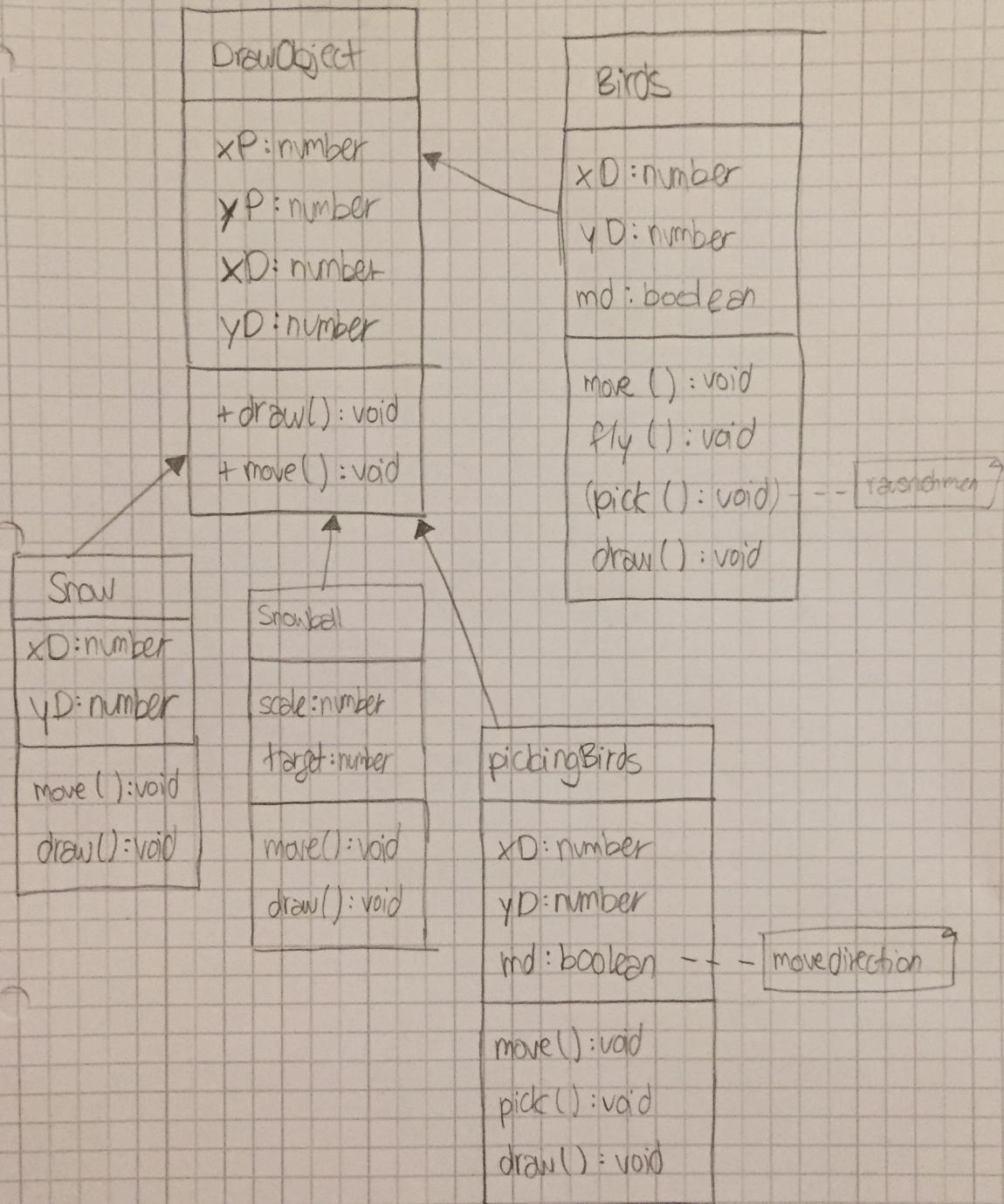
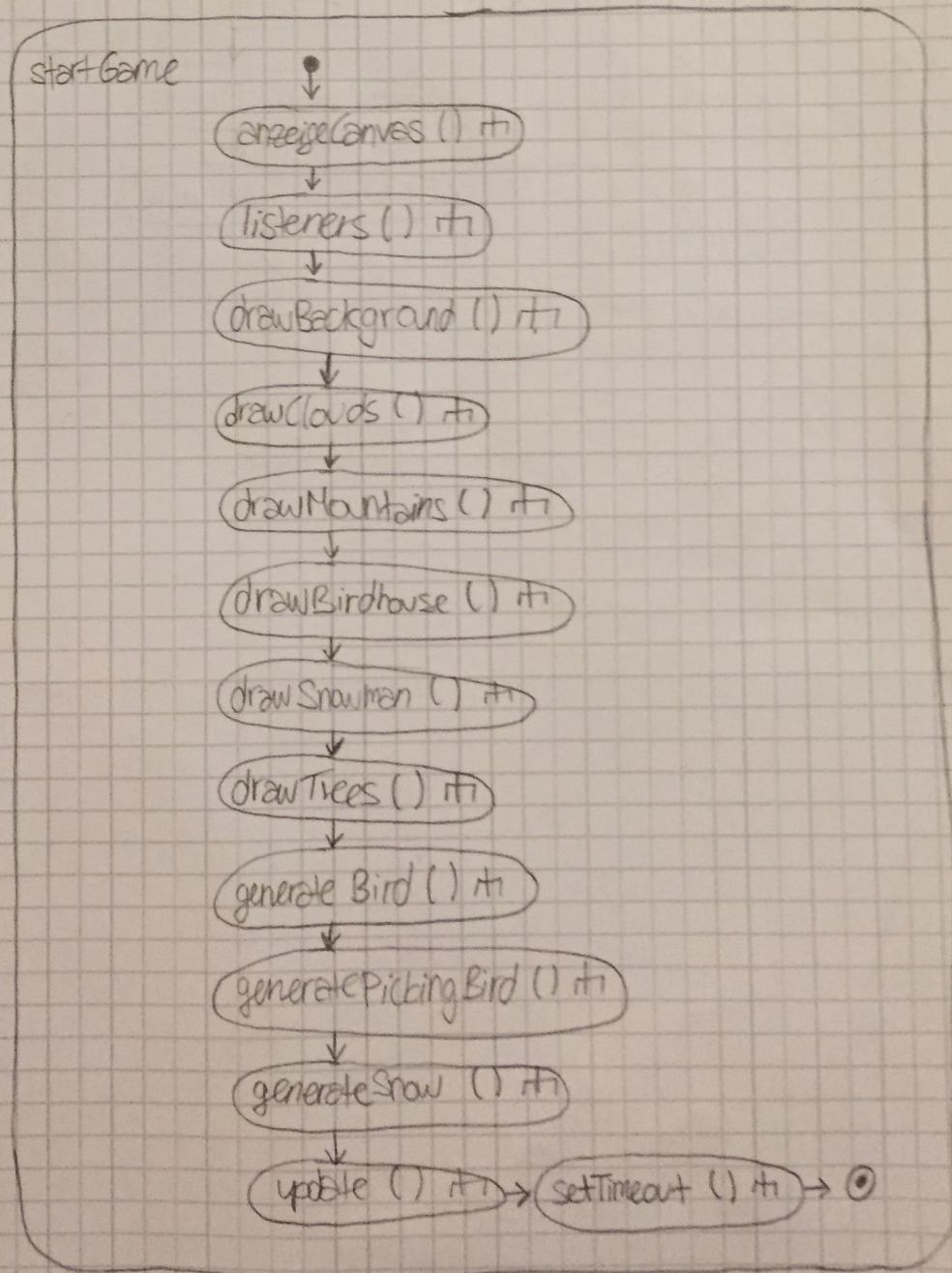
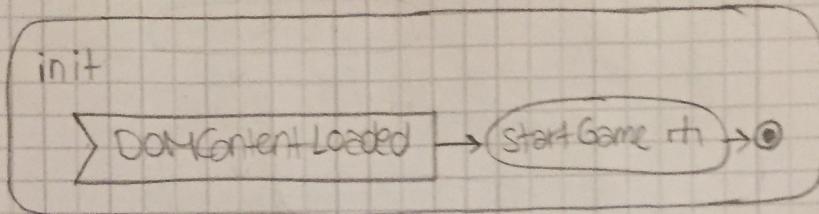
