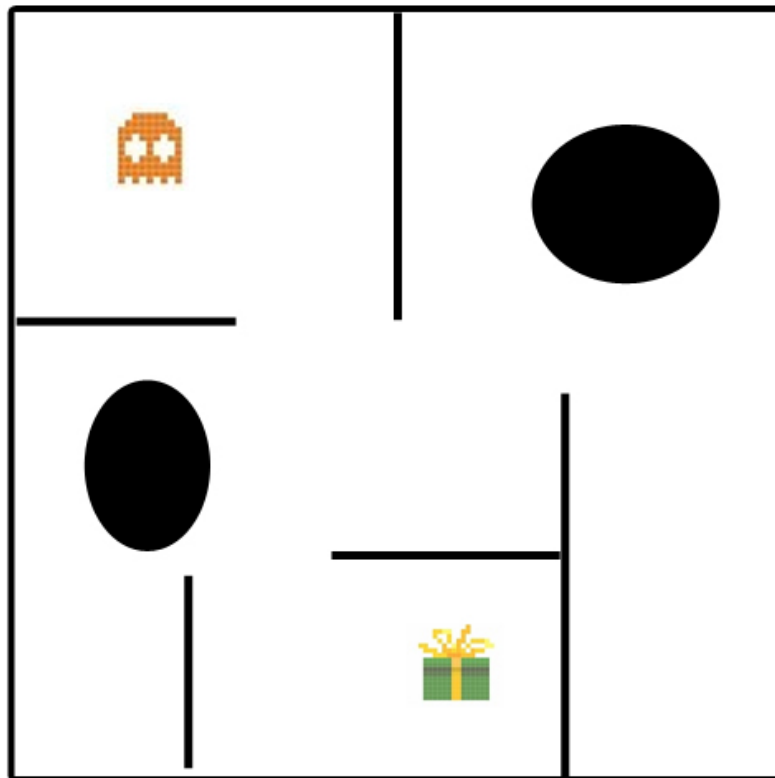


Search Robot



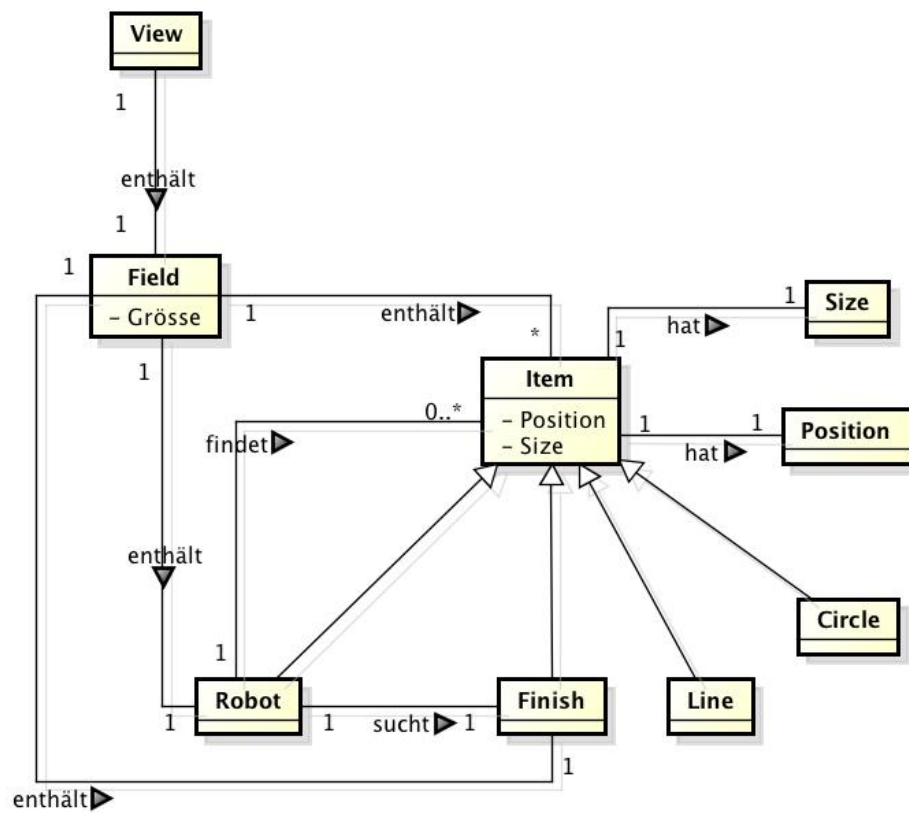
Design Model Frontend

Camille Zanni (zannc2)
Simon Gfeller (gfels4)

Inhaltsverzeichnis

Inhaltsverzeichnis.....	2
Domain Model.....	3
Spielobjekte setzten	4
SD.....	4
Design Class	4
Roboter starten.....	5
SD.....	5
Design Class	5
Suche abbrechen.....	6
SD.....	6
