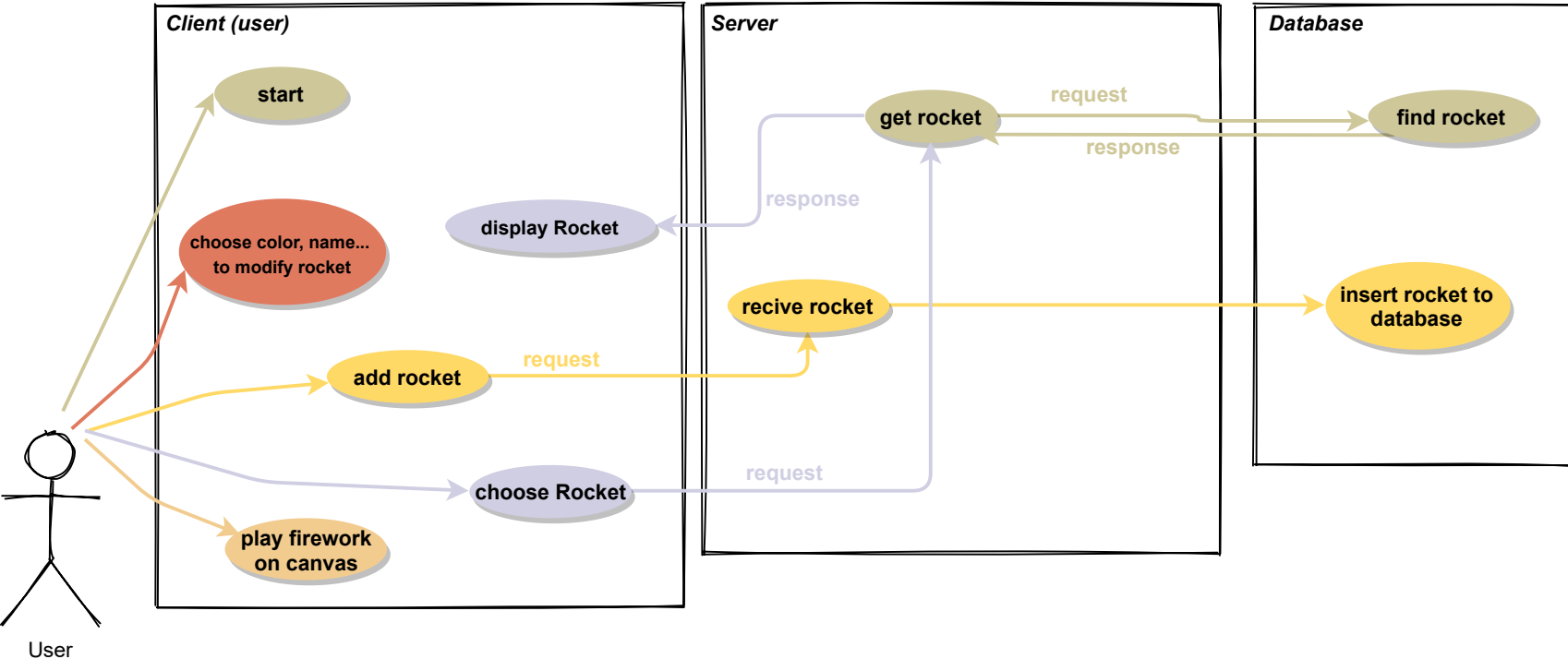
