

# **EIA2-Endabgabe „Firework“**

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## **Struktur**

1. Planung
  - Überlegung Vorgehen
  - Funktionsübersicht
2. Anfangskonzeption
  - Use-Case-Diagramm
  - UI-Scribble
  - Klassendiagramm
  - Datenstruktur
3. Aktivitätsdiagramme
  - Grundüberlegungen an der Tafel
  - Ausarbeitung jeder Funktion
  - Ausarbeitung Methoden der Klassen

## Fensterwerk Vorgehen

1. Raus schreiben, was genau alles passiert und was es können muss
2. Programm-, ~~die~~ User-, und Serverfähigkeiten klar machen
3. Gestaltung
4. Daten die gebraucht werden
5. Überlegung zu nutzbaren klassen
6. Aktivitätsdiagramme
  - ⇒ zunächst alle an der Tafel
  - ⇒ dann nach Tests auf Papier

# Funktion Feuerwerk

## Raketenladungen zusammenstellen

- Größe,
- Radius
- Farben
- Bewegungsmuster

## Ladungen speichern

→ an Server senden

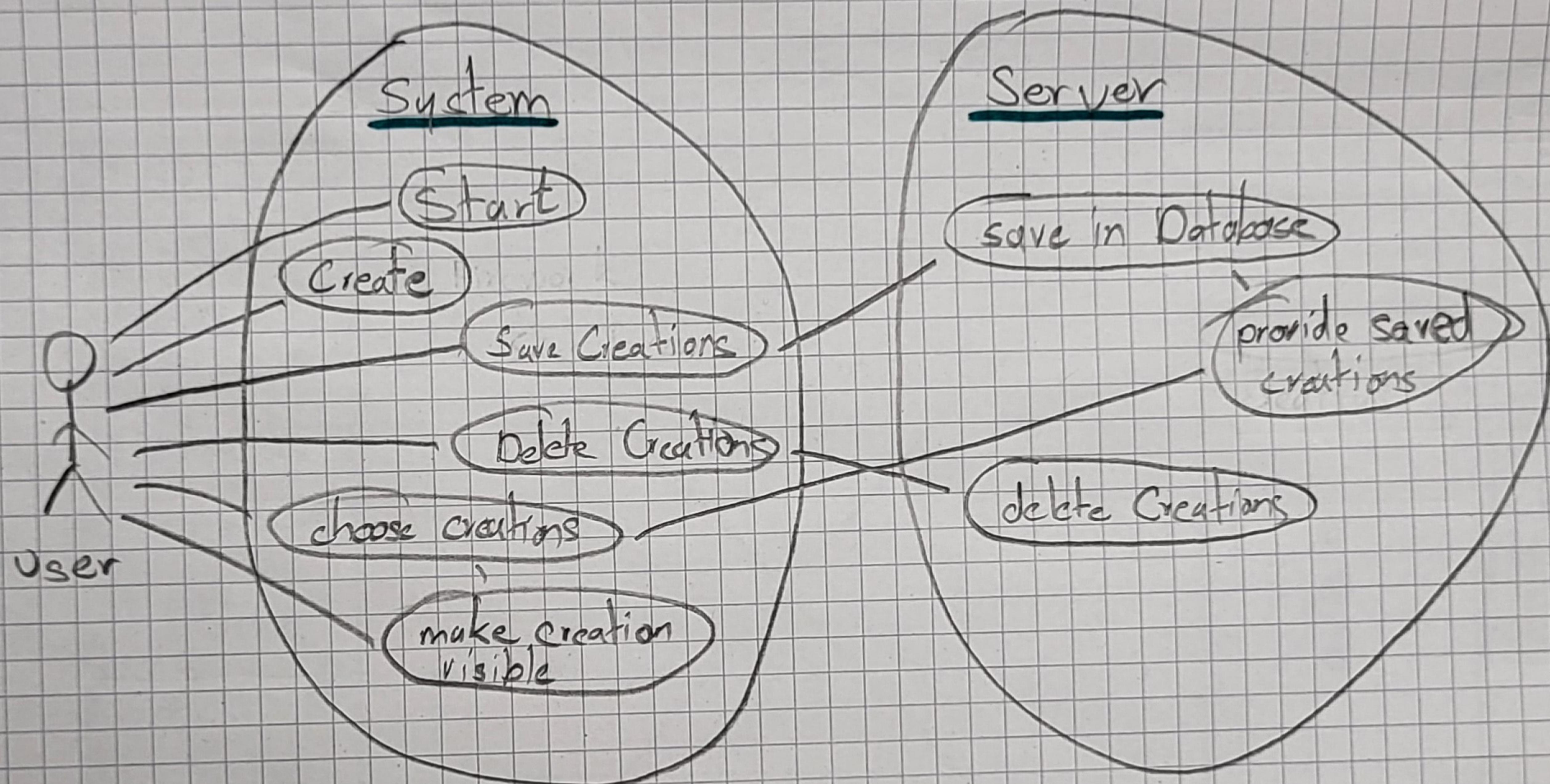
## Ladungen abrufen

- Zusammenstellungen abrufen

## Ladungen explodieren lassen

- Zusammenstellungen anzeigen

# Use Case Diagram



# UI-Scribble

Feverwerk

[ch1]

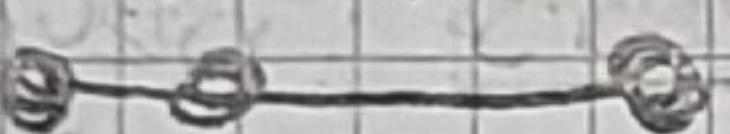
Make your firework

[ch2]

<input  
type="color"  
id="color1"

Farbe: [color box]

Dauer



Pixelradius



<input  
type="range"

Stärke



Name

<input  
type="text"

Speichern

<button  
type="button"  
id="save"

save it

<div  
id="settings"

;

canvas

Deine Vierungen

objektion 1 [Pfeil]  
<li>

id="objektion1"  
id="kreis1"

objektion 2 [Kreis]

deutsche Presets

<button  
id="delete1"  
delete Object

<div  
id="creations"

