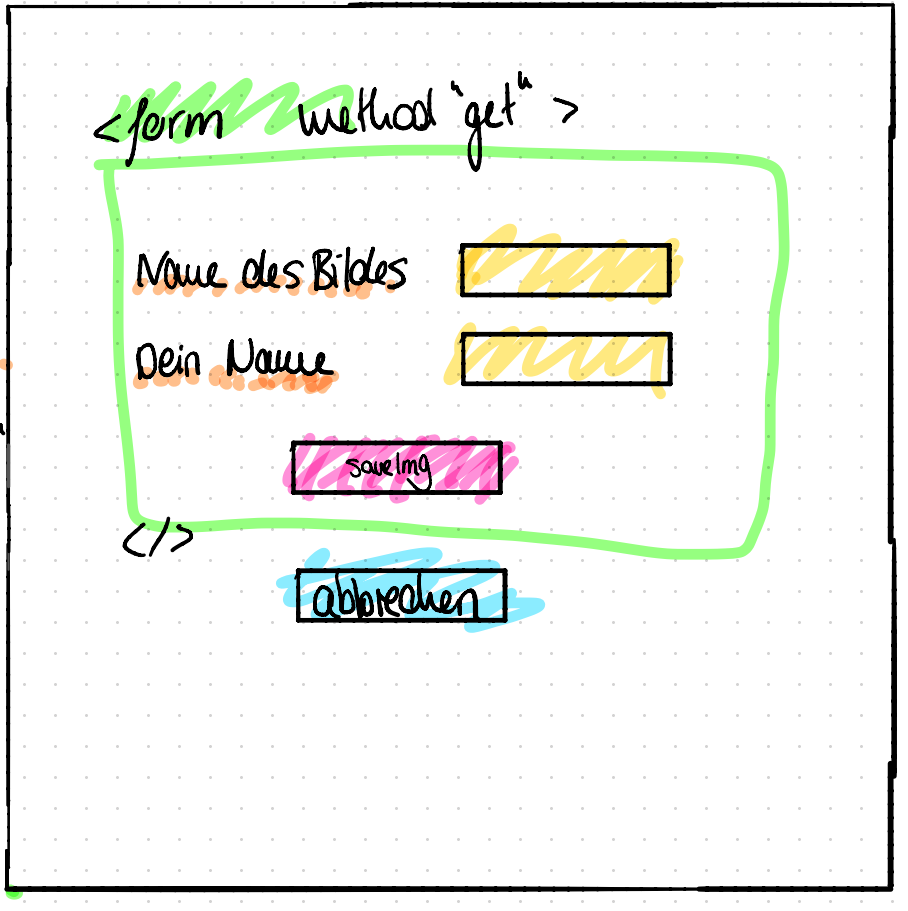
Skizze formularPage

<input type="text">
in HTML

<label for="">
in HTML

<input type="submit">
in HTML
↳ schickt Daten an Db

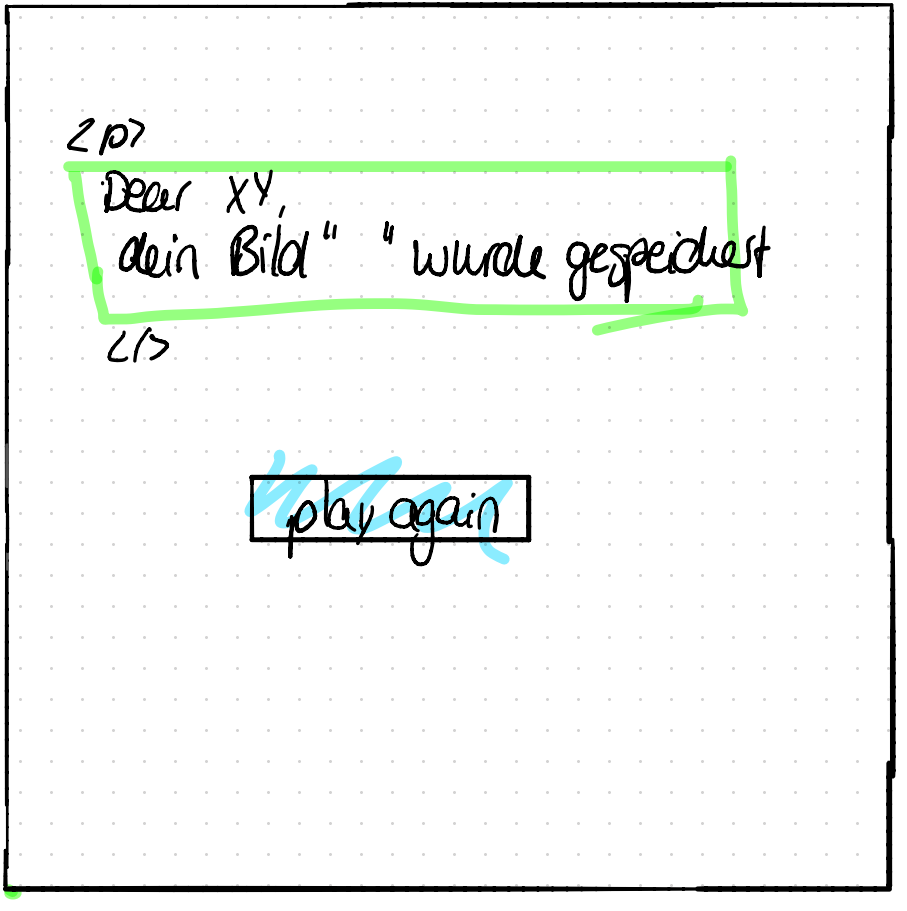
<button>
in HTML

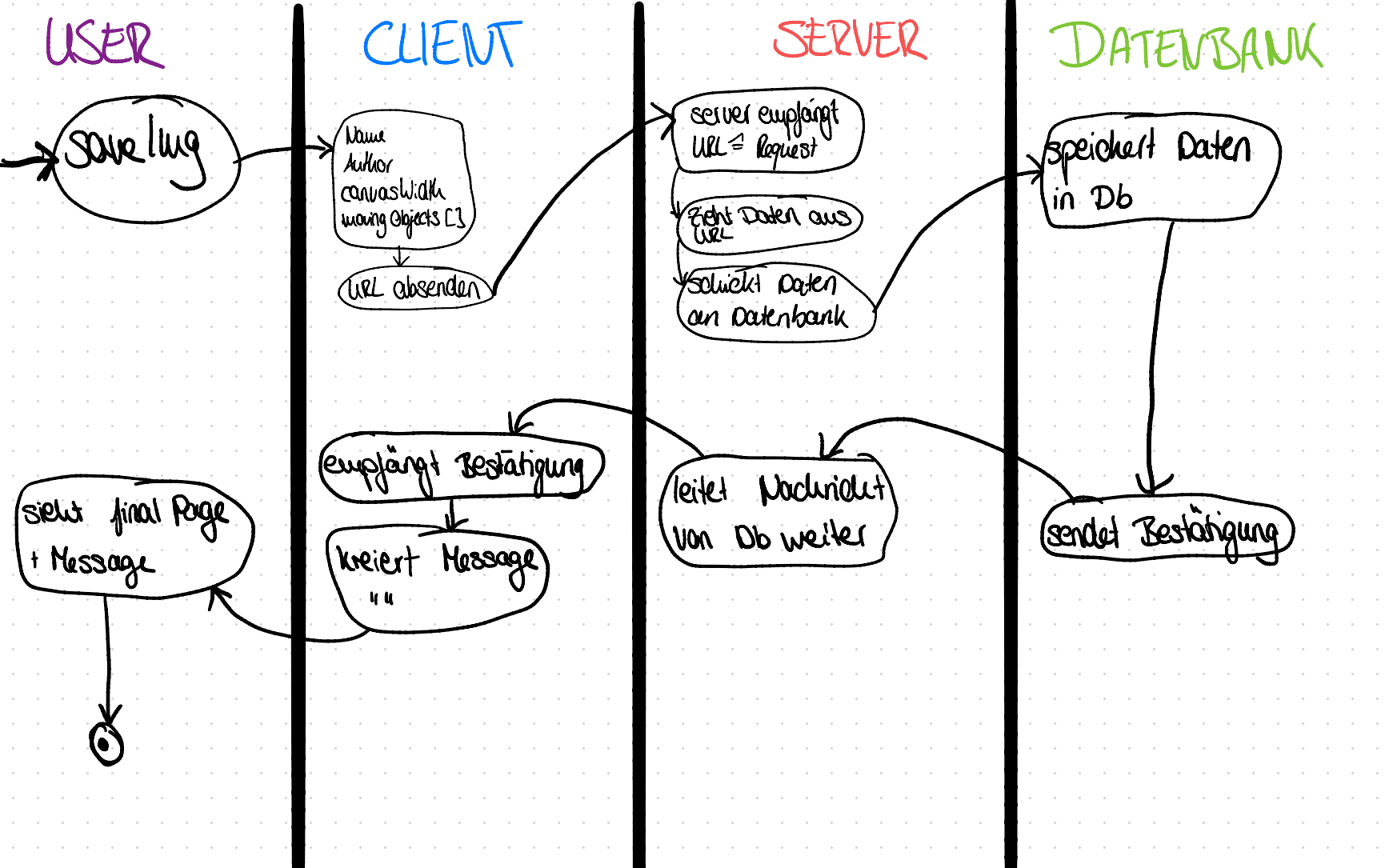


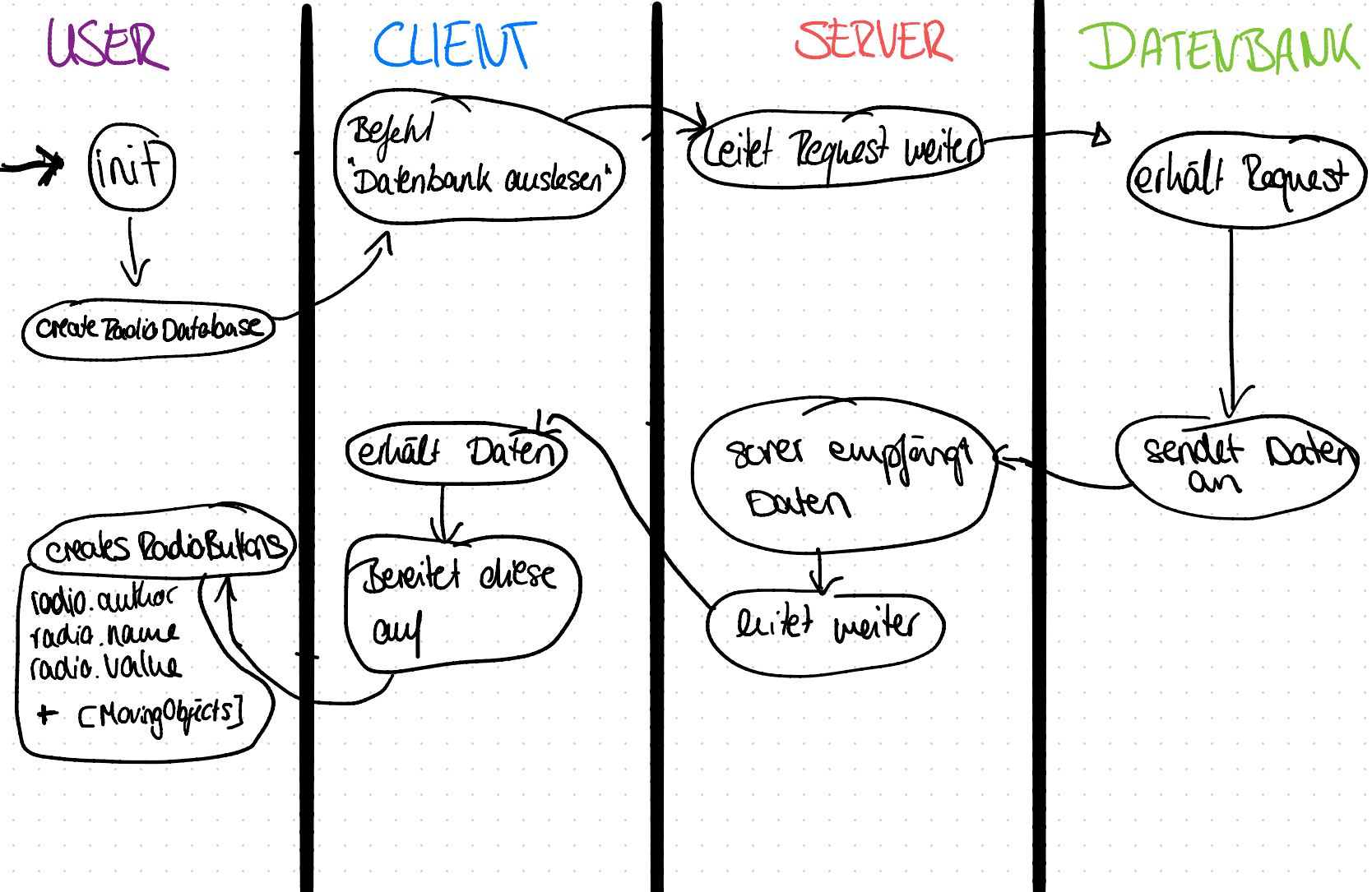
Skizze finalPage

kurze Message Script

