**Search Robot**

****

**Design Model**

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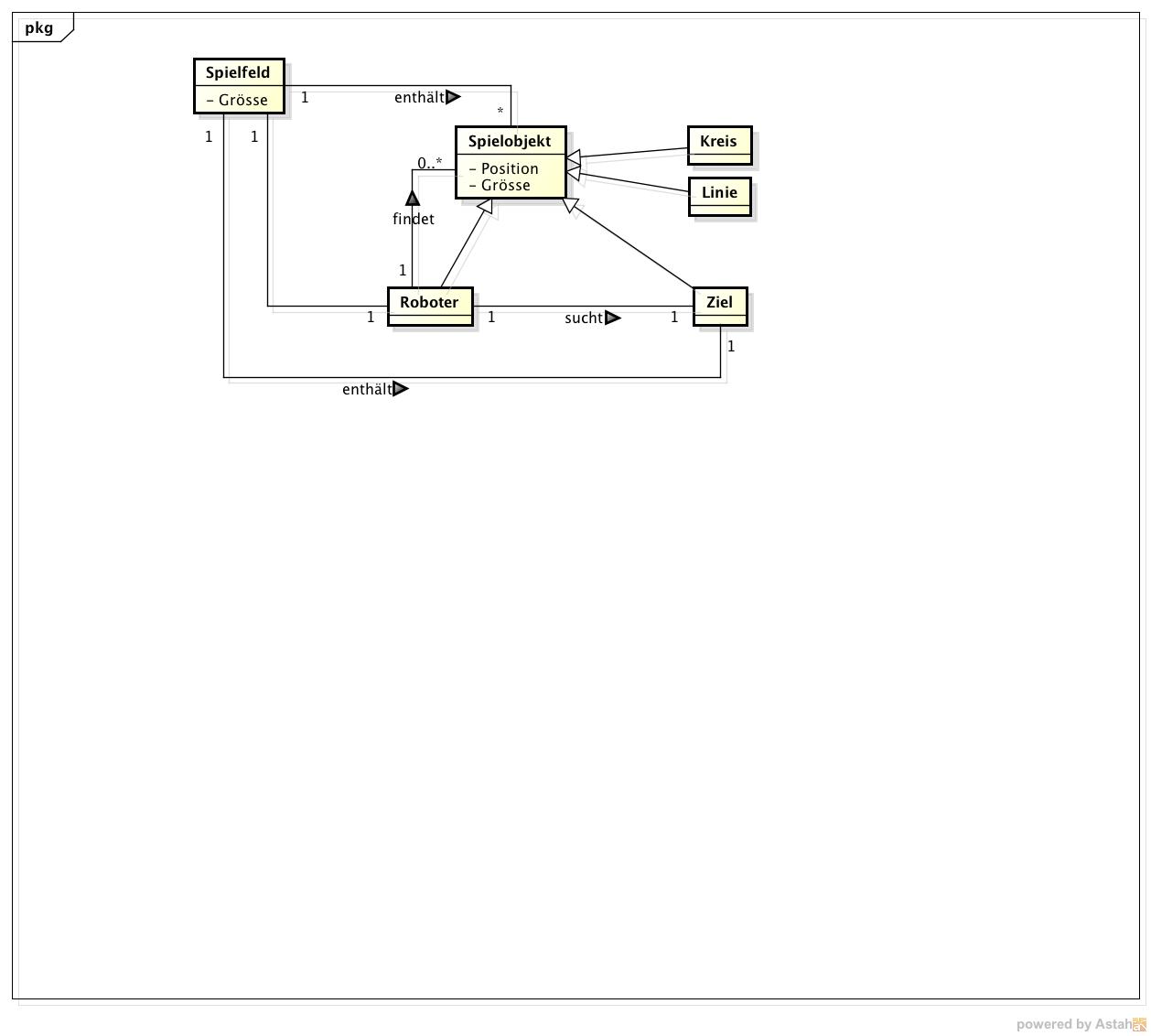