Firework

# DataStructure

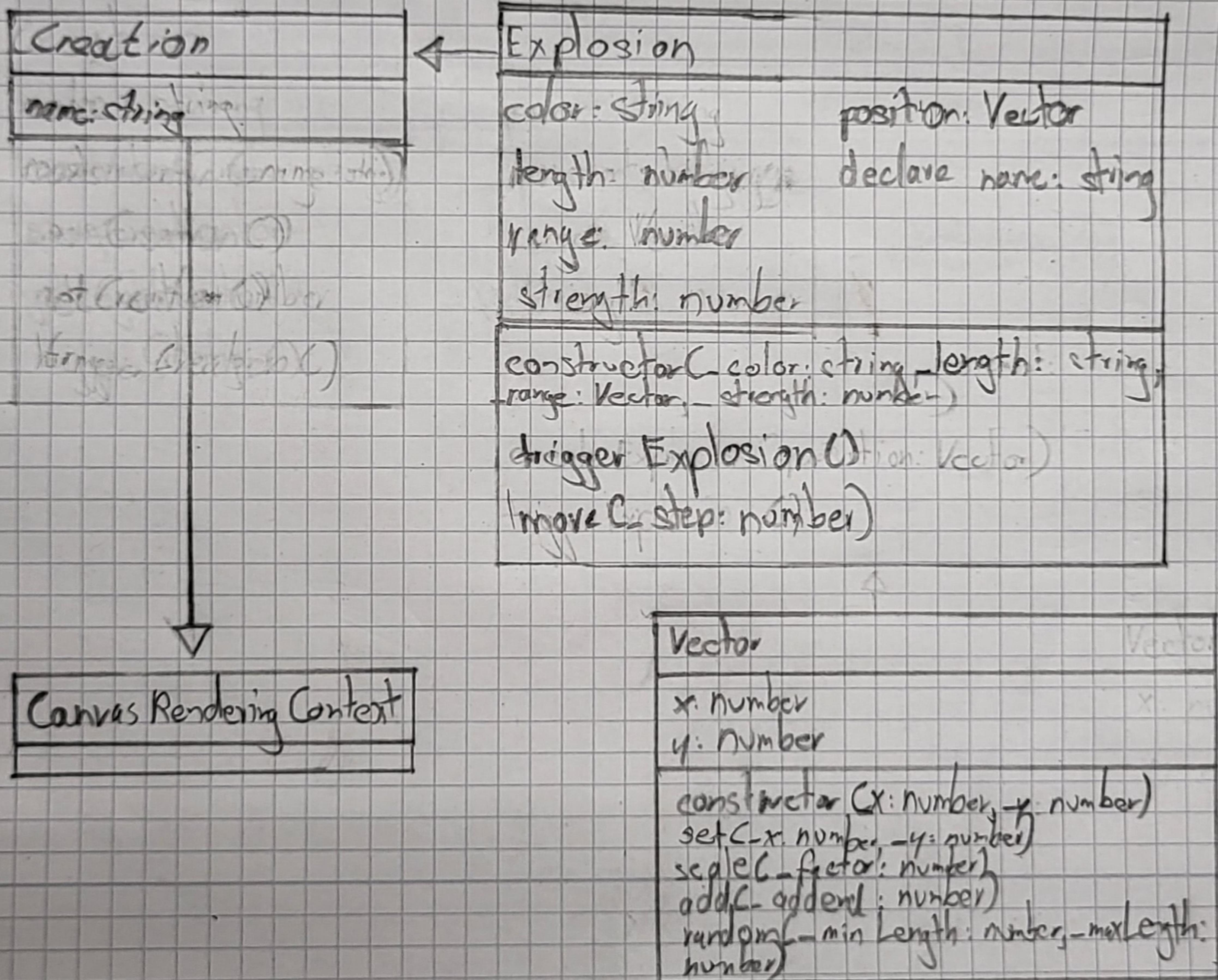
color: string	length: number	range: number	strength: number	name: string
RGB-Value	length	range	size	name

↓  
one creation

↓  
data

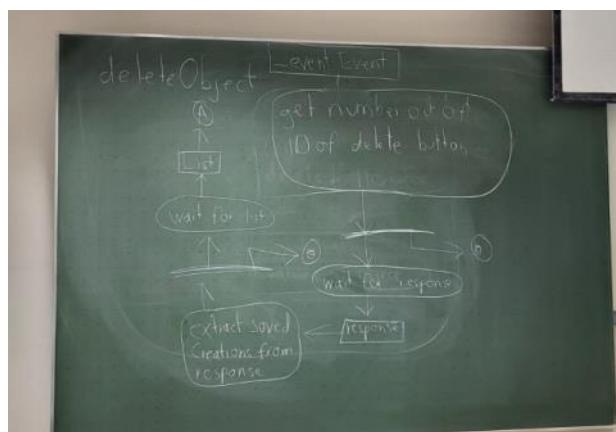
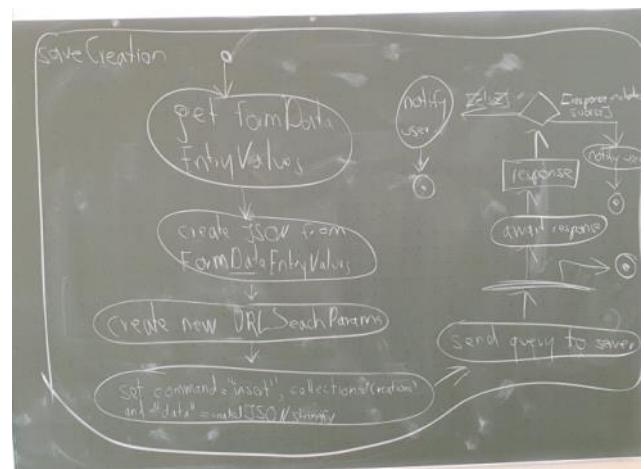
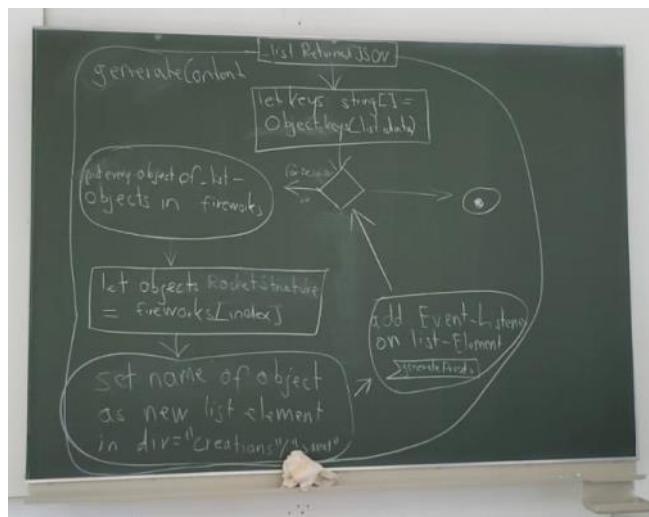
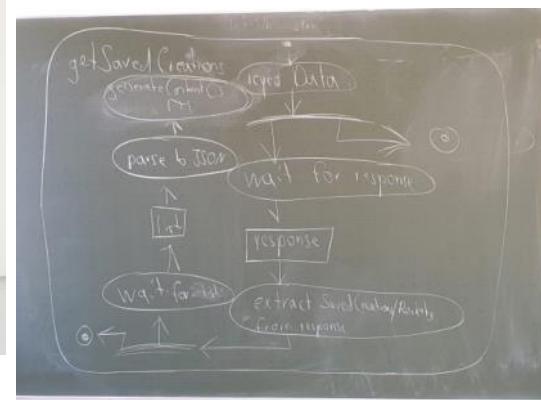
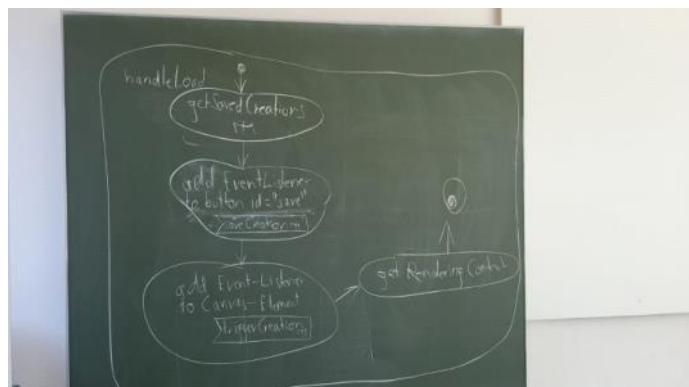
## Firework Classes