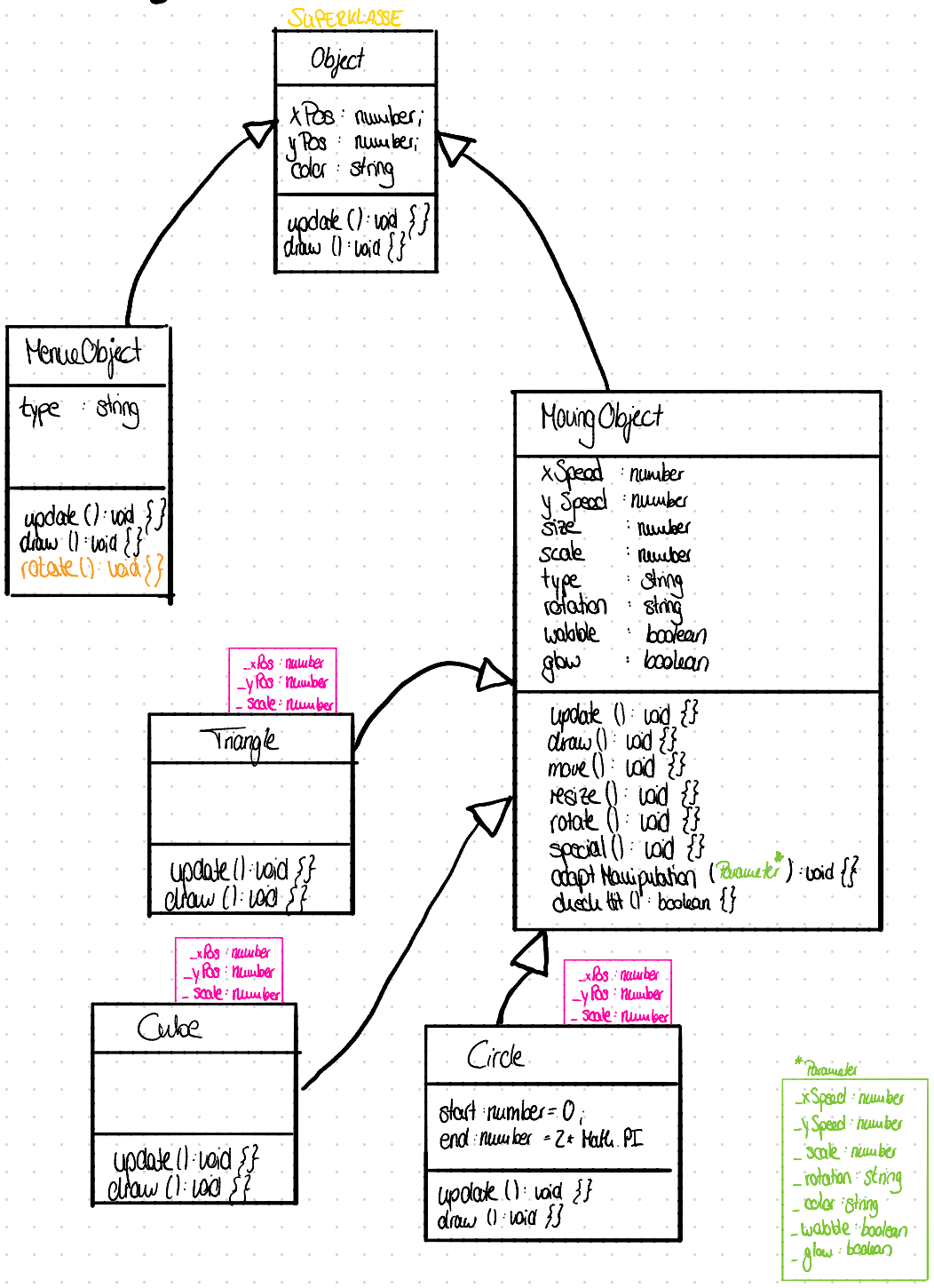
<button> in HTML




USER
CLIENT
SERVER
DATENBANK
Save Img
Name
Author
canvasWidth
movingObjects []
URL absenden
server empfängt URL ⇐ Request
Zieht Daten aus URL
Schickt Daten an Datenbank
speichert Daten in Db
sendet Bestätigung
leitet Nachricht von Db weiter
empfängt Bestätigung
kreiert Message
" "
sieht final Page + Message