Design Class	6
Spielfeld löschen	7
SD.....	7
Design Class	7
Spielfeld importieren	8
SD.....	8
Design Class	8
Spielfeld exportieren	9
SD.....	9
Design Class	9

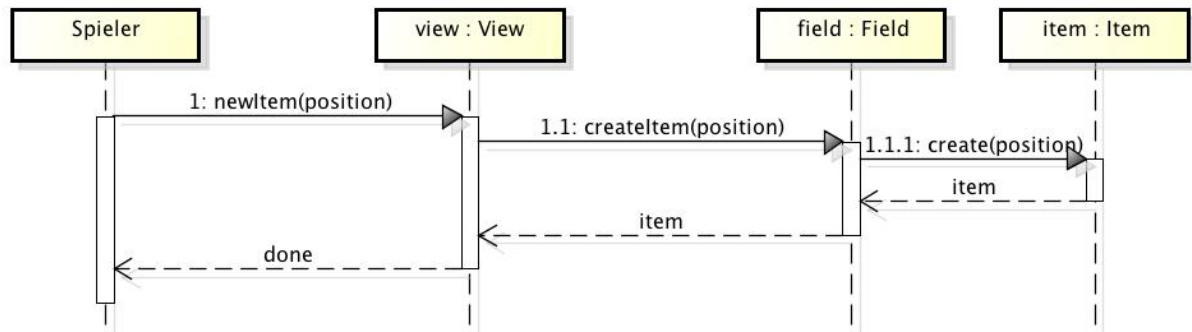
Domain Model



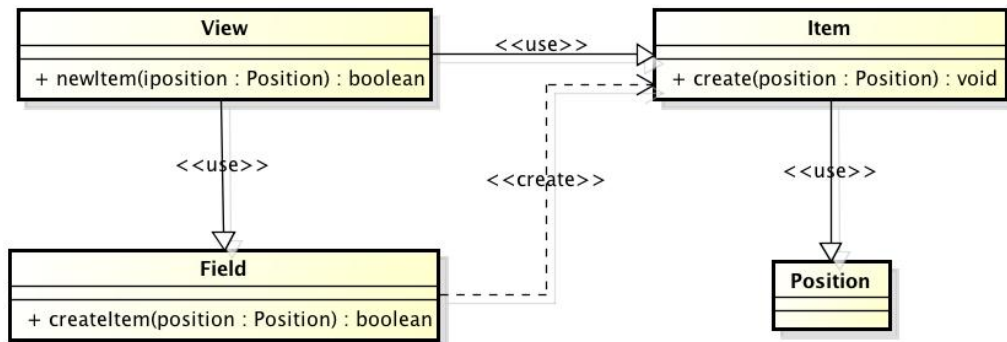
Spielobjekte setzen

Spielobjekte ist der Zusammenzug der Use Cases Hindernisse setzen, Roboter setzen und Ziel setzen.