# Class Diagram



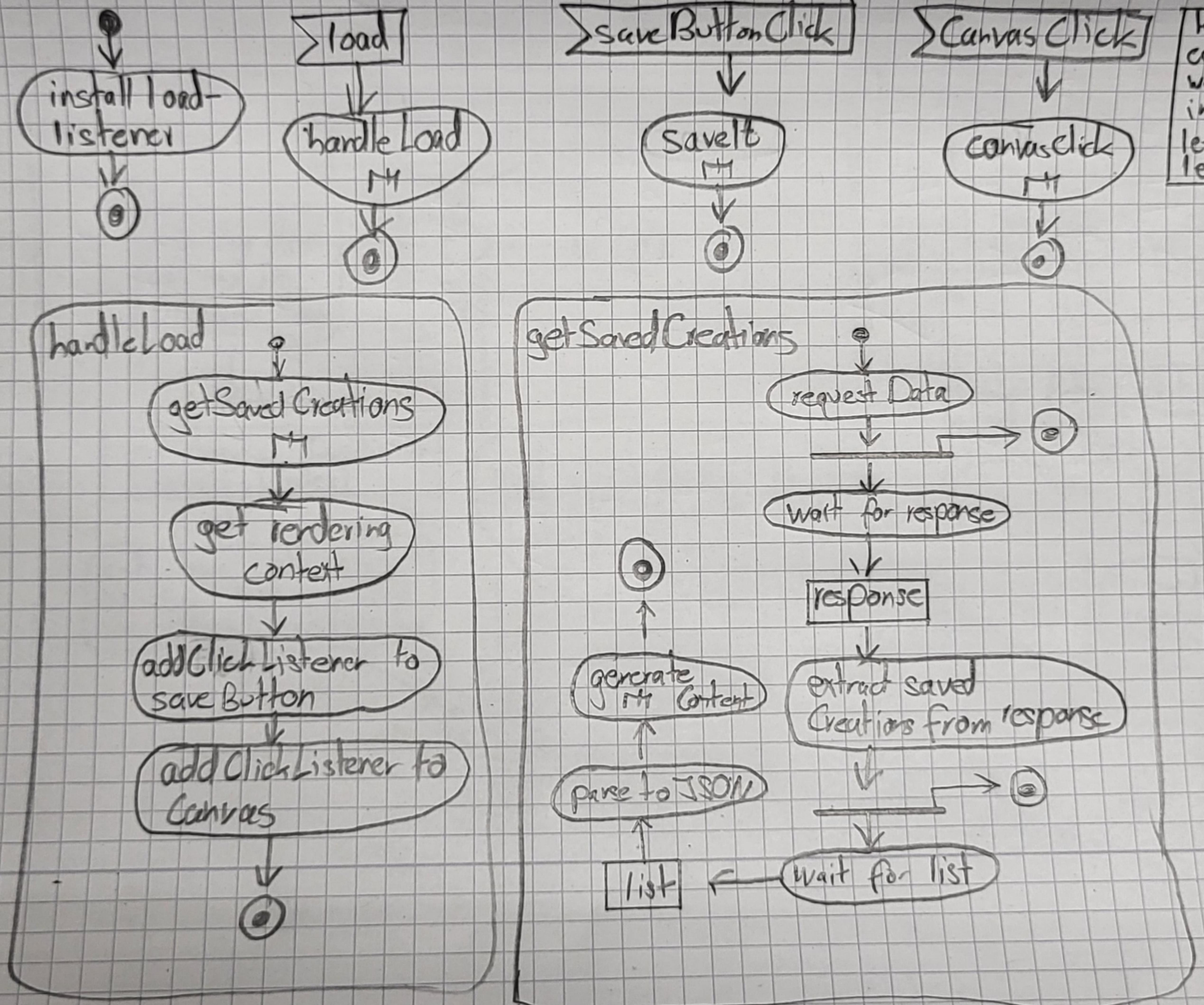
# Endabgabe EiA2-TafelBilder (Anfangs-Konzeption)

