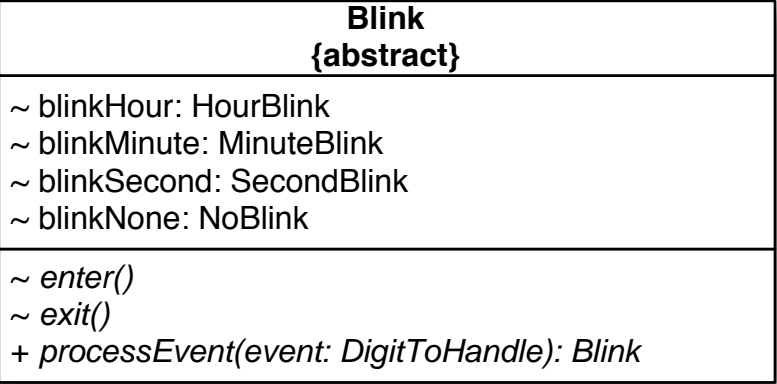


<<verwendet>>



NoBlink

- ~ enter()
- ~ exit()
- + processEvent(event: DigitToHandle): Blink

HourBlink

- ~ enter()
- ~ exit()
- + processEvent(event: DigitToHandle): Blink