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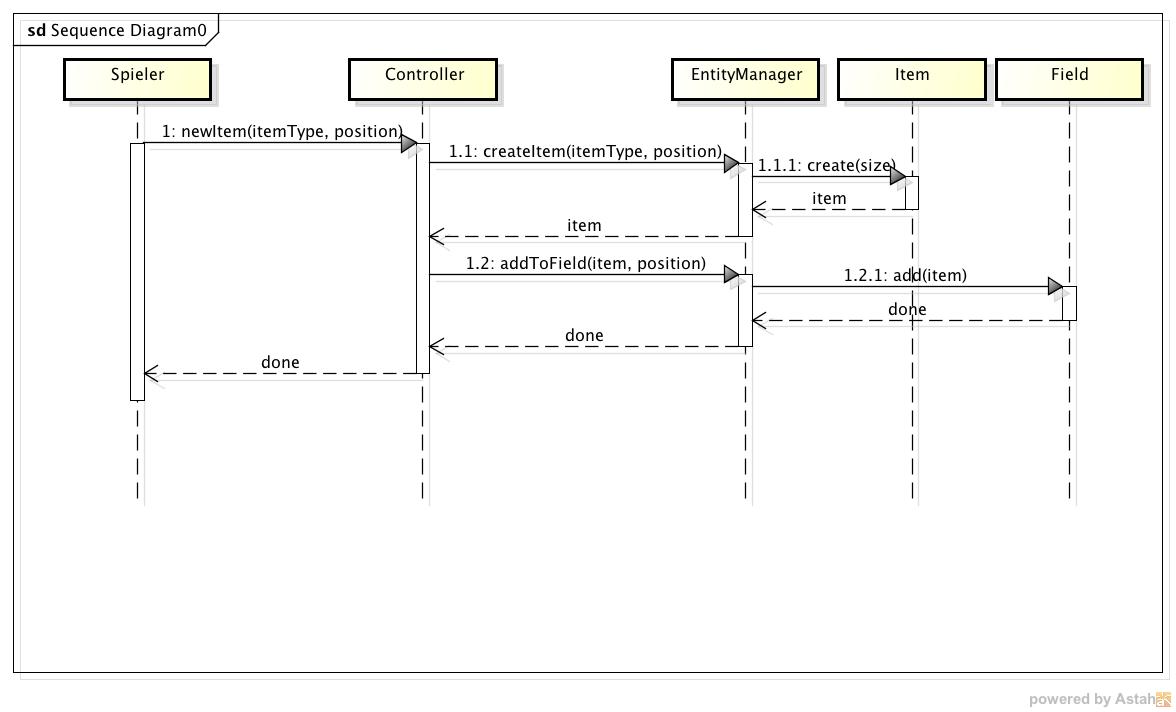
# Domain Model