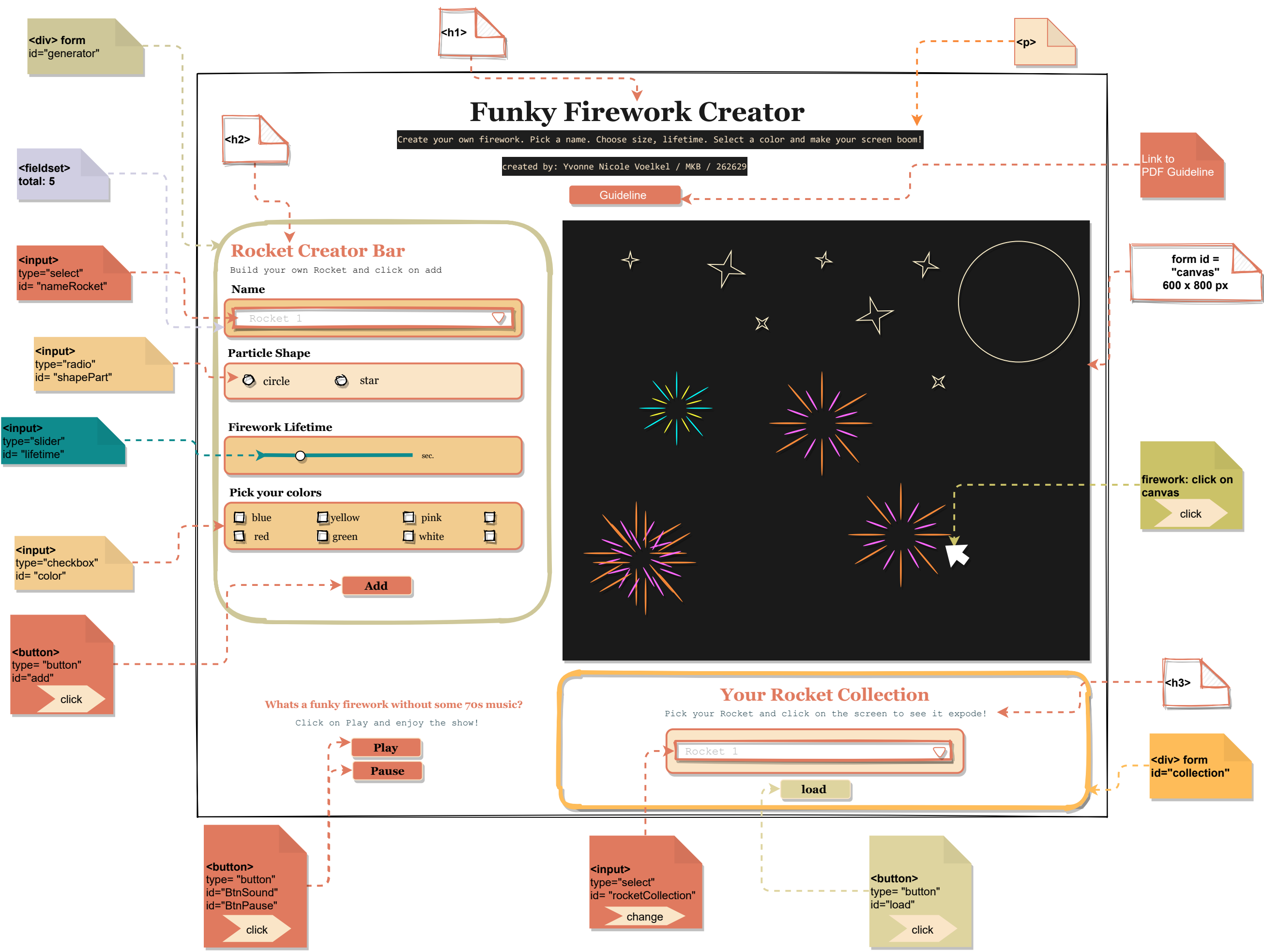