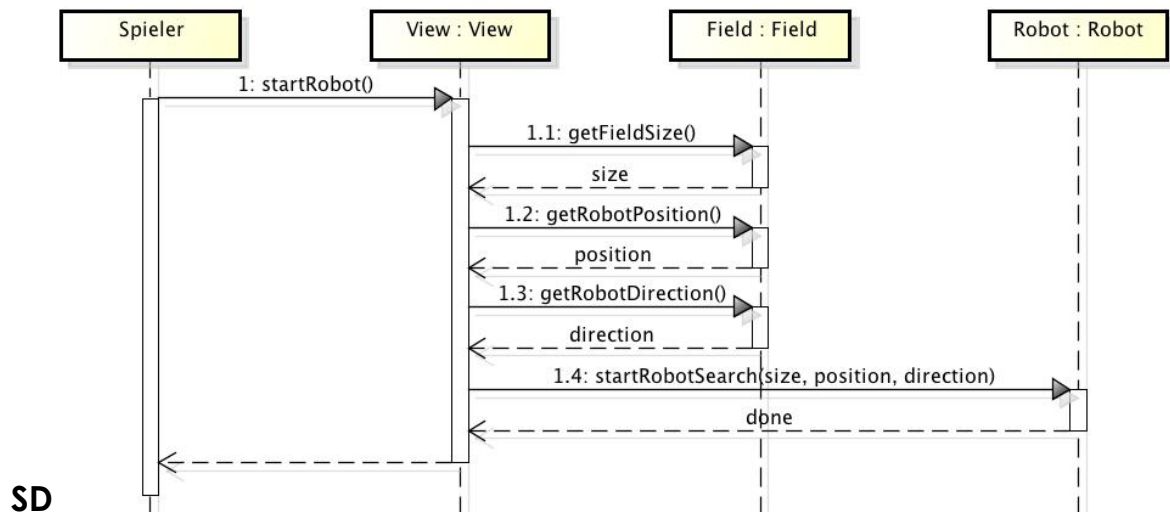
SD



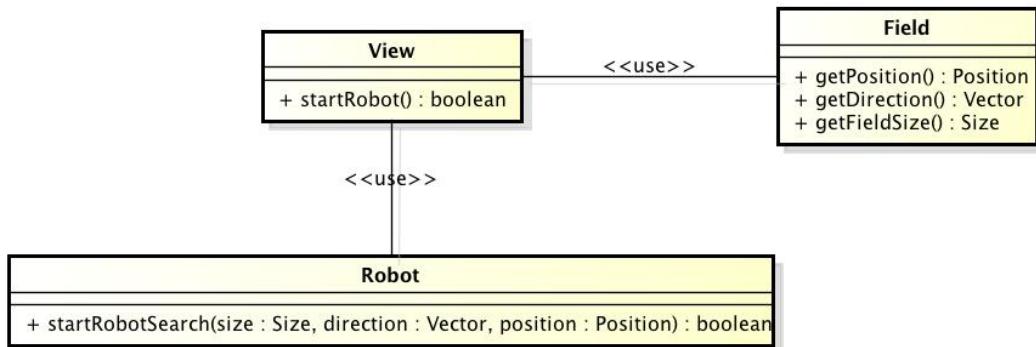
Design Class



Roboter starten

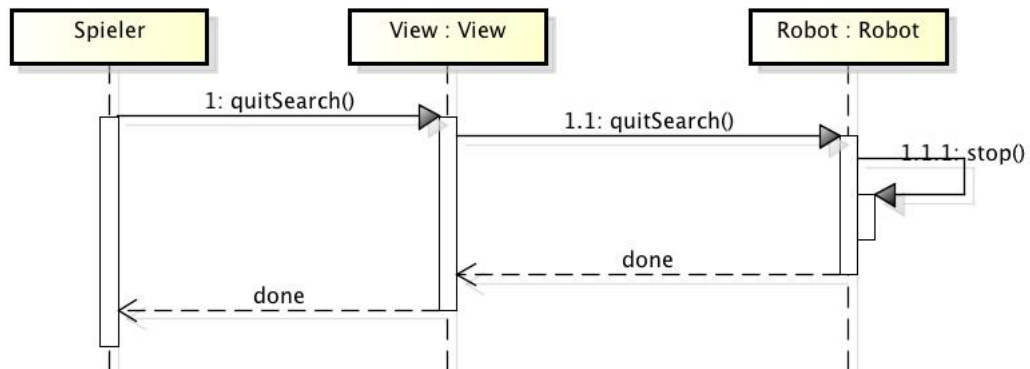


Design Class

