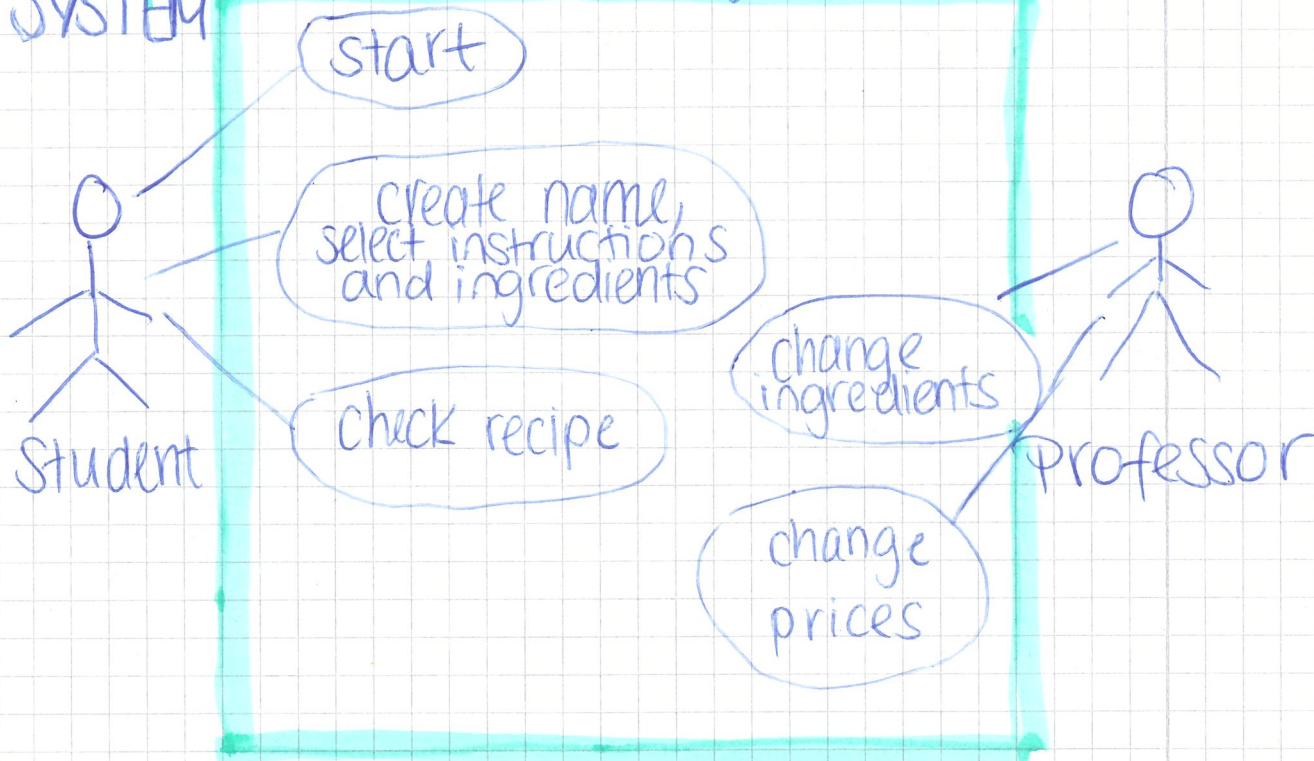


#04

Use - Case - Diagramm

06.11

SYSTEM



#04

UI-Scribble - Online Zaubertrank Editor:

Hexenkessel

<h1>

<h2>

<div id="recipe">

<input type="text">

<form>

<textarea>

<input type="select">

<input type="checkbox">

<input type="text">

<input type="color">

<input type="text">

* Anhang:

Farbe

Konsistenz

- ▶ Name:
- ▶ Beschreibung, Risiken, Nebenwirkungen:

Tippe deine eigene Beschreibung, Risiken und Nebenwirkungen ein

- ▶ Wirkung des Tranks:

Heilsenertrank

- ▶ Dauer der Wirkung

☐ 10mins ☐ 30mins ☒ 1 Stunde ☐ 3 Stunden

- ▶ Zutaten

Gebe Zutaten ein

- ▶ Vorgehensweise

Gebe die Reihenfolge des Zusammensetzens ein

- ▶ Temperaturangabe zum Erhitzen

- ▶ Dauer des Rührens: Minuten

change

<input type="text">

Dein fertiges Rezept:

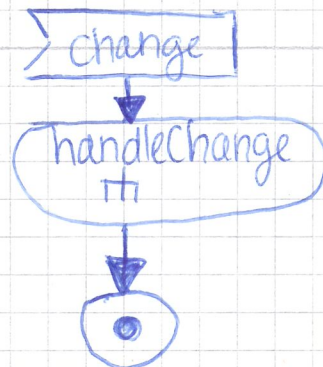
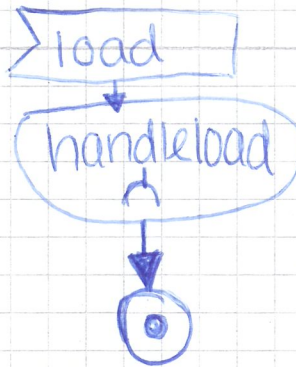
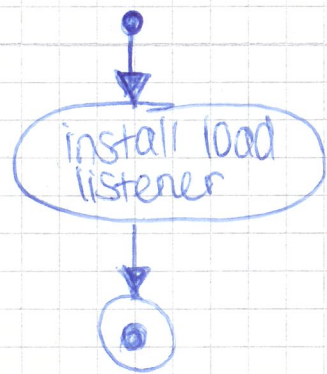
- ~~~~~
- ~~~~~
- ~~~~~
- ~~~~~
~~~~~  
~~~~~  
~~~~~  
~~~~~

Total

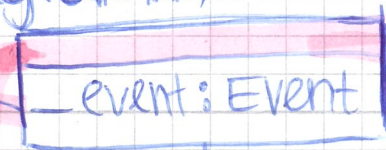
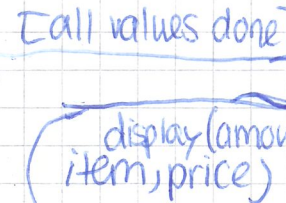
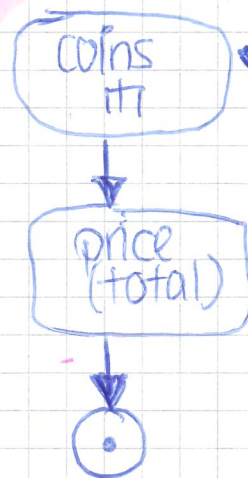
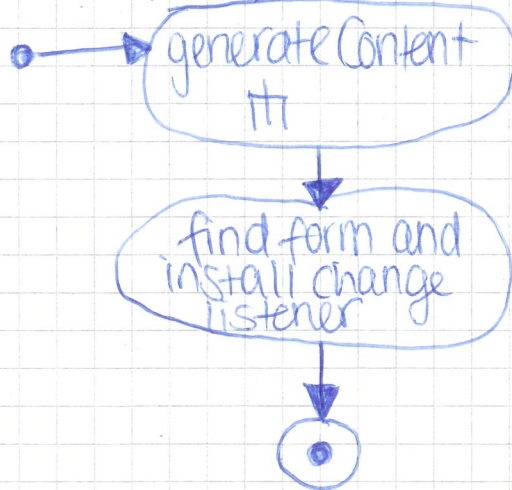
#04

Activity Diagramm

06.11.



handle load



handleChange

recipe.innerHTML = ""

let form Data: DataForm Data = new formData(document.forms[0]);

let total: number

item = getNextItemData

entry[0] == ingredients

price = item.price

let amount: number = parseInt((document.getElementById(item.id + "_amount")))

price = price * amount

add price to total

coins it

coins it

price (total)