Use Case Diagram: Firework

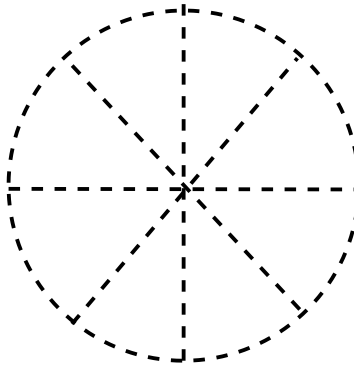


User Interface Diagram: Firework

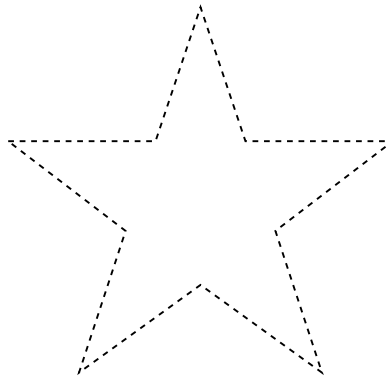


User Interface Diagram: Firework

Patricle Shapes

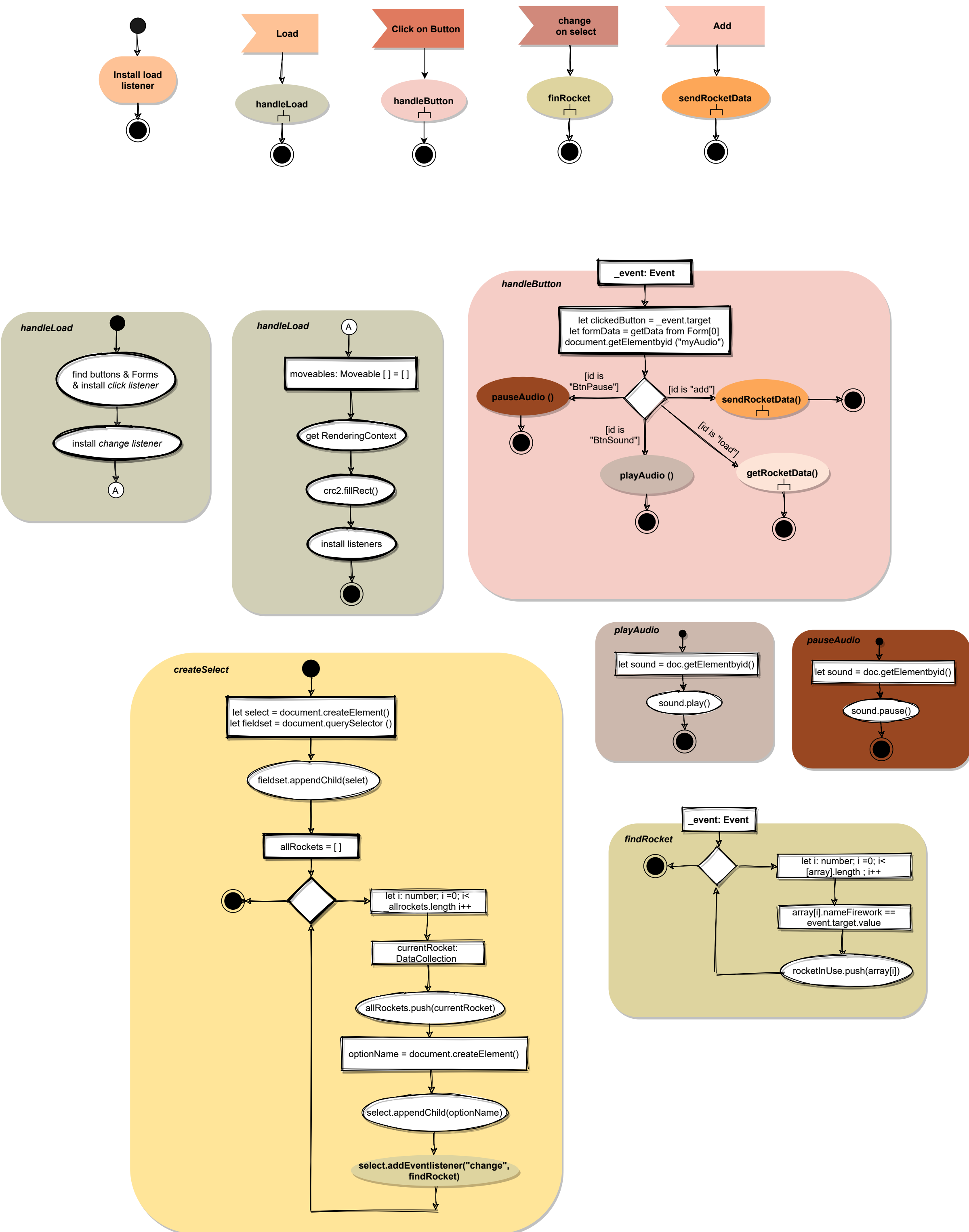


circle

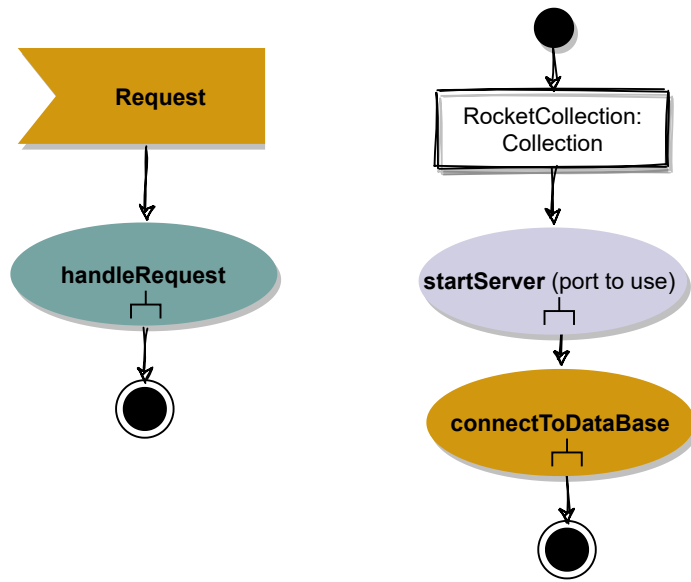