Sonntag, 12. Februar 2023 20:37



Firework

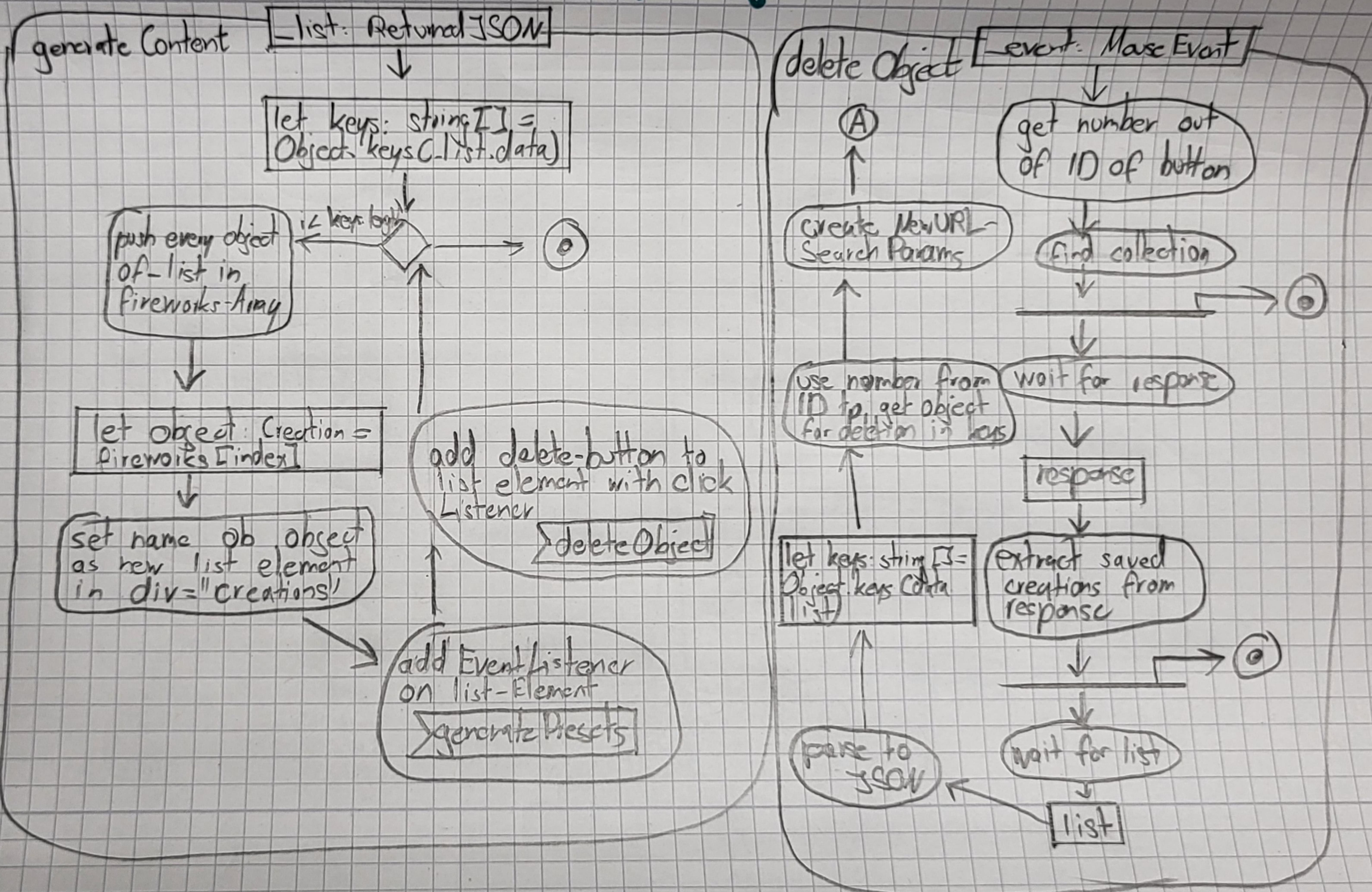
# Activity Diagram



```
let crc2: CanvasRenderingContext2D;
const url = "https://websockets-future-wagen.de/~kaenringa/Database/index.php";
let fireworks: Creation[] = [];
let particles: Explosion[] = [];
```