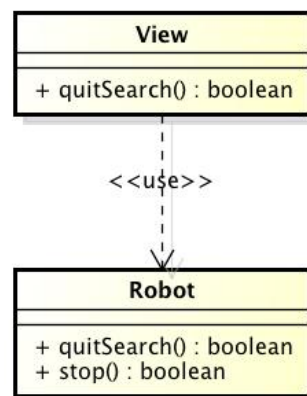


Suche abbrechen

SD

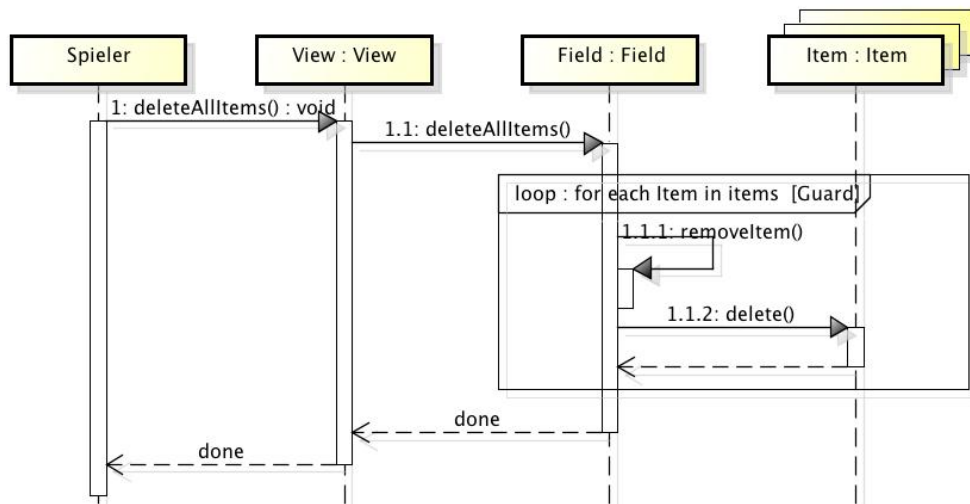


Design Class

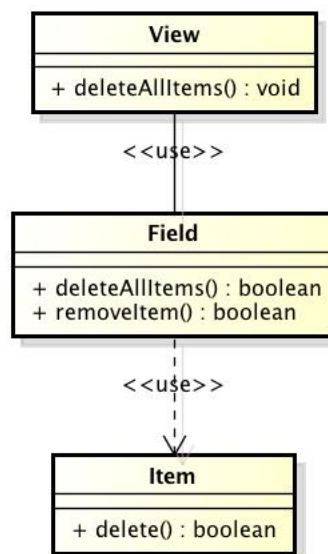


Spielfeld löschen

SD

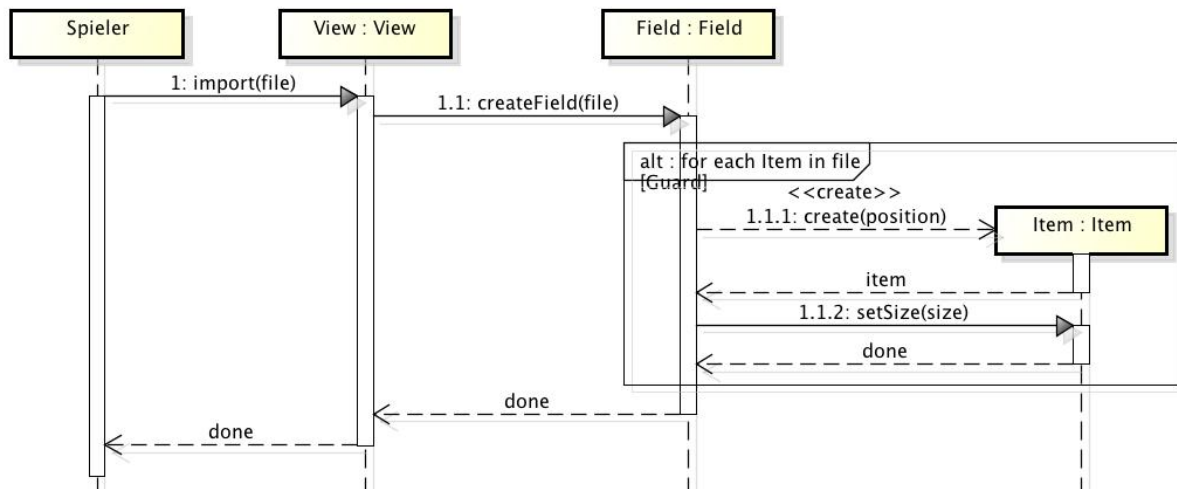