star

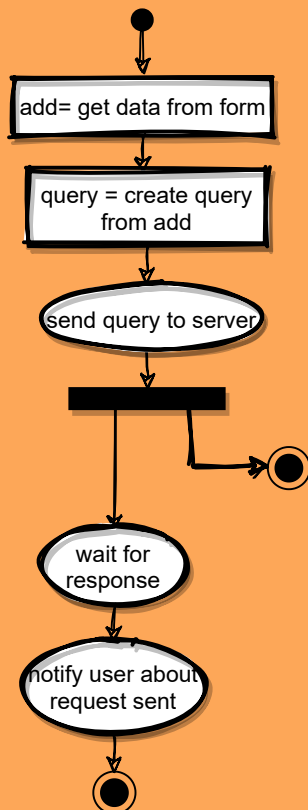
Activity Diagram: Firework Client



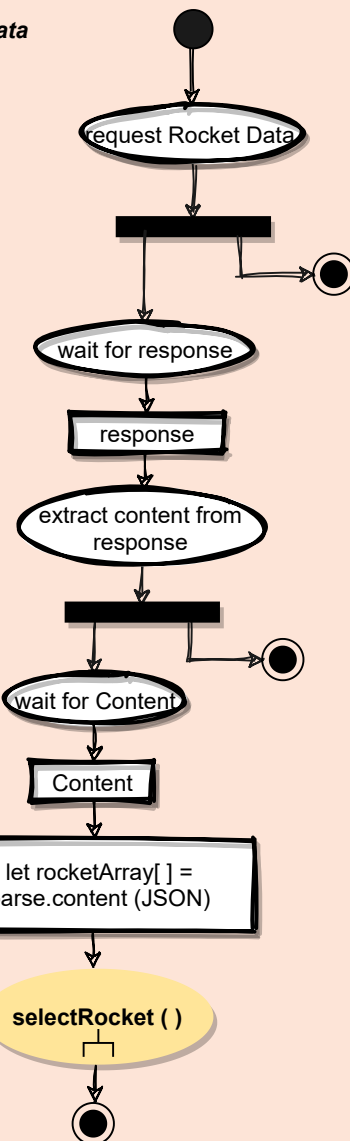
Firework: Server



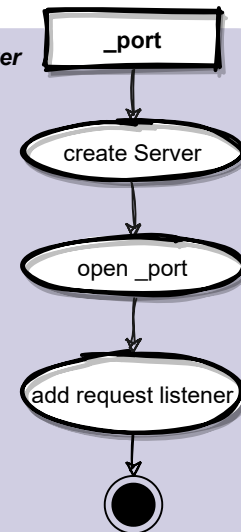
sendRocketData
(async)



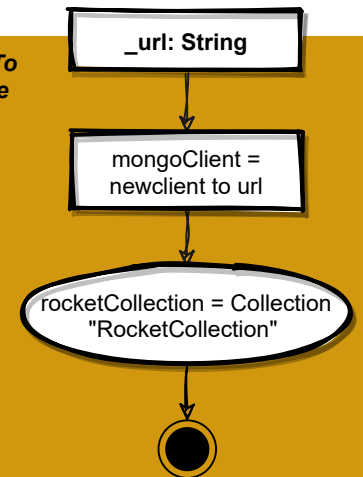
getRocketData
(async)