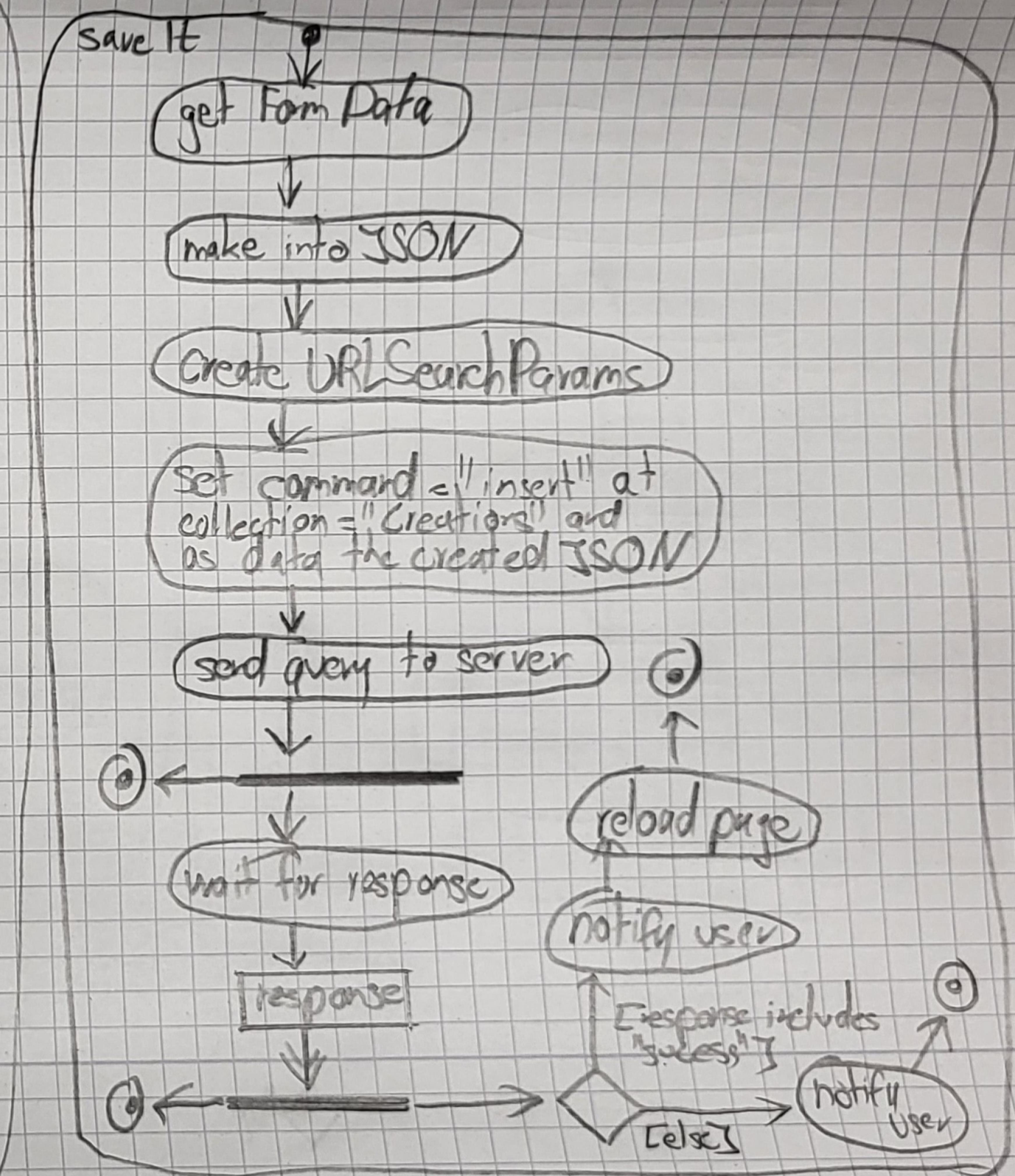
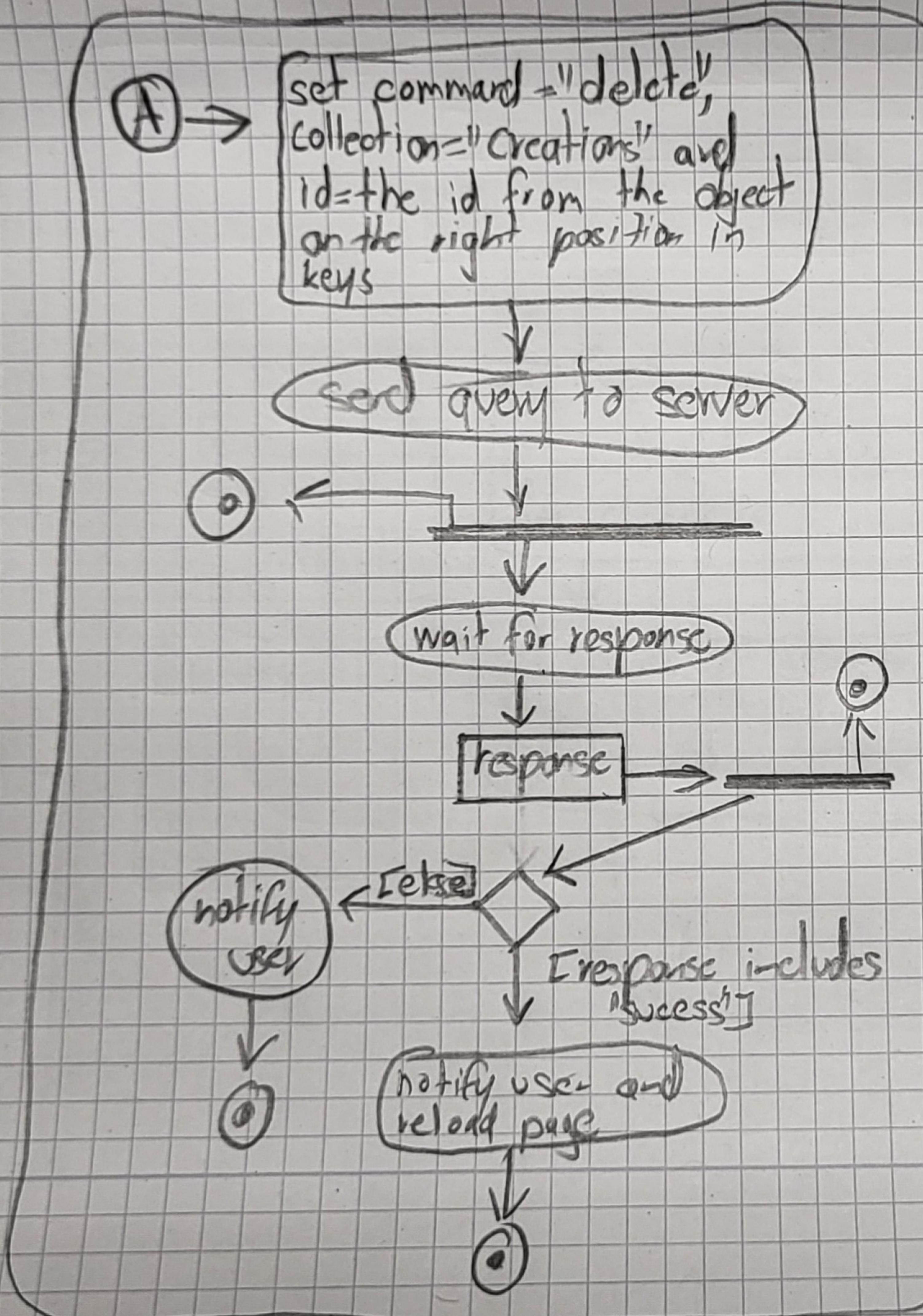
Firework