USER
CLIENT
SERVER
DATENBANK
init
Befehl "Datenbank auslesen"
Leitet Request weiter
erhält Request
Create Radio Database
sendet Daten an
server empfängt Daten
erhält Daten
creates RadioButtons
radio.author
radio.name
radio.value
+ [MovingObjects]
Bereitet diese auf
leitet weiter

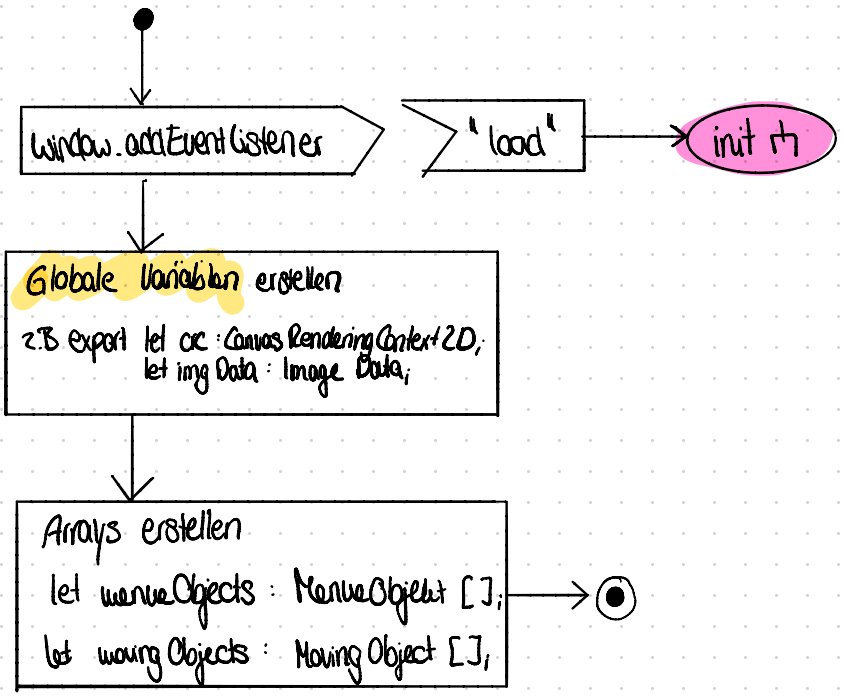
Klassendiagramm



Aktivitätsdiagramme

main.ts

main.ts

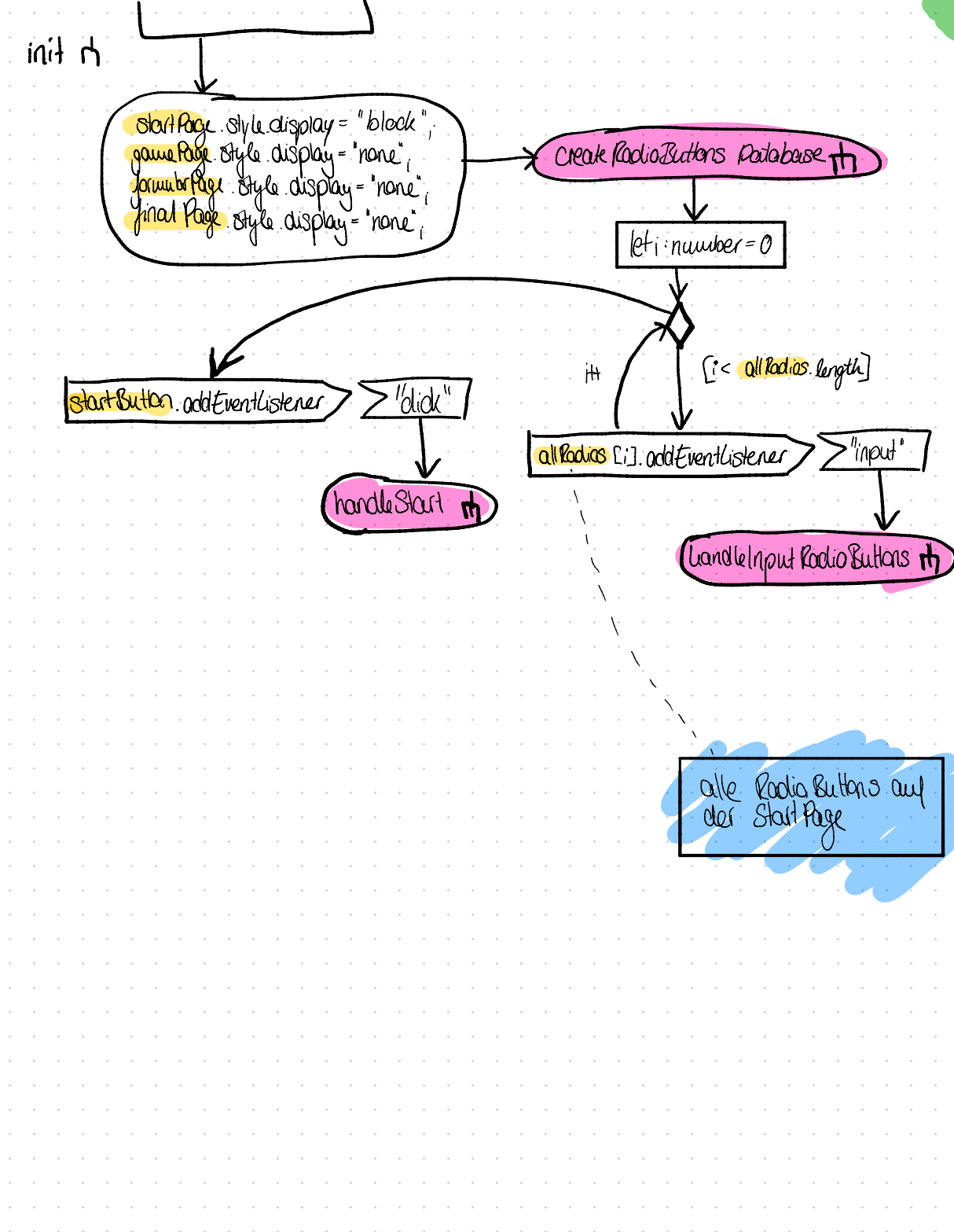