Design Class

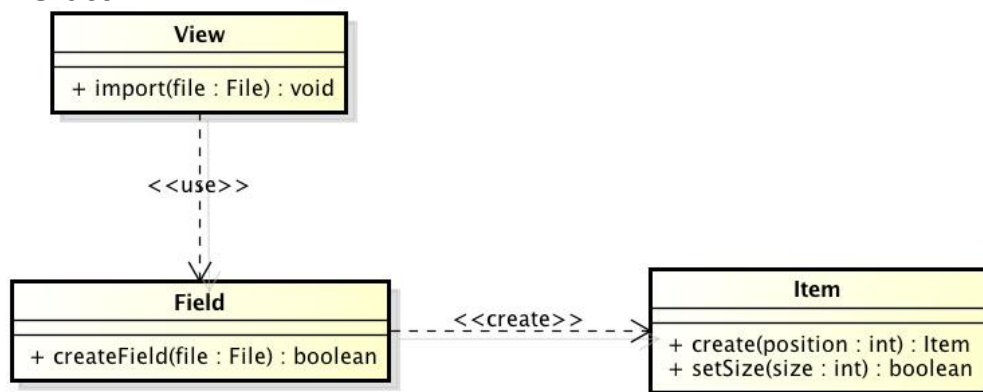


Spielfeld importieren

SD

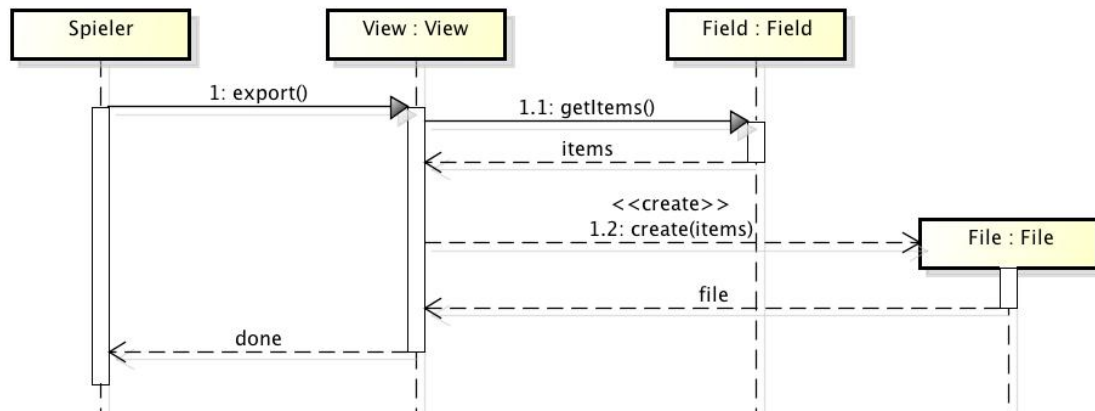


Design Class



Spielfeld exportieren

SD



Design Class