# Activity Diagram



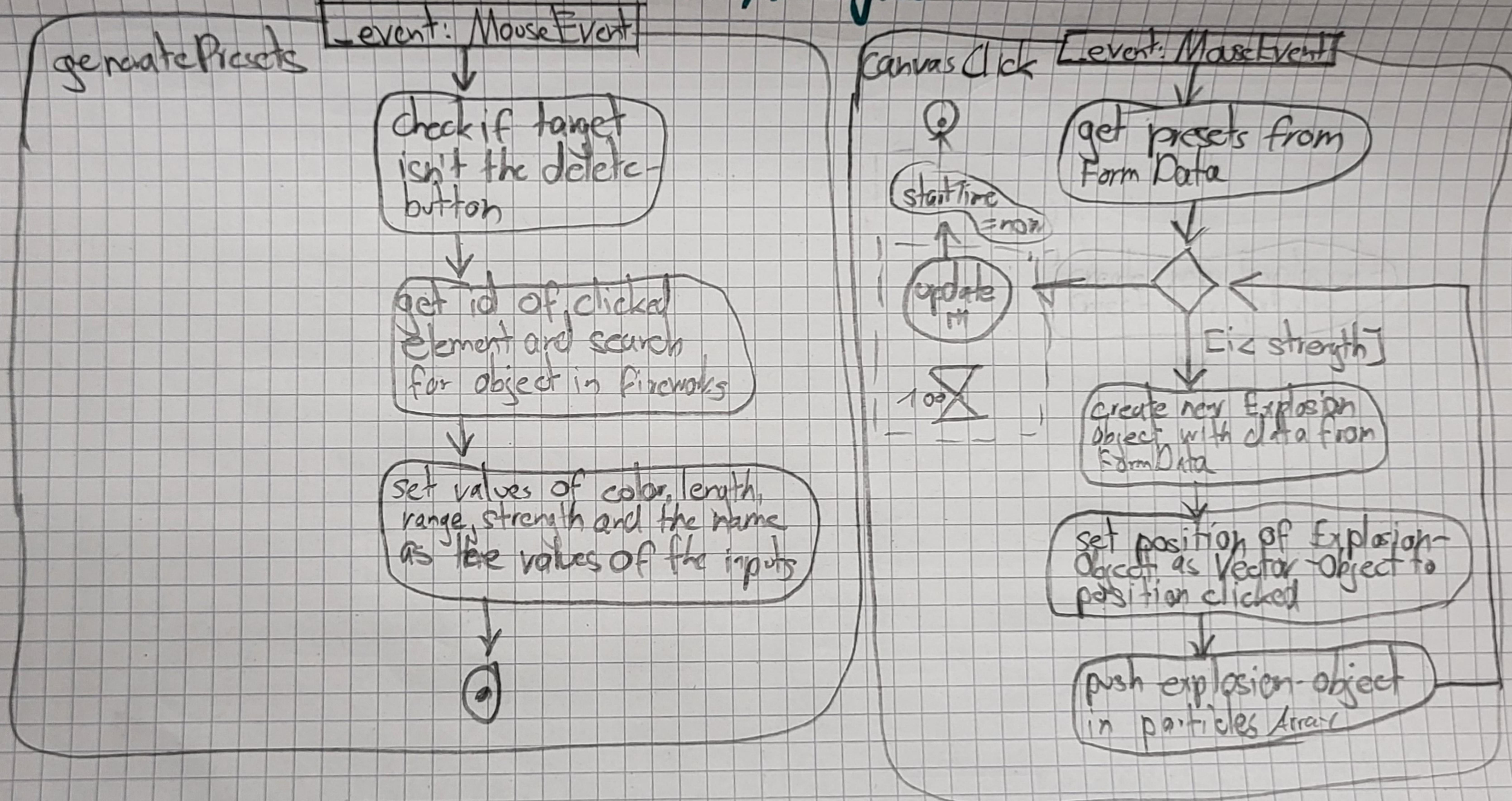
## Firework

# Activity Diagram



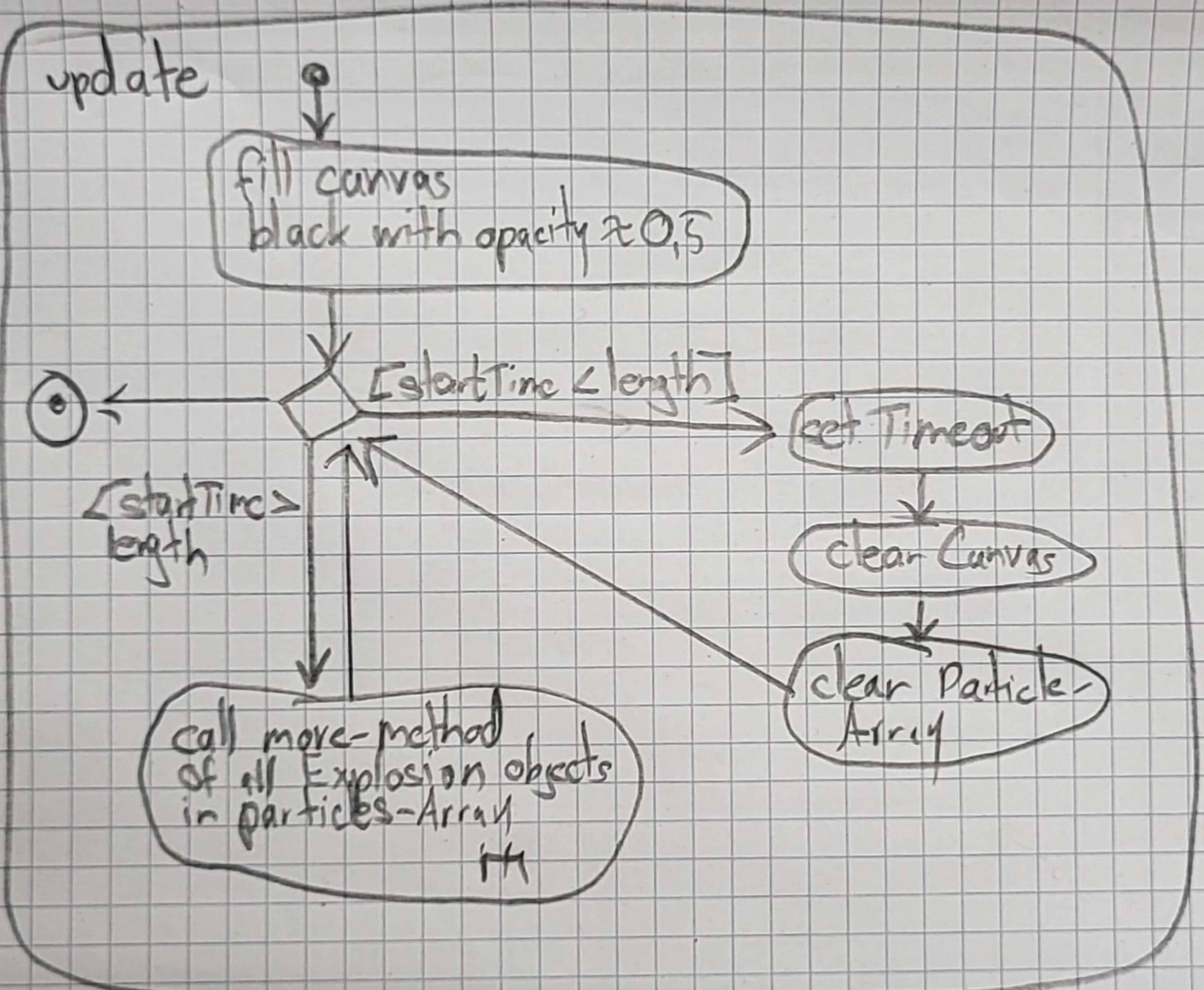
