

Point2D

▼ Attributes + -

__id

__x

__y

__v_x

__v_y

▼ Operations + -

setID(id)

getID()

getX()

getY()

setBewegungsvektor(v_y, v_y)

getBewegungsvektor()

Line_weighted

▼ Attributes + -

__pointID1

__pointID2

__weight

__zyklusNr

__id

▼ Operations + -

getPointID1()

getPointID2()

getWeight()

getZyklusNr()

getID()

setID()

Line_move

▼ Attributes + -

__pointID1

__pointID2

__zyklusNr

__id

▼ Operations + -

getPointID1()

getPointID2()

getZyklusNr()

getID()

setID()

Dreieck

▼ Attributes + -

__pointID1

__pointID2

__pointID3

__id

__collapseTime

▼ Operations + -

setID(id)

getID()

getPointID1()

getPointID2()

getPointID3()

getCollapseTime()

setCollapseTime(time)

Skeleton_Object

▼ Attributes + -

__storagePoint2D (array of Point2D)

__kanten (array of Line_weighted)

__bewegungsvektoren (array of Line_move)

__triangulation (array of Dreieck)

__ListeCycleObjects (array of Cycle_Object)

__EventList (EventList)

__skeleton (array of Point-ID = NODES)

▼ Operations + -

addPoint2D(Point2D)

getPointID_byCoordinates(x,y)

getPoint_byID(id)

getNumberOfPoints()

add_line_weighted(Line_weighted)

getNumberOfLine_weighted()

getLine_weightedID_byGivenPointID(id)

getLine_weightedID_byTwoGivenPointID(id1, id2)

getLine_weighted_byID(id)

add_Dreieck(Dreieck)

getDreieck_byID(id)

addLine_move(Line_move)

getLine_move_byID(id)

add_CycleObject(Cycle_object)

getNumberOfCycles()

addActivePointID(id, zyklusnr)

addActiveLine_weightedID(id, zyklusnr)

addActiveLine_moveID(id, zyklusnr)

addActiveDreieckID(id, zyklusnr)

get_storagePoint2D()

getAllActivePointID(zyklusnr)

getAllActiveLine_weighted(zyklusnr)

getAllActiveDreiecke(zyklusnr)

getAllActiveBewegungsvektoren(zyklusnr)

getLength_Line_weighted(id)

getDifference_XandY_Line_weighted(id)

getNormalenvektor_byLine_weighted_ID(id)

getOrientatedActivePointIDList(zyklusnr)

triangulate(zyklusnr)

moveAllActivePoints(verstricheneZeit, zyklusnr)

movePointByID(id, zyklusnr)

get_kanten()

toGeoJSON(filename)

toTXT_events_cycles(filename)

getLine_moveID_byGivenPointID(id)

calculateCollapseTime_ofActiveTriangles(zyklusnr)

handle_Event(zyklusnr)

calculate_Bewegungsvektor_byActivePointID(pointID_list, zyklusnr)

getDreieck_byTwoGivenPointID(id1, id2)

getDreieck_byThreeGivenPointID(id1, id2, id3)

getTotalAreaOfActiveTriangles(zyklusnr=-1)

Cycle_Object

▼ Attributes + -

__activePoints (array of IDs)

__activeKanten(array of IDs)

__activeBewegungsvektoren (array of IDs)

__activeDreiecke(array of IDs)

__laufzeit(Zeit t)

▼ Operations + -

addActivePointID(id)

addActiveLine_weightedID(id)

addActiveDreieckID(id)

addActiveBewegungsvektor(id)

getAllActivePointiD()

getAllActiveLine_weighted()

getAllActiveDreiecke()

getAllActiveBewegungsvektoren()

setVerstricheneZeit(time)

getVerstricheneZeit()

removeActivePointID_byID(id)

removeActiveLine_weightedID_byID(id)

removeActiveLine_moveID_byID(id)

removeActiveDreieck_byID(id)

Event

▼ Attributes + -

__id

__status

__timeOfOccurance

__zyklusnr

__dreieckID

__pointsID (array of 1-2 IDs)

__type

▼ Operations + -

determine_Eventtyp()

setStatusFinished()

setID(id)

getID()

getStatus()

getTimeOfOccurance()

getZyklusNr()

getDreieckID()

getPointIDList()

getType()

EventListe

▼ Attributes + -

__events (array of Event)

▼ Operations + -

addEvent(Event)

updateEvent(id)

getEvent_byID(id)

getAllEvents()

returnObject

▼ Attributes + -

message

status

value (optional)

valueList (optional)

► Operations + -