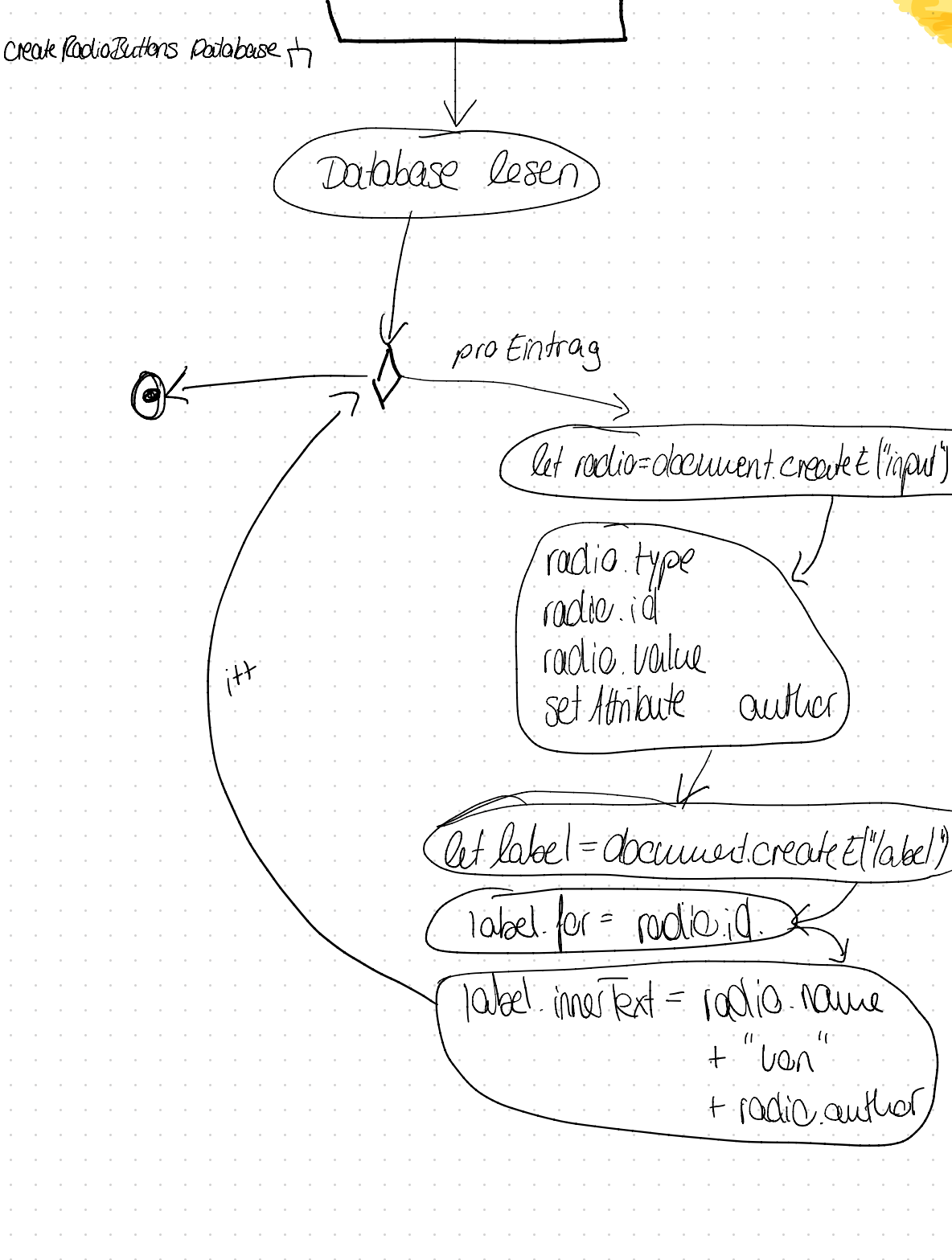
= Globale Variablen

= Funktionen main.ts

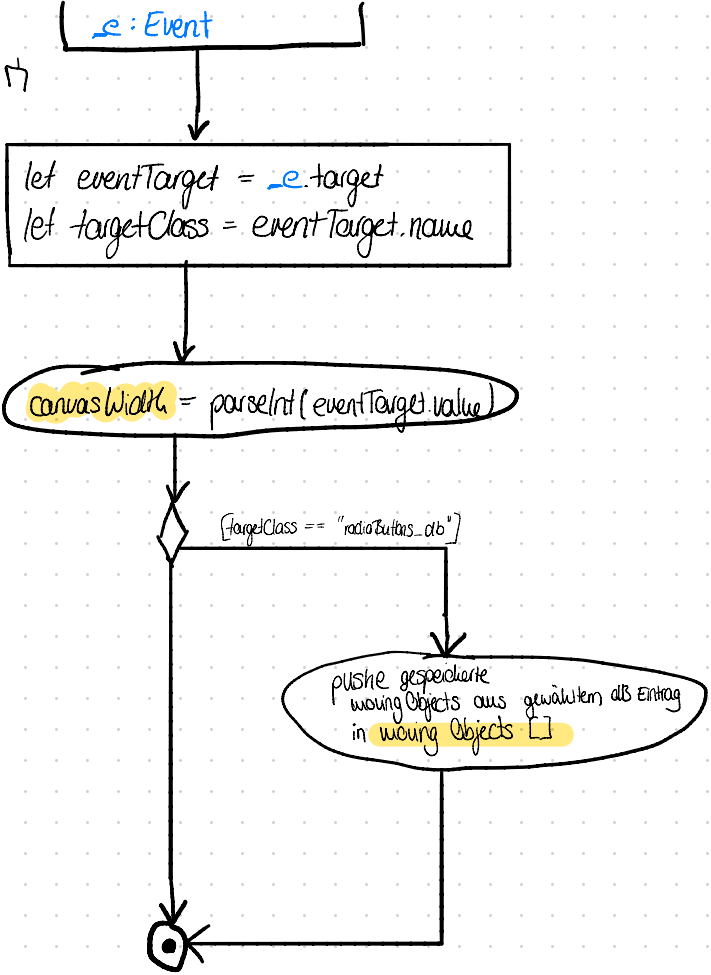
= Klassen methoden

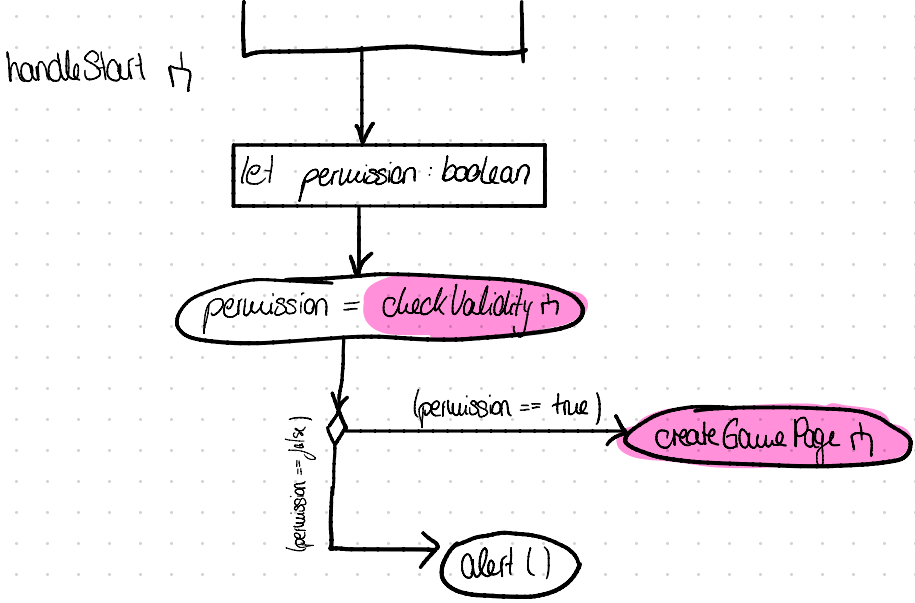
= Kommentar

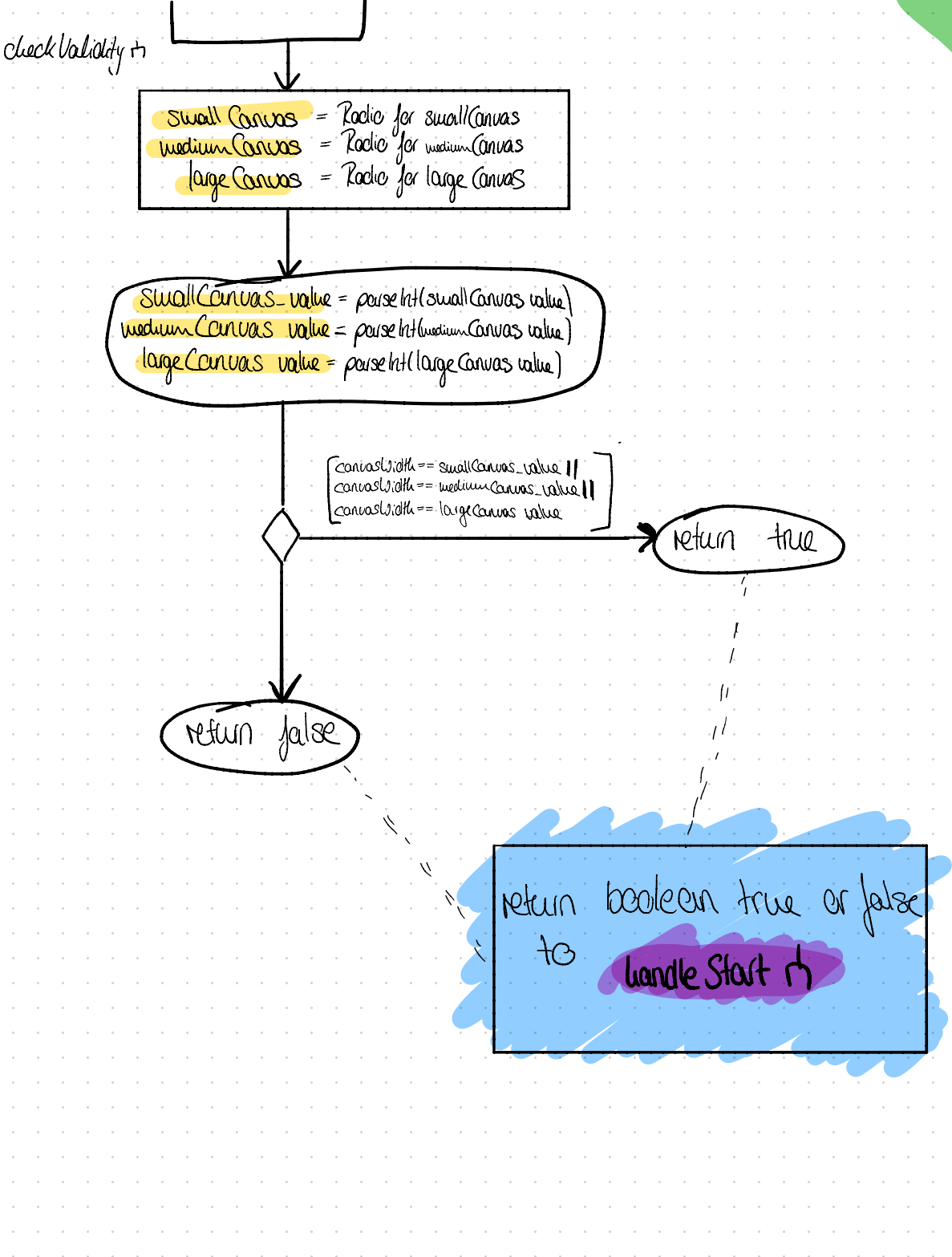

init
startPage.style.display = "block";
gamePage.style.display = "none";
formularPage.style.display = "none";
finalPage.style.display = "none";
createRadioButtonsDatabase
let i: number = 0
i < allRadios.length
i++