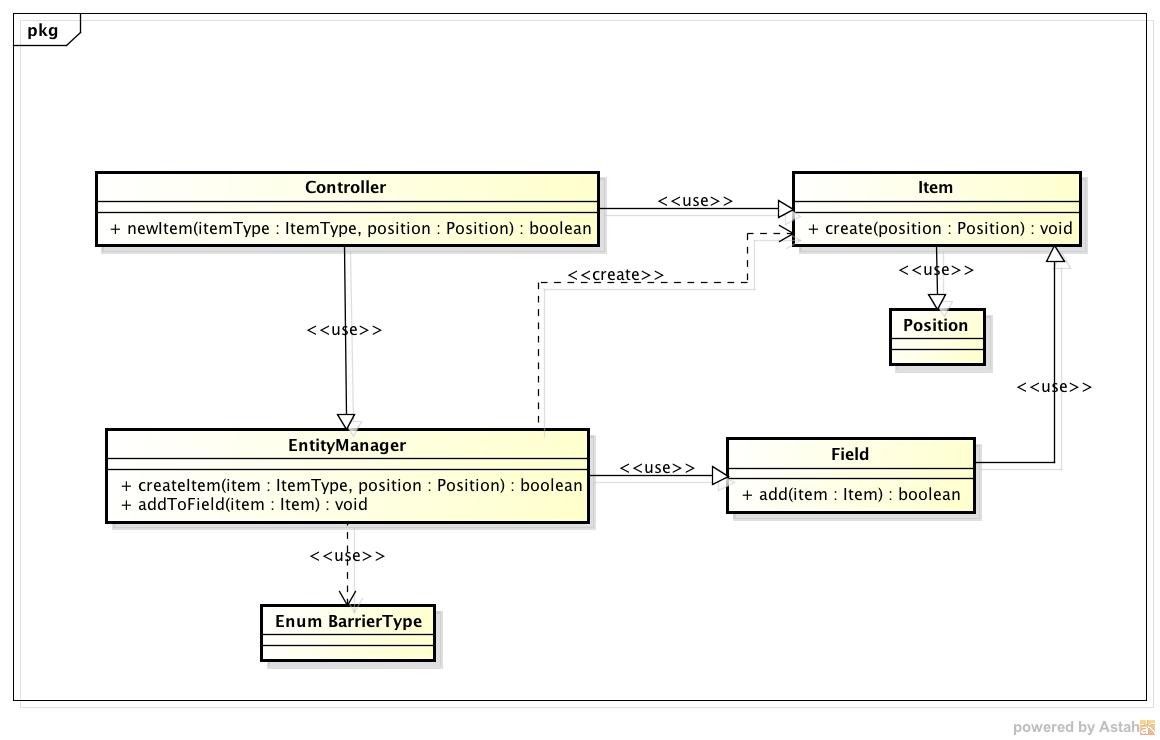
# Spielobjekte setzten

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