Firework

# Activity Diagram



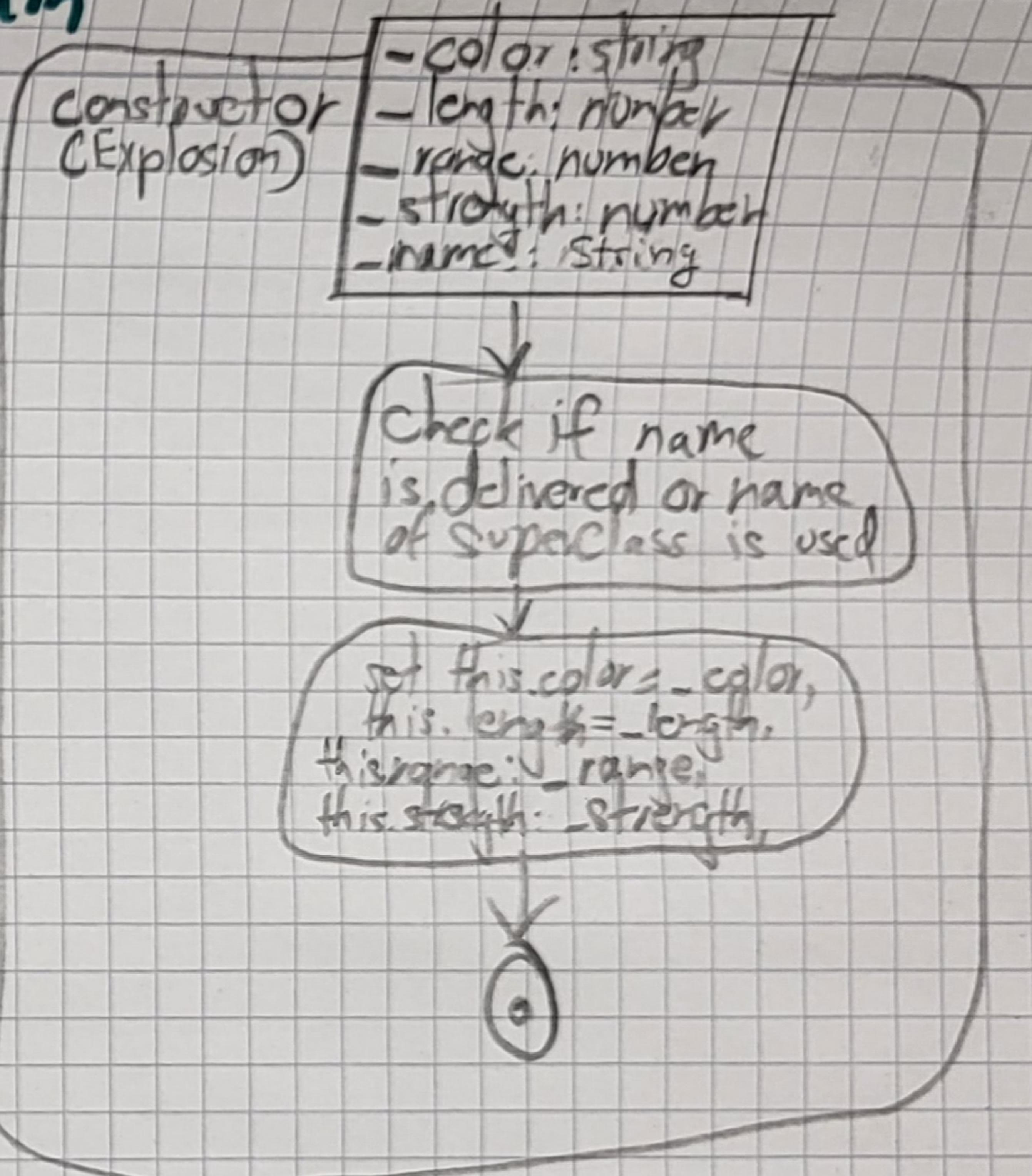
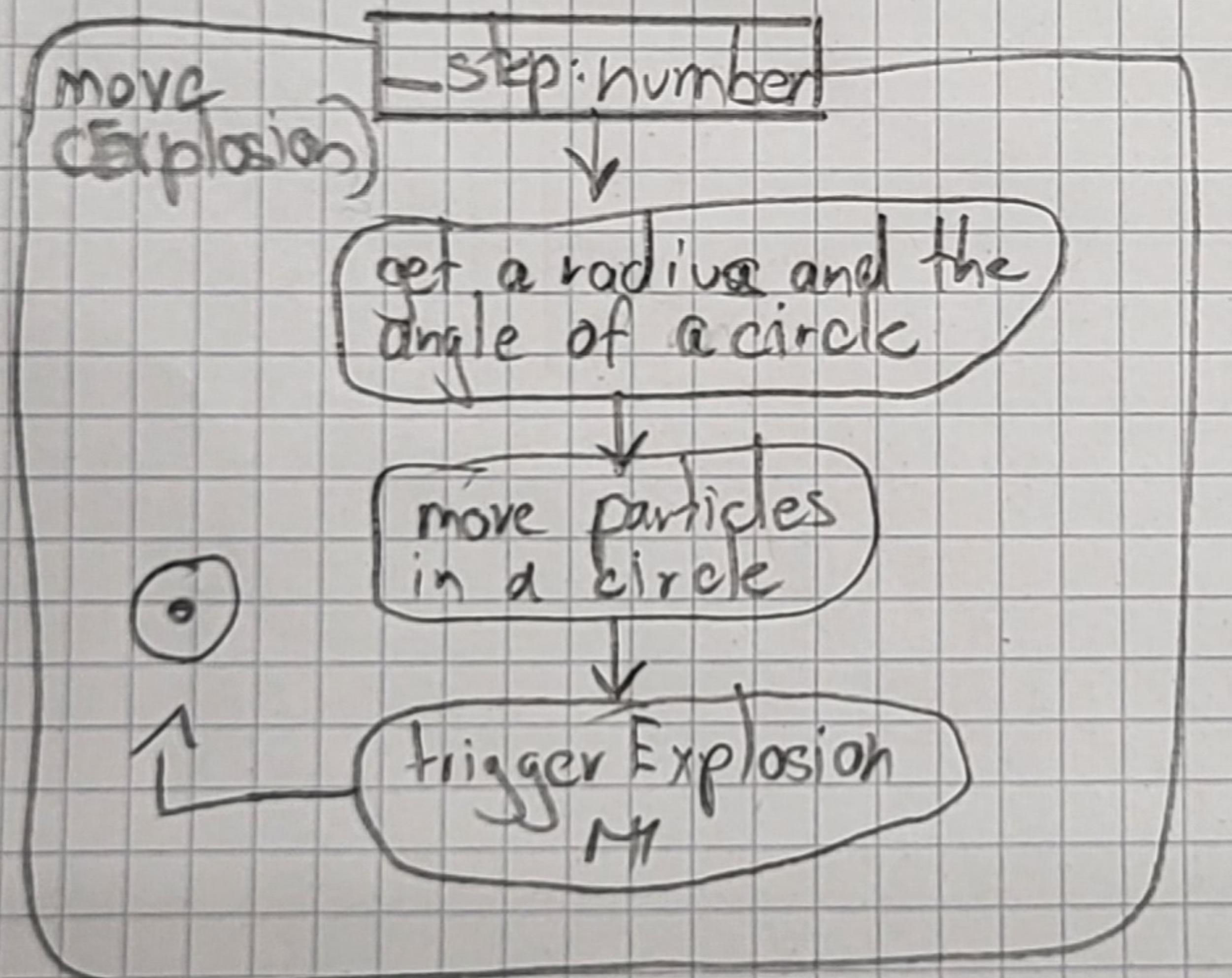
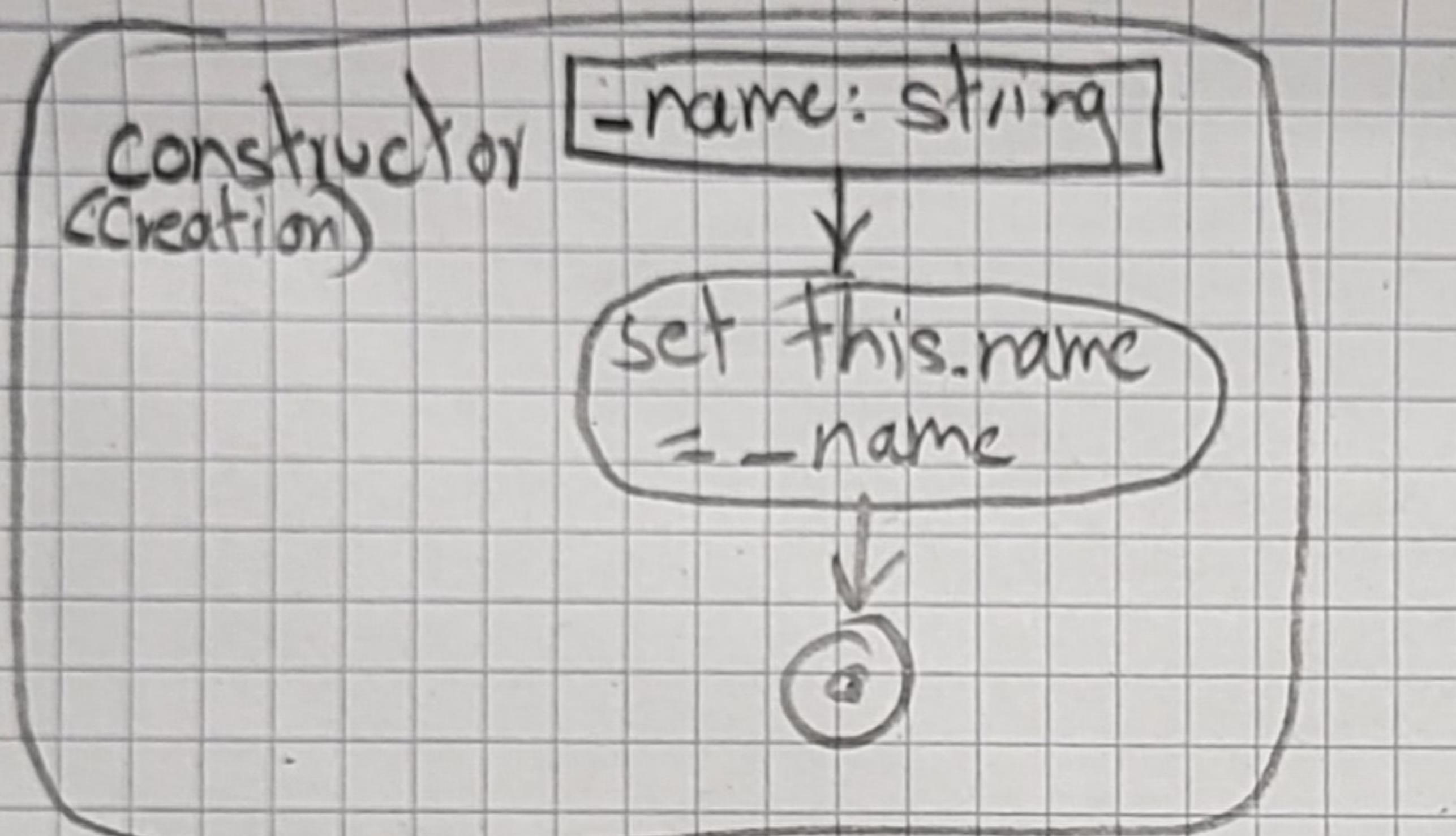
FilcwoK

# Activity Diagram



# Firework Creation / Explosion

# Activity Diagram



## Creations. Explosion

# Activity Diagram