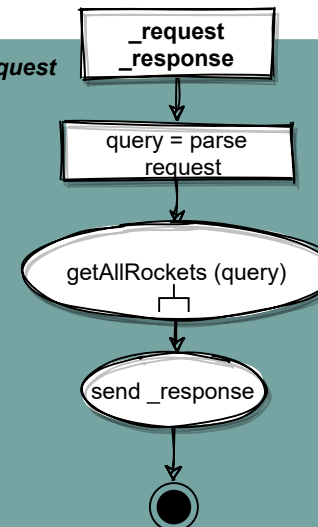
startServer



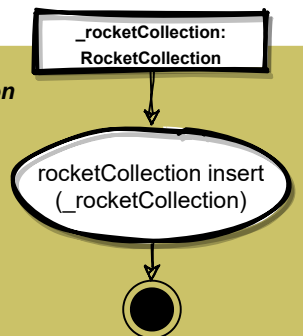
connect To DataBase



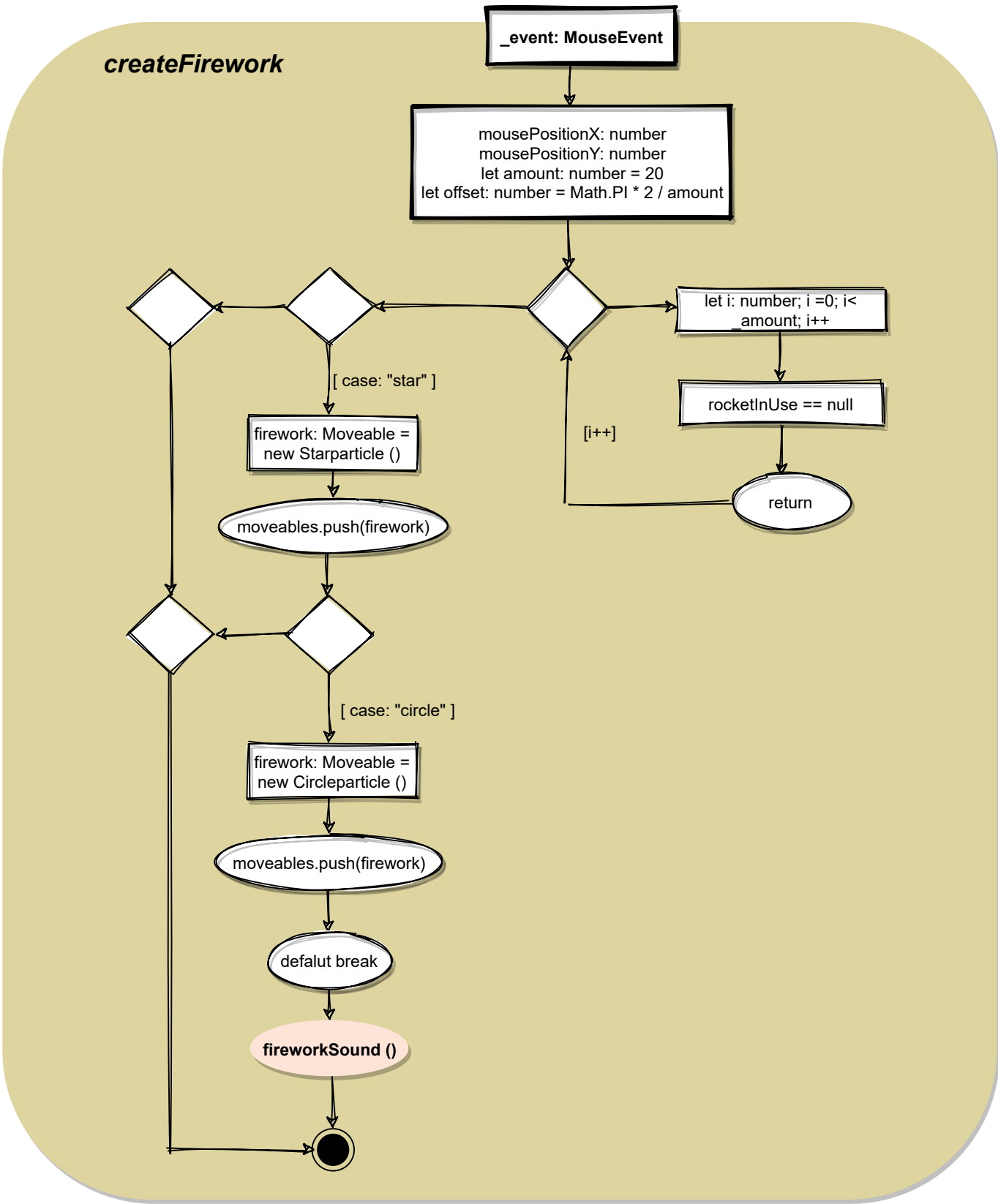