## SD

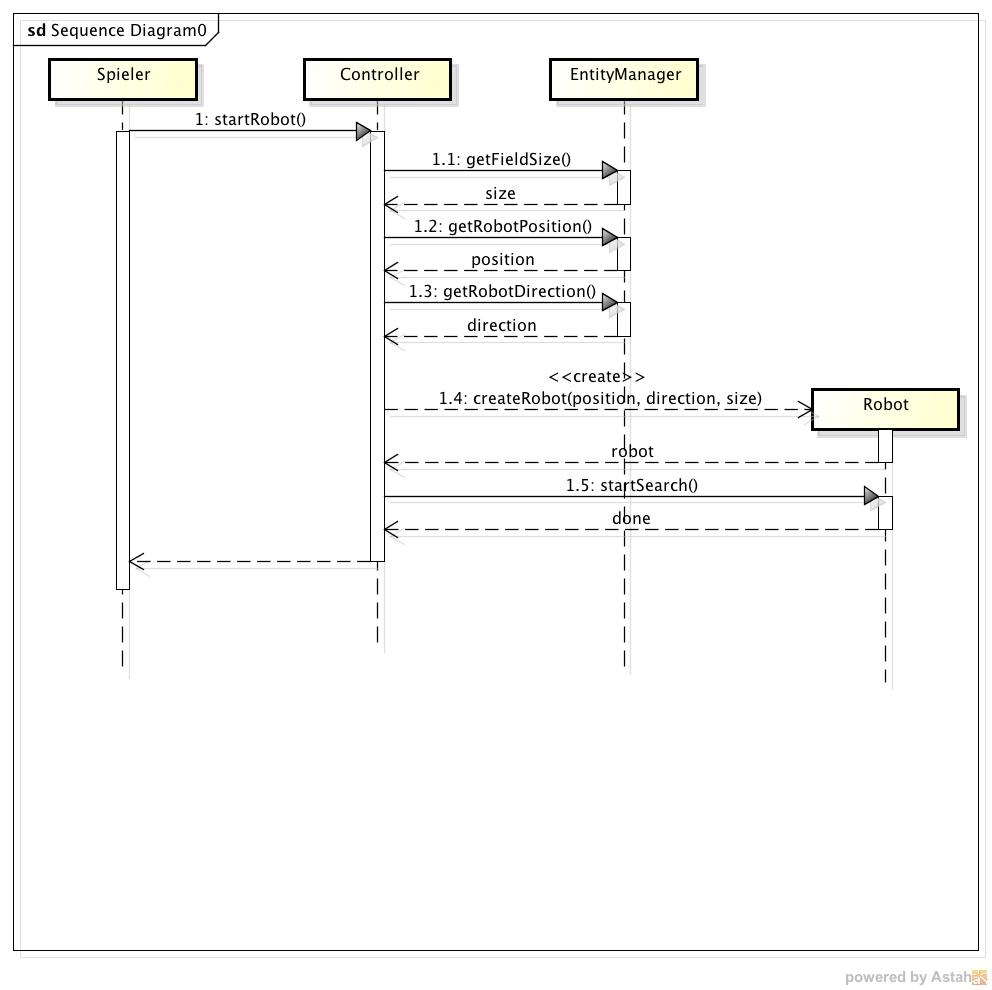


## Design Class

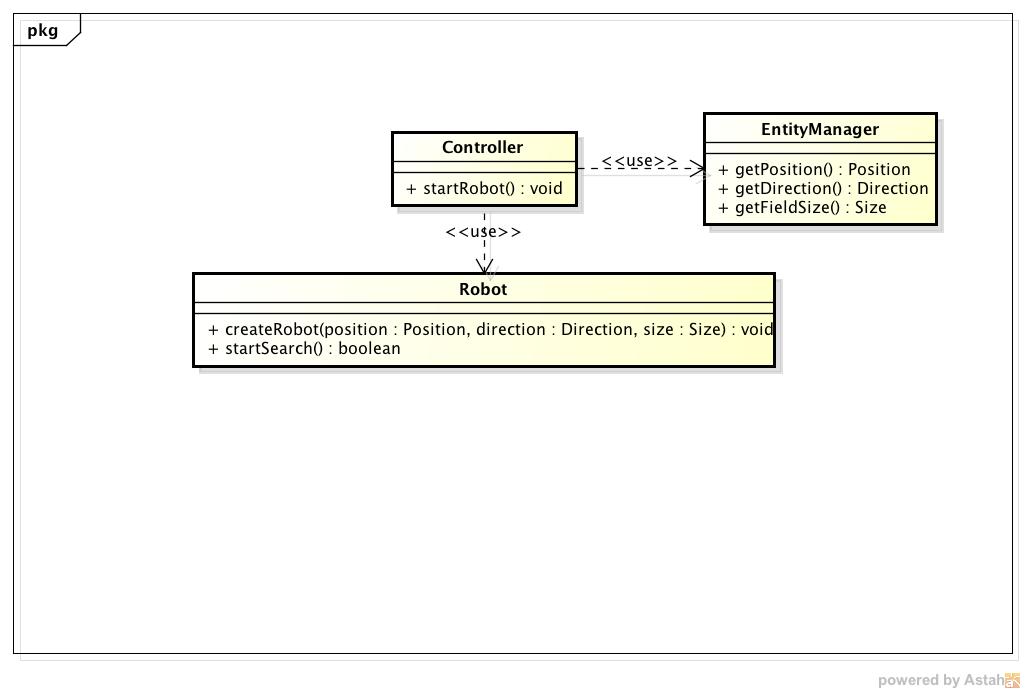


# Roboter starten

## SD