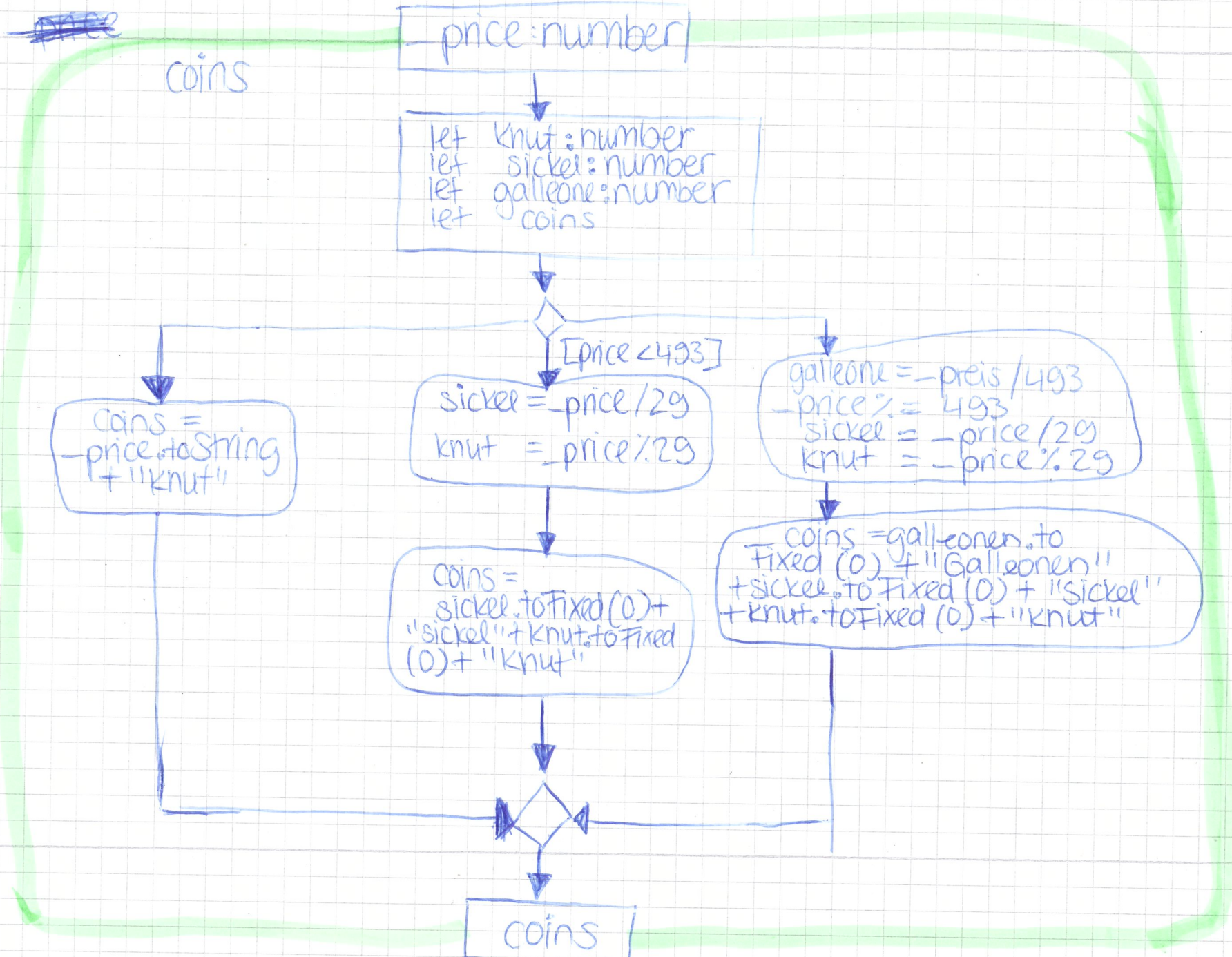
display amount, item, price

recipe.innerHTML += item.value

all values done

#04

06.11.



#04

generateContent