startButton.addEventListener
"click"
handleStart
allRadios[i].addEventListener
"input"
handleInputRadioButtons
alle RadioButtons auf der StartPage

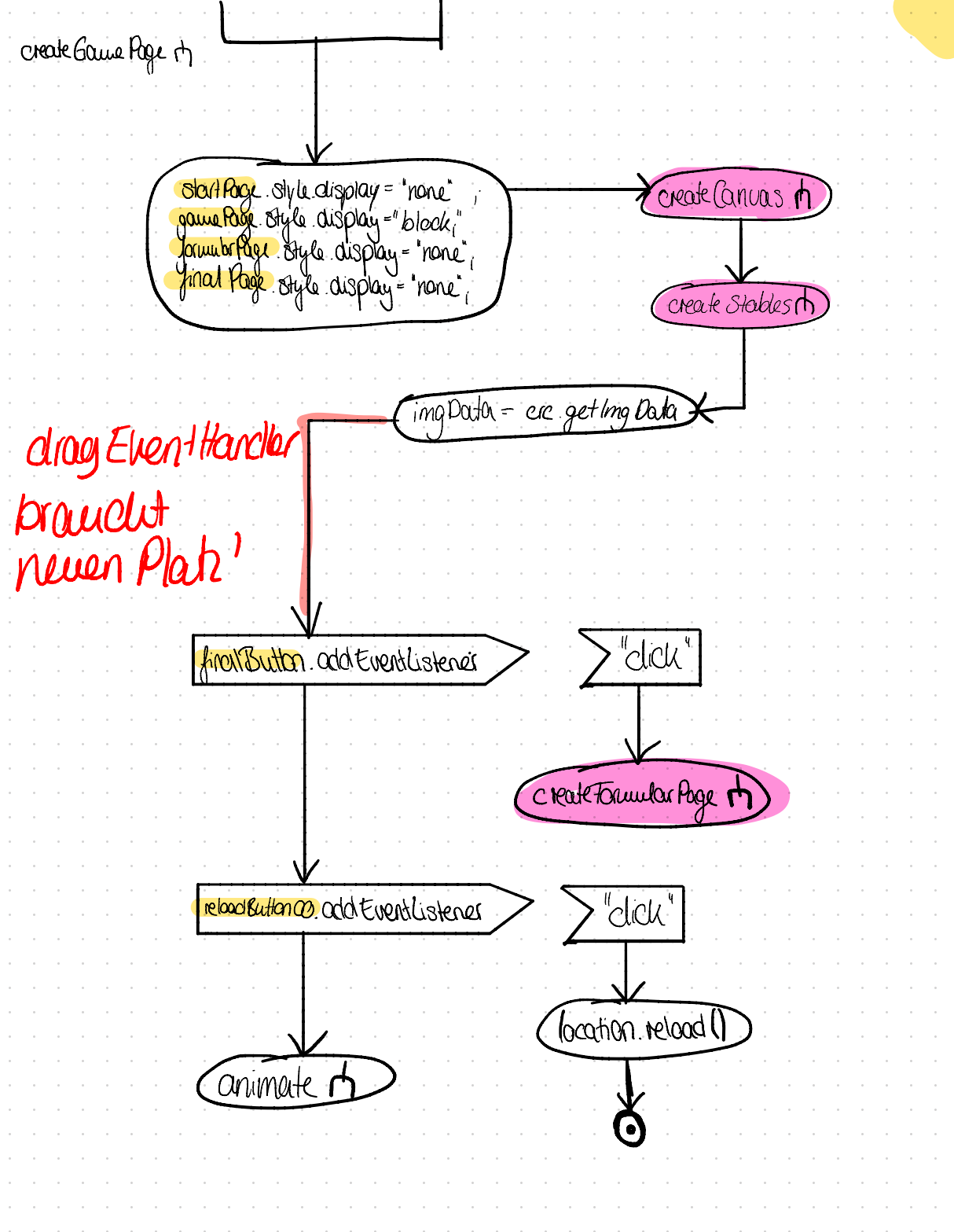

createRadioButtons Database
Database lesen
pro Eintrag
let radio=document.createE("input")
radio.type
radio.id
radio.value
setAttribute author
let label=document.createE("label")
label.for = radio.id
label.innerText = radio.name
+ "von"
+ radio.author
i++