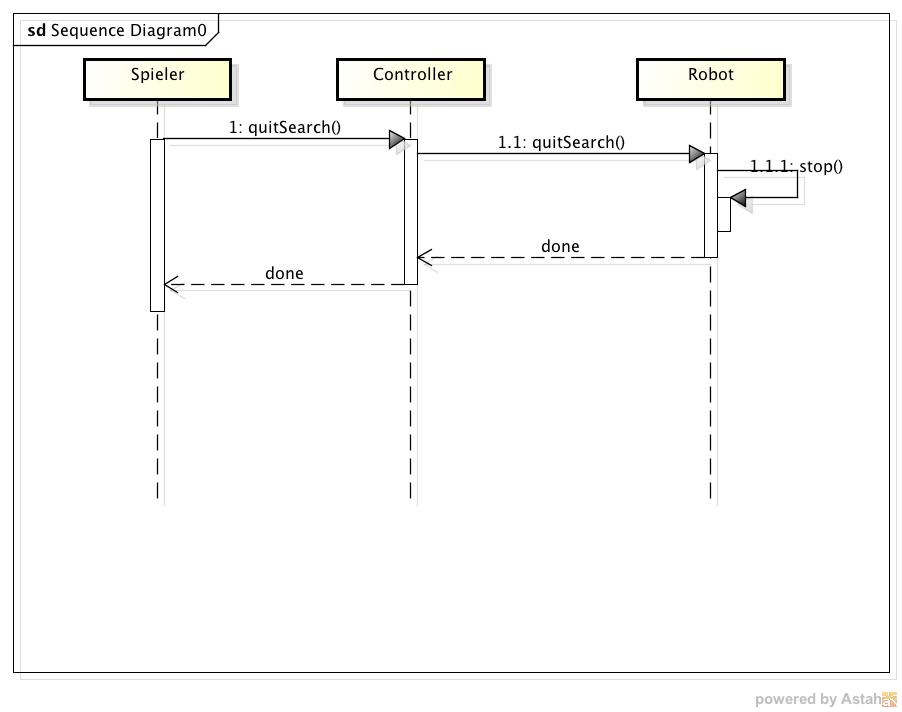


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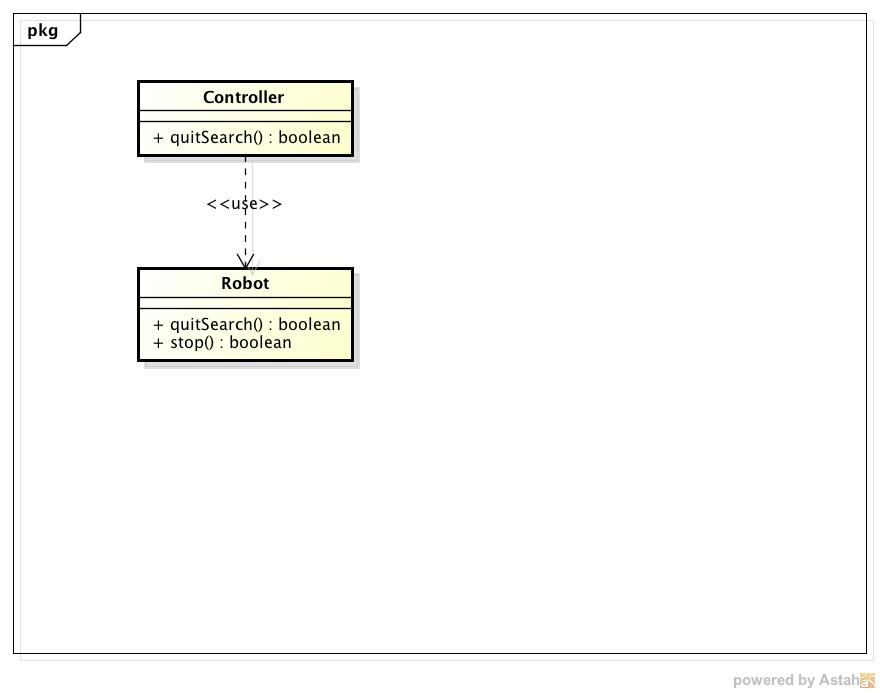