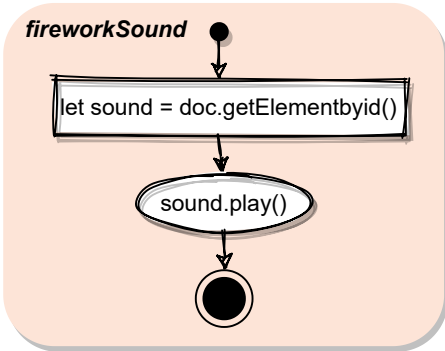
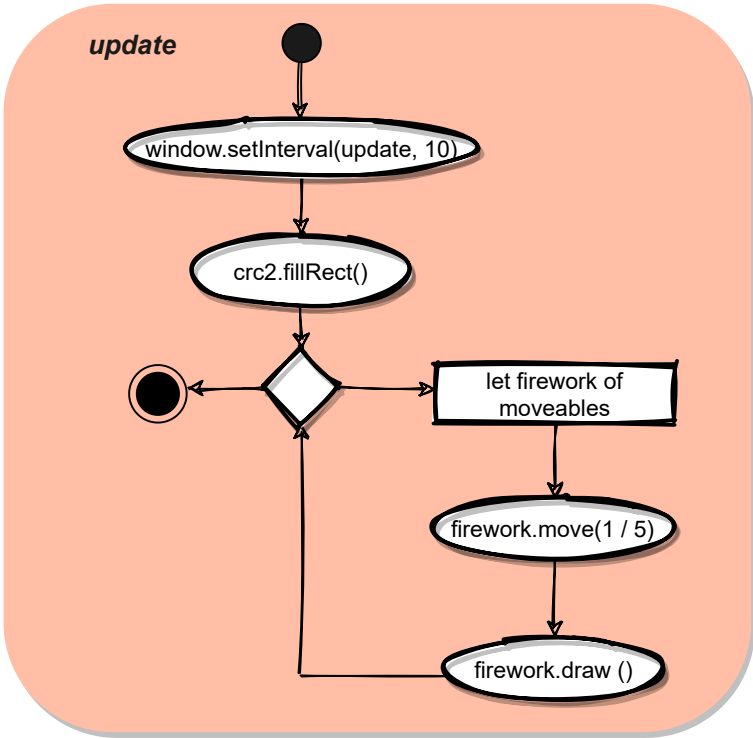
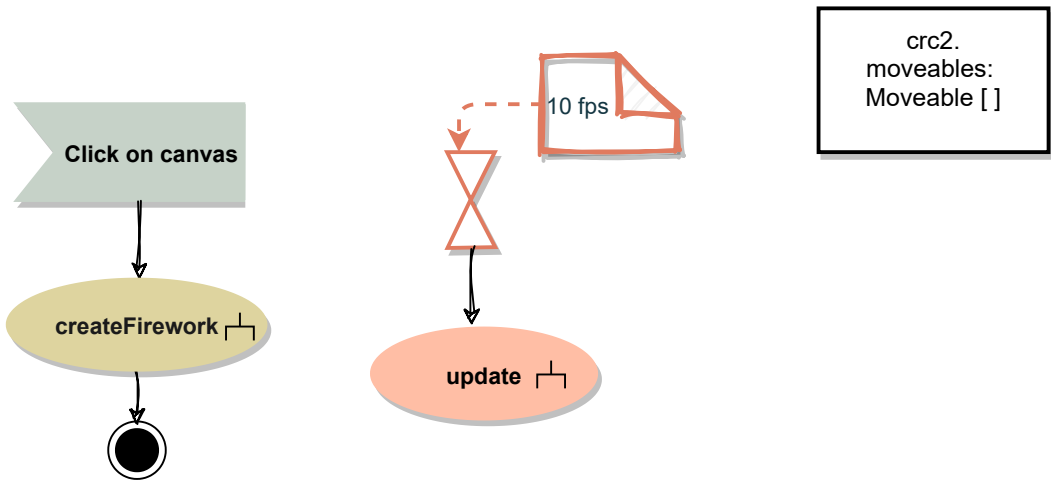
handleRequest