handleInputRadioButtons

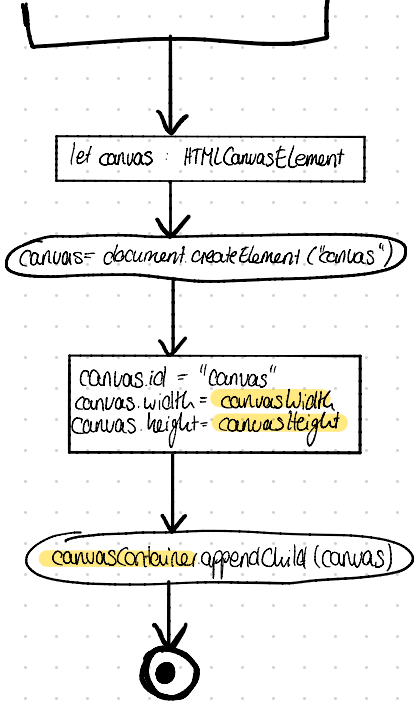


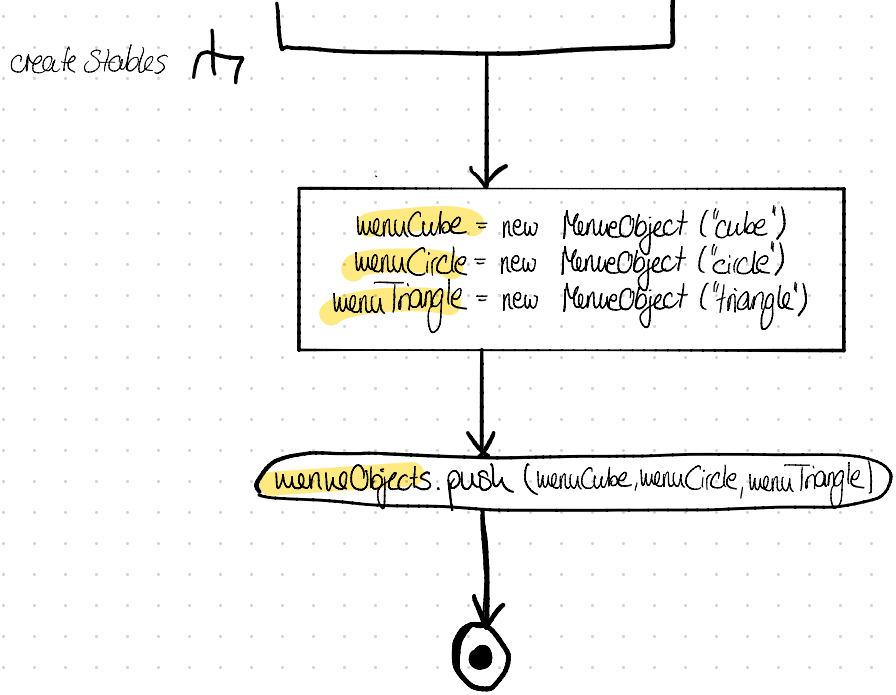

handleStart 함수
let permission : boolean
permission = checkValidity 함수
(permission == true)
createGamePage 함수
(permission == false)
alert ( )

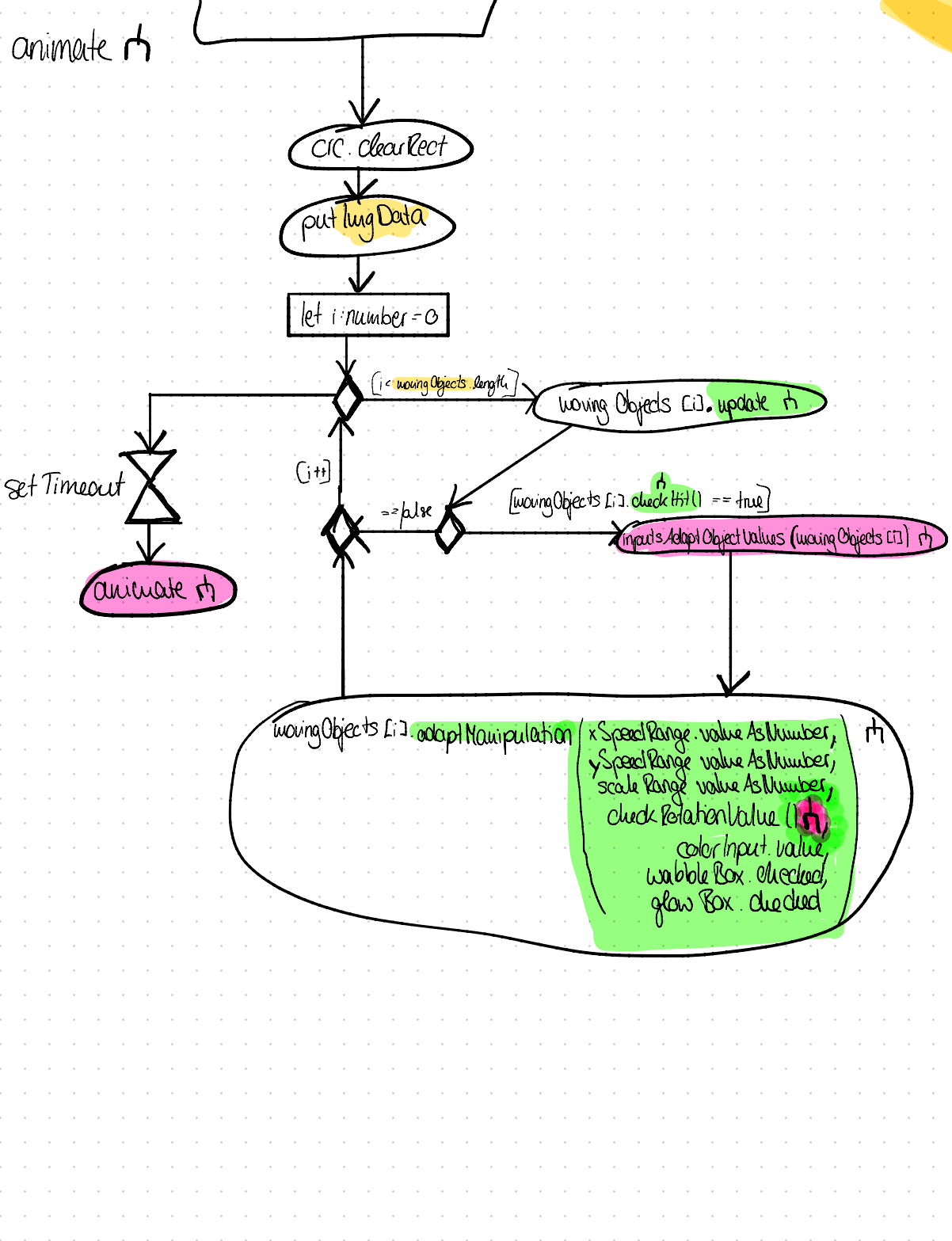

checkValidity fn
smallCanvas = Radio for smallCanvas
mediumCanvas = Radio for mediumCanvas
largeCanvas = Radio for largeCanvas
smallCanvas_value = parseInt(smallCanvas value)
mediumCanvas value = parseInt(mediumCanvas value)
largeCanvas value = parseInt(largeCanvas value)
canvasWidth == smallCanvas_value ||
canvasWidth == mediumCanvas_value ||
canvasWidth == largeCanvas value
return true
return false
return boolean true or false
to
handleStart fn


createGameFormularPage
startPage.style.display = "none";
gamePage.style.display = "block";
formularPage.style.display = "none";
finalPage.style.display = "none";
createCanvas
createStables
imgData = ctx.getImgData
dragEventHandler
braucht
neuen Platz
finalButton.addEventListener
"click"
createFormularPage
reloadButton.addEventListener
"click"
location.reload()
animate