# Suche abbrechen

## SD

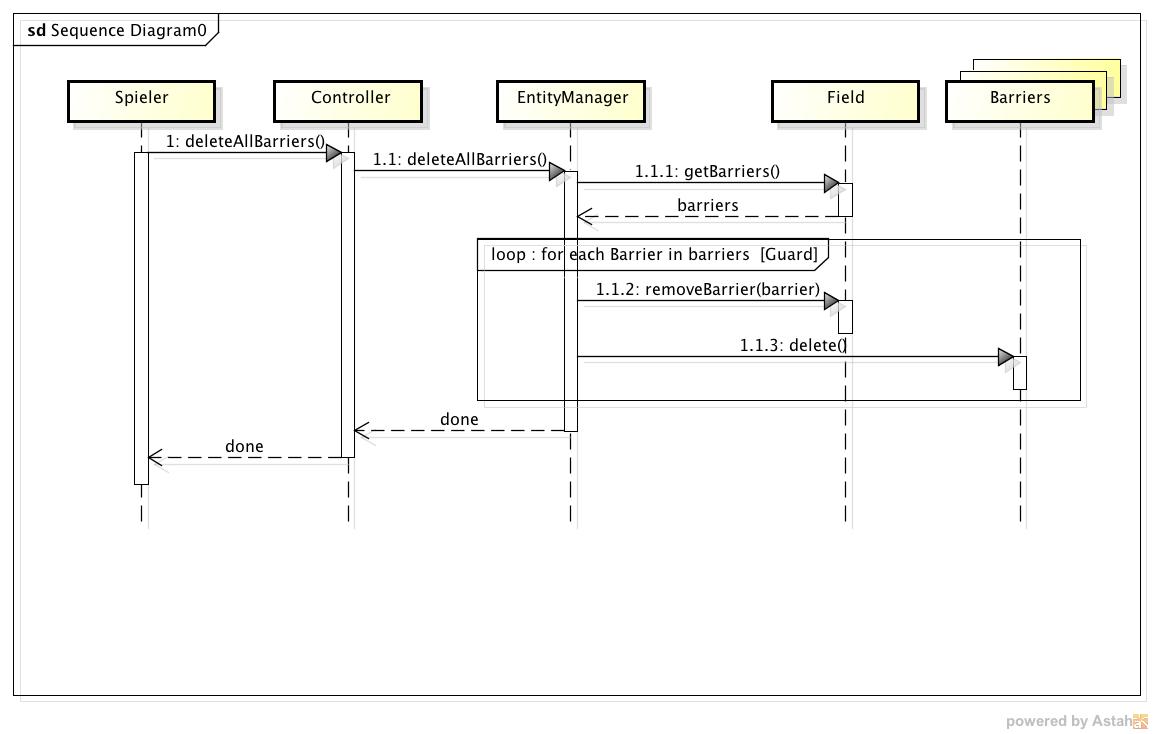


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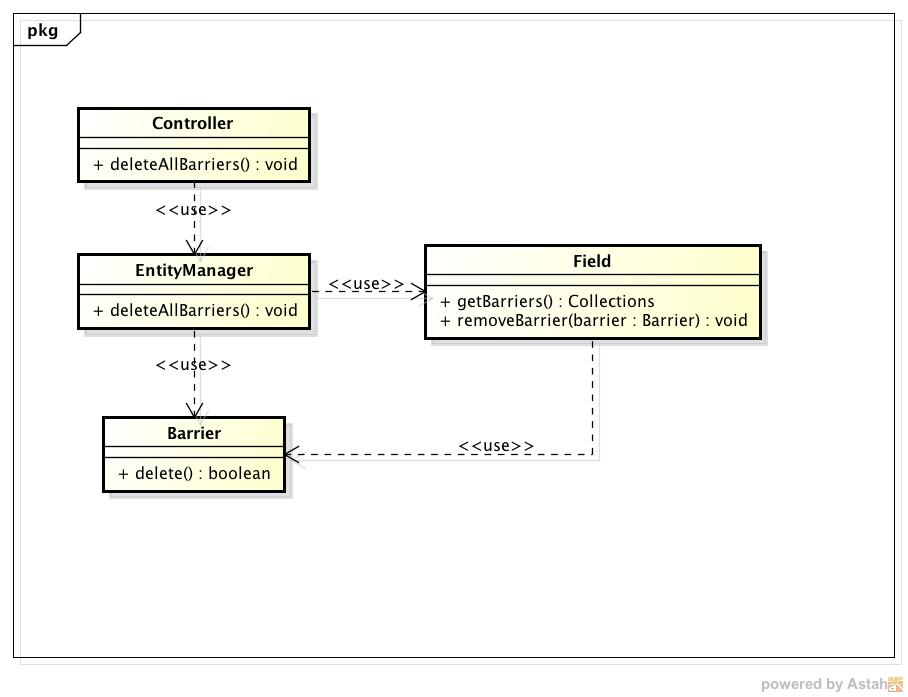