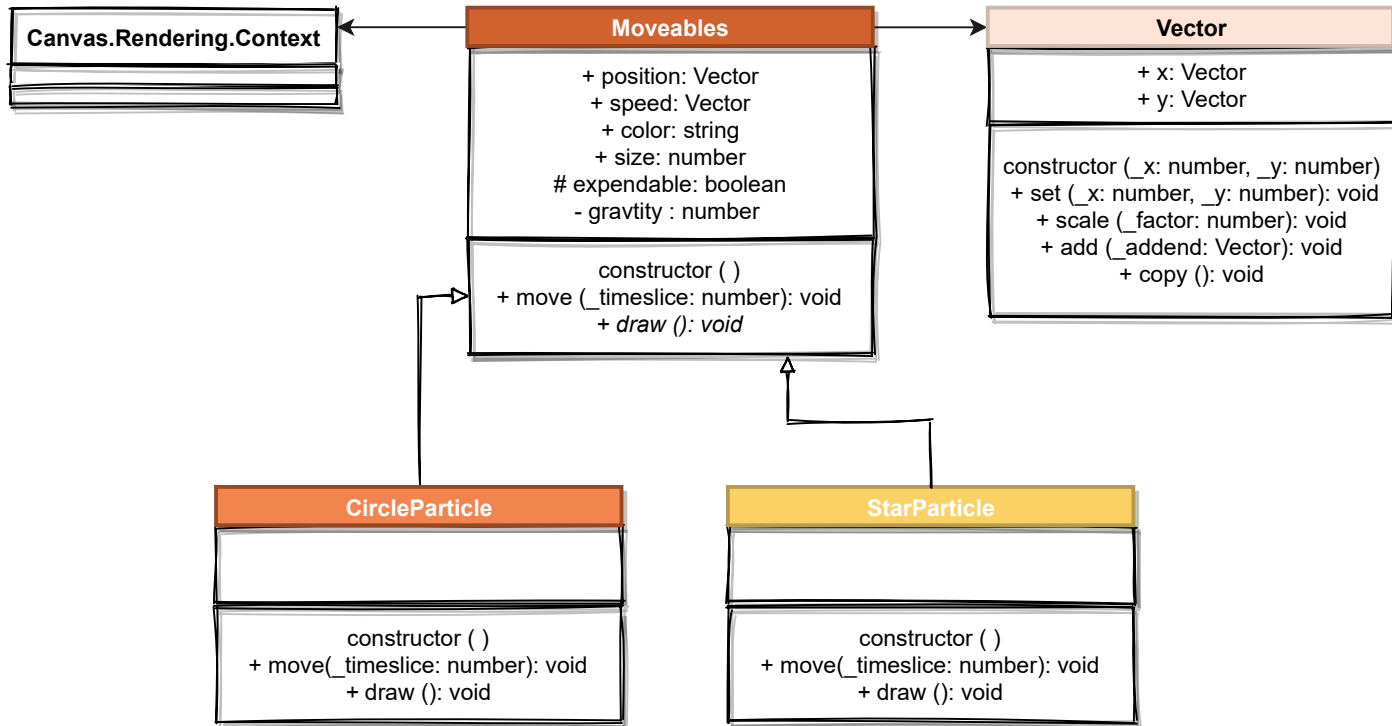
store RocketCollection



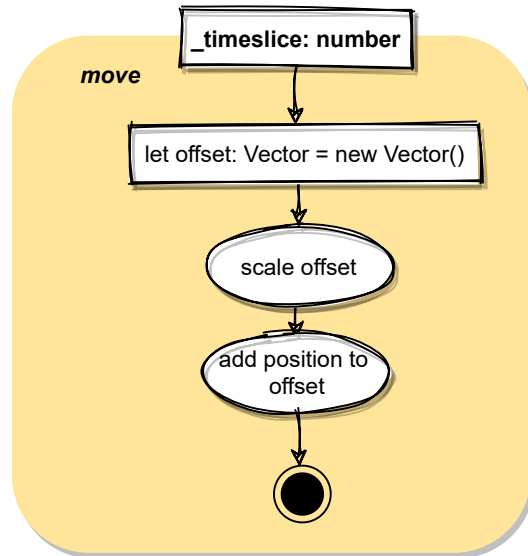
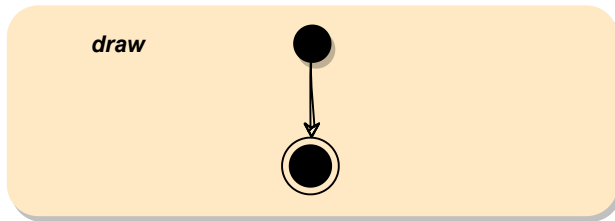
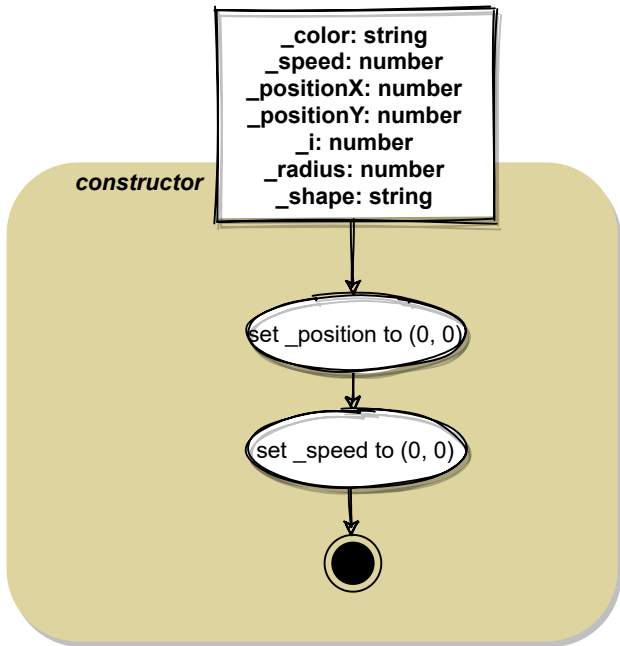
Activity Diagram: Firework MainProgram



Class Diagram: Firework

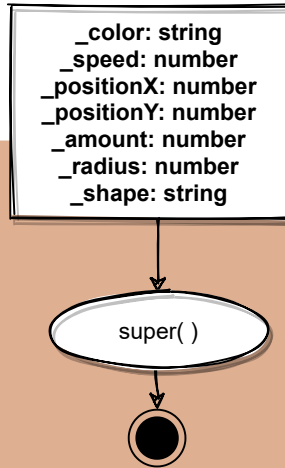


Activity Diagram: Firework Moveables