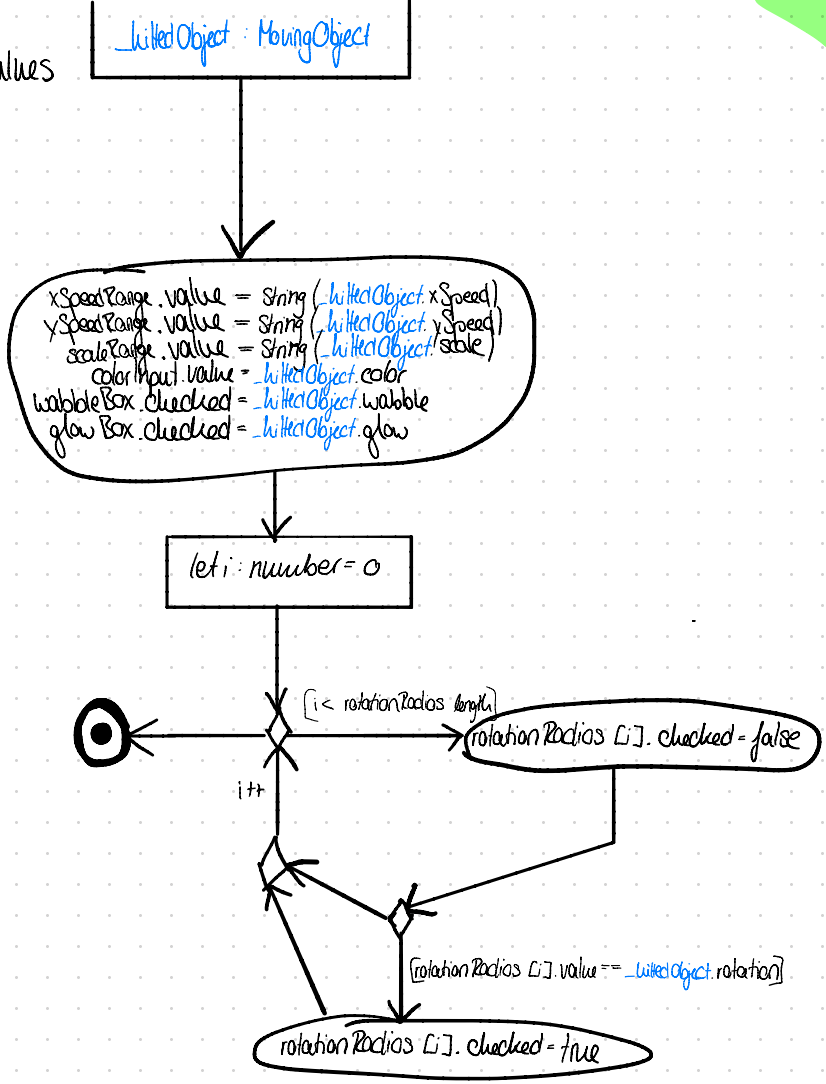
createCanvas

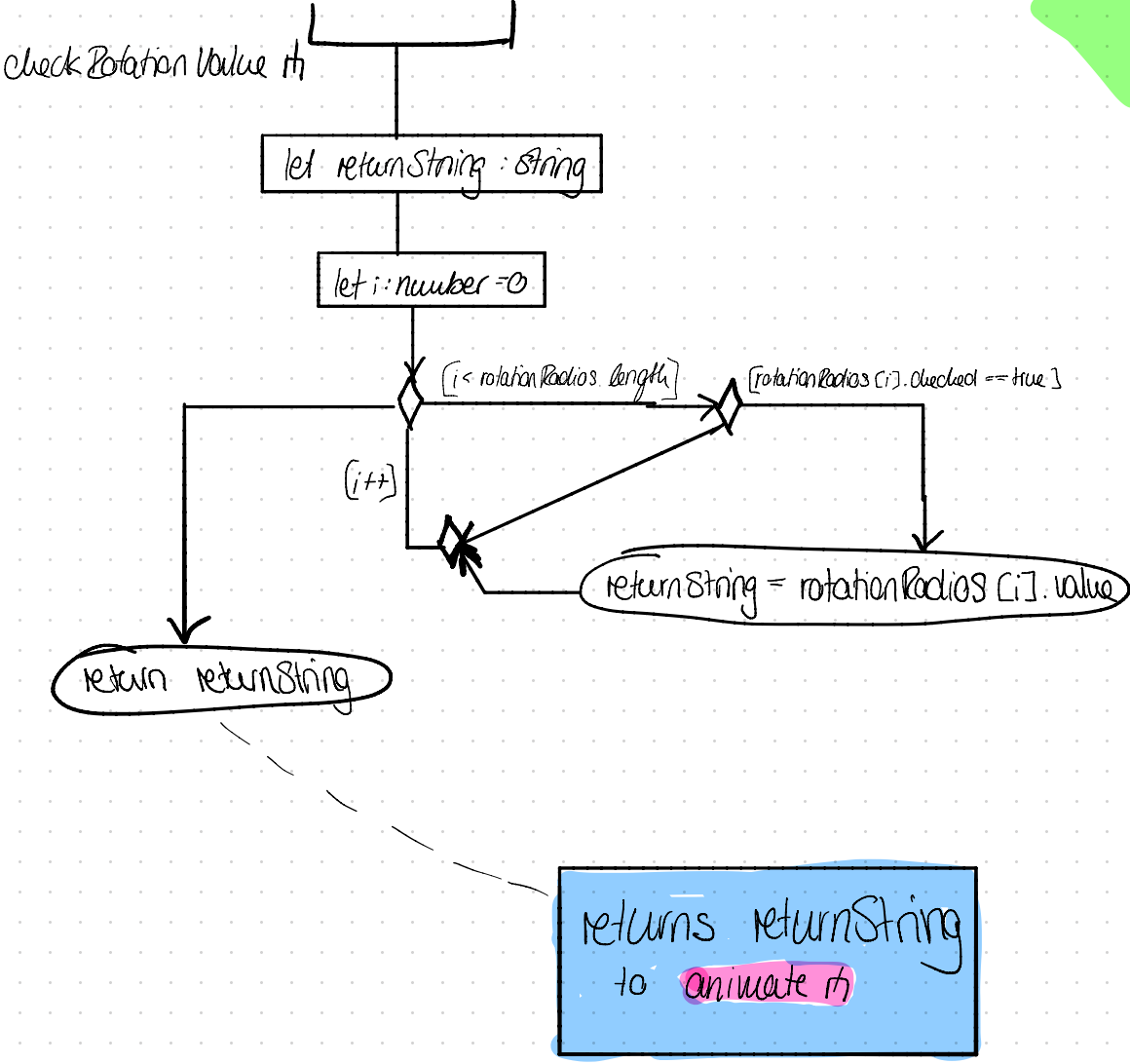



create Stables
menuCube = new MenueObject ("cube")
menuCircle = new MenueObject ("circle")
menuTriangle = new MenueObject ("triangle")
menueObjects.push (menuCube, menuCircle, menuTriangle)


animate
ctx.clearRect
putImgData
let i:number=0
[i<movingObjects.length]
movingObjects[i].update
[i++]
setTimeout
animate
[movingObjects[i].checkHit() == true]
inputsAdaptObjectValues(movingObjects[i])
movingObjects[i].adaptManipulation
xSpeedRange.valueAsNumber,
ySpeedRange.valueAsNumber,
scaleRange.valueAsNumber,
checkRotationValue(),
colorInput.value,
wobbleBox.checked,
glowBox.checked

inputsAdaptObjectValues




checkRotationValue fn
let returnString : String
let i : number = 0
[i < rotationRadios.length]
[rotationRadios[i].checked == true]
[i++]
returnString = rotationRadios[i].value
return returnString
returns returnString
to animate fn