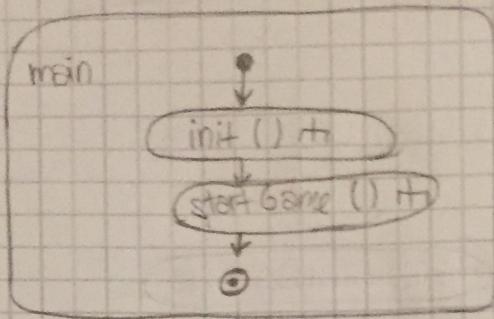
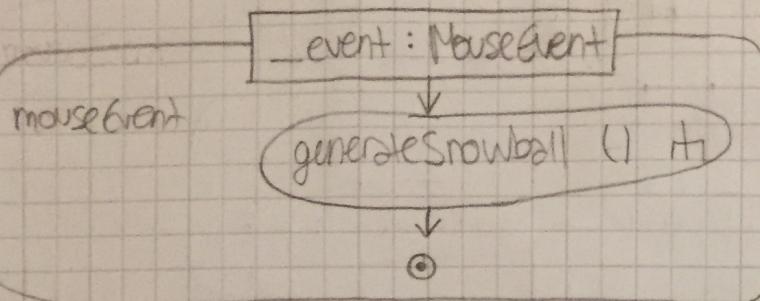
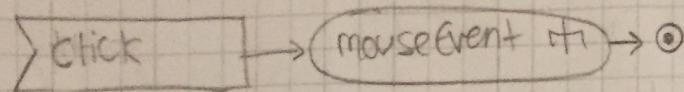