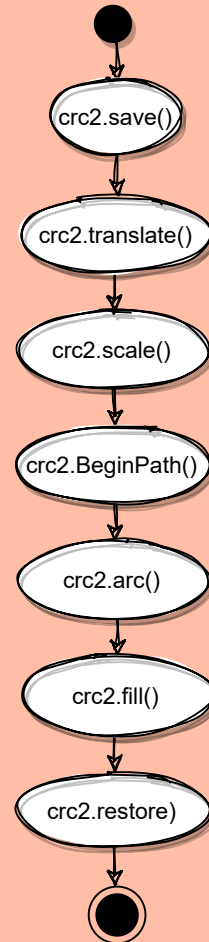


Activity Diagram: Firework CircleParticle

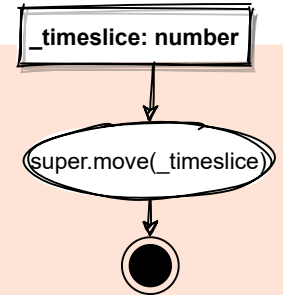
constructor



draw

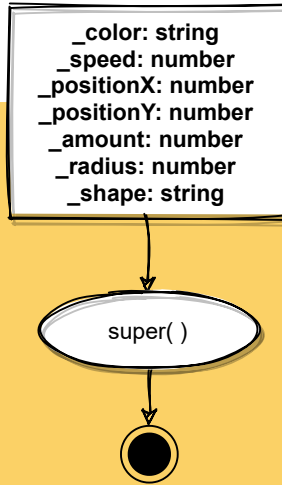


move

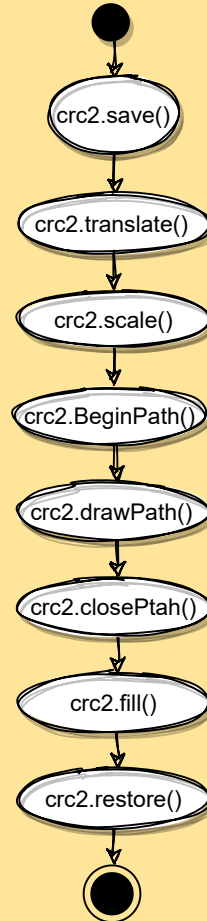


Activity Diagram: Firework **StarParticle**

constructor



draw



move