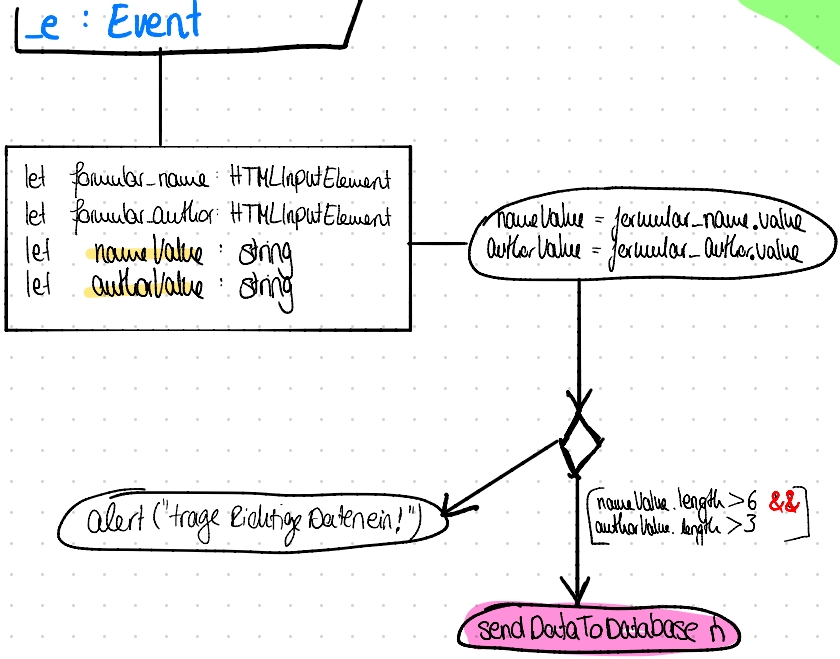
createFormularPage

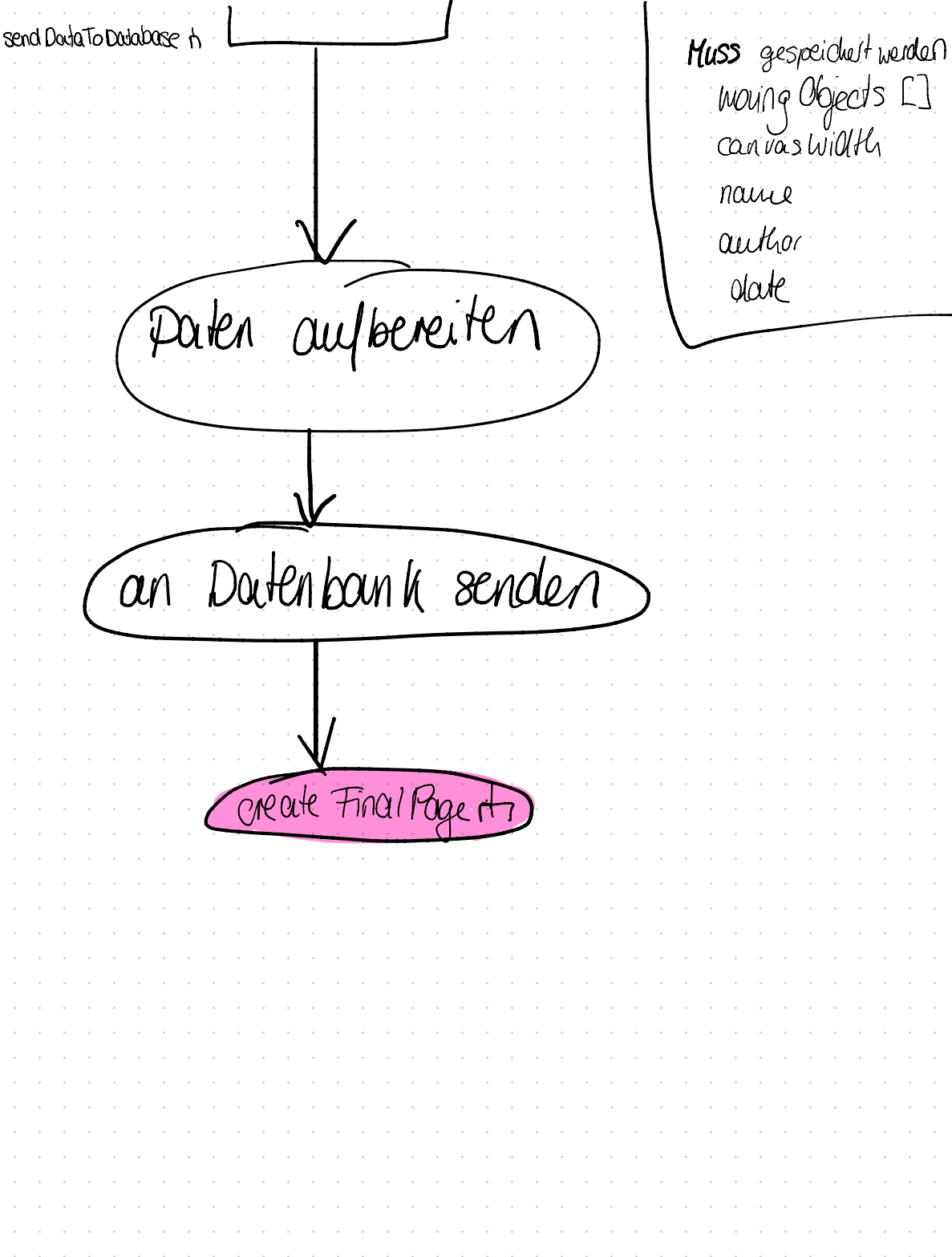
```
startPage.style.display = "none";
gamePage.style.display = "none";
formularPage.style.display = "block";
finalPage.style.display = "none";
```

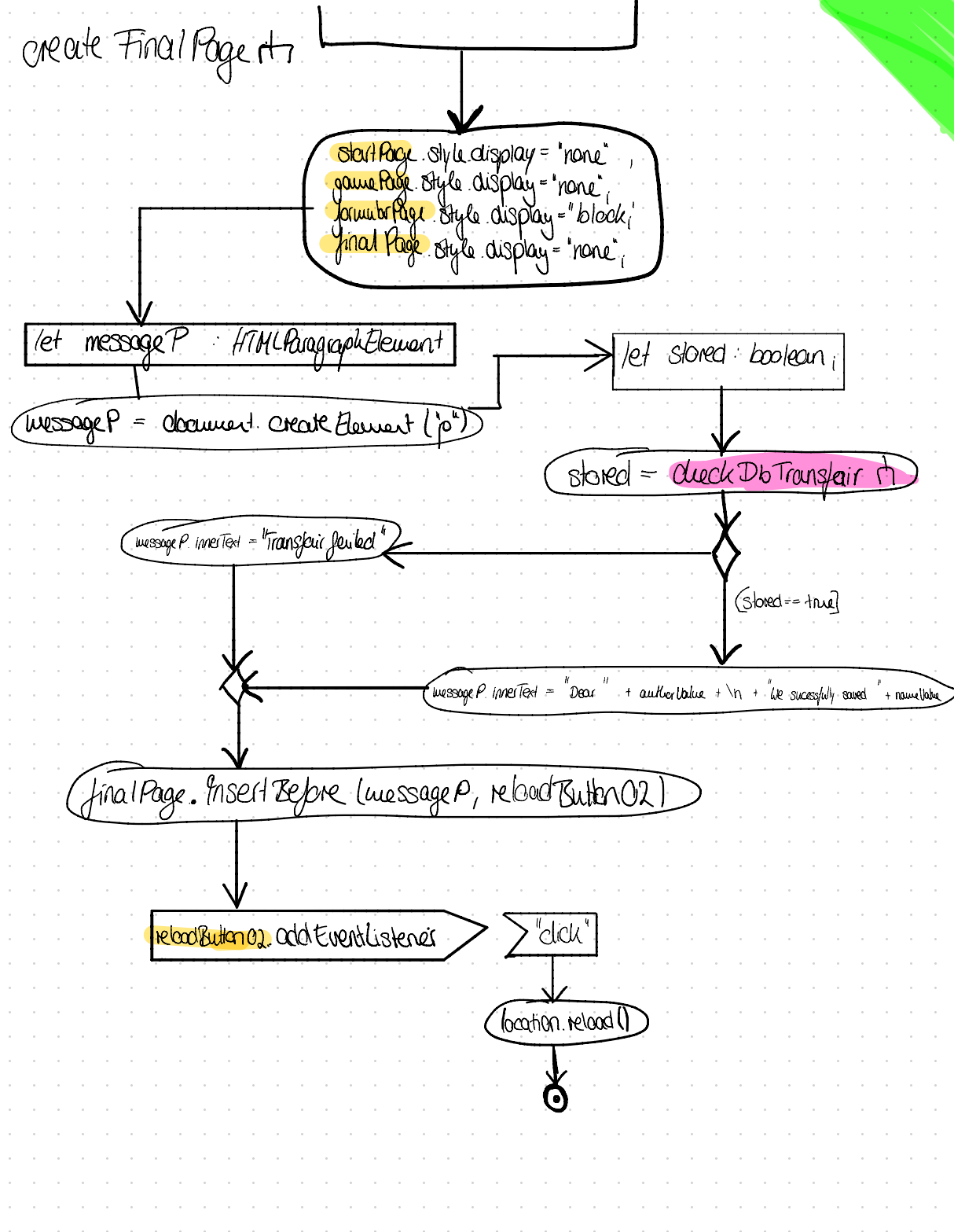
reloadButton.addEventListener → "click" → location.reload()

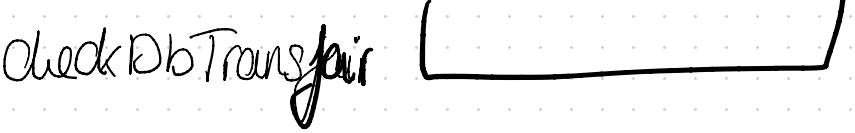
saveButton.addEventListener → "click" → checkValidityFormular

checkValidityFormular




sendDataToDatabase ()
Muss gespeichert werden
movingObjects []
canvasWidth
name
author
date
Daten aufbereiten
an Datenbank senden
createFinalPage ()


createFinalPage()
startPage.style.display = "none";
gamePage.style.display = "none";
formularPage.style.display = "block";
finalPage.style.display = "none";
let messageP : HTMLParagraphElement
let stored : boolean;
messageP = document.createElement("p")
stored = checkDbTransfair()
messageP.innerText = "Transfair fealed"
(stored == true)
messageP.innerText = "Dear " + authorValue + \n + "We sucessfully saved " + nameValue
finalPage.insertBefore(messageP, reloadButton02)
reloadButton02.addEventListener
"click"
location.reload()


checkDbTransfair