Activity Diagram: Firework MainProgram

crc2.
moveables:
Moveable [ ]

10 fps

Click on canvas

createFirework

update

update

window.setInterval(update, 10)

crc2.fillRect()

let firework of
moveables

firework.move(1 / 5)

firework.draw ()

fireworkSound

let sound = doc.getElementbyid()

sound.play()

createFirework

_event: MouseEvent

mousePositionX: number
mousePositionY: number
let amount: number = 20
let offset: number = Math.PI * 2 / amount

let i: number; i =0; i<
_amount; i++

[i++]

rocketInUse == null

return

[case: "star"]

firework: Moveable =
new Starparticle ()

moveables.push(firework)

[case: "circle"]

firework: Moveable =
new Circleparticle ()

moveables.push(firework)

defalut break

fireworkSound ()