# Spielfeld löschen

## SD

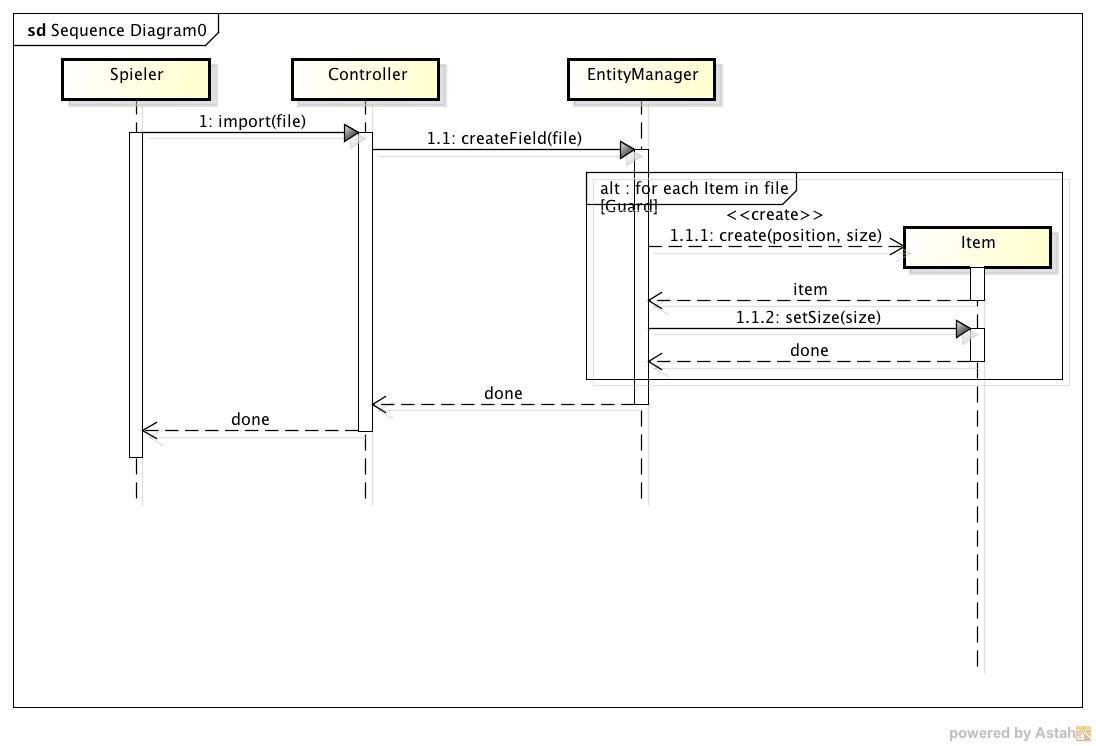


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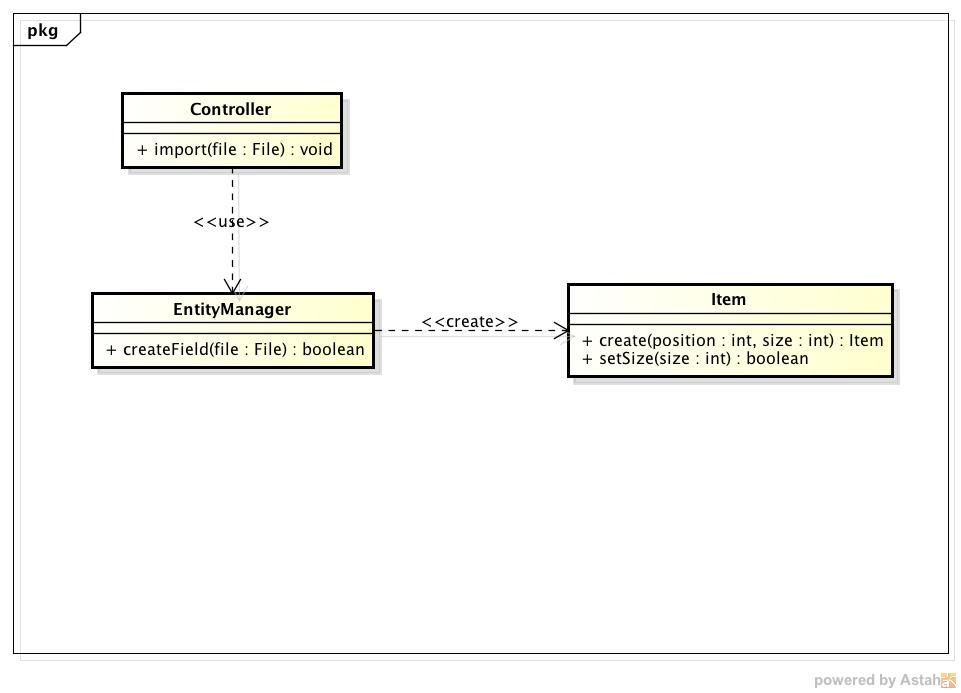


# Spielfeld importieren

## SD

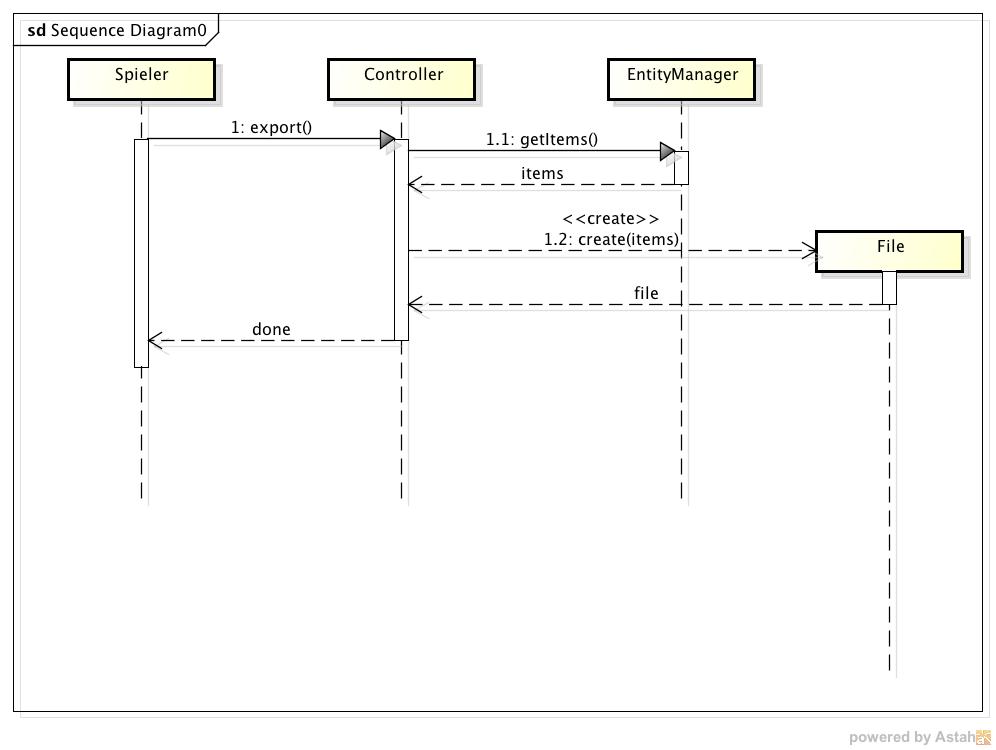


## Design Class



# Spielfeld exportieren

## SD



## Design Class