Klassendiagramm





listeners



update

```
window.setTimeout(update, 1000 / fps)
```

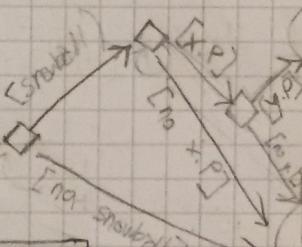
```
clearRect
```

```
[i = object.length]  
[i < object.length]
```

```
let object: DrawObject = objects[i]
```

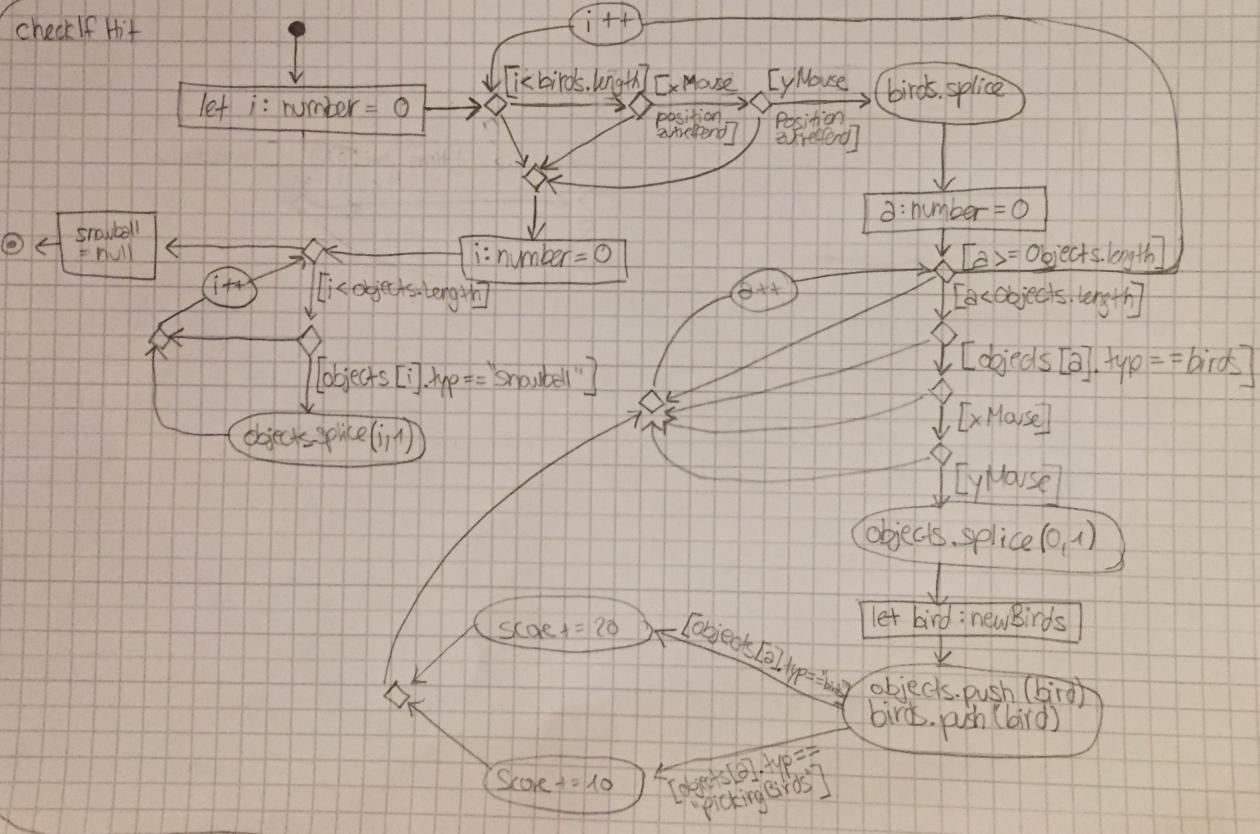
```
object.draw()
```

```
object.move()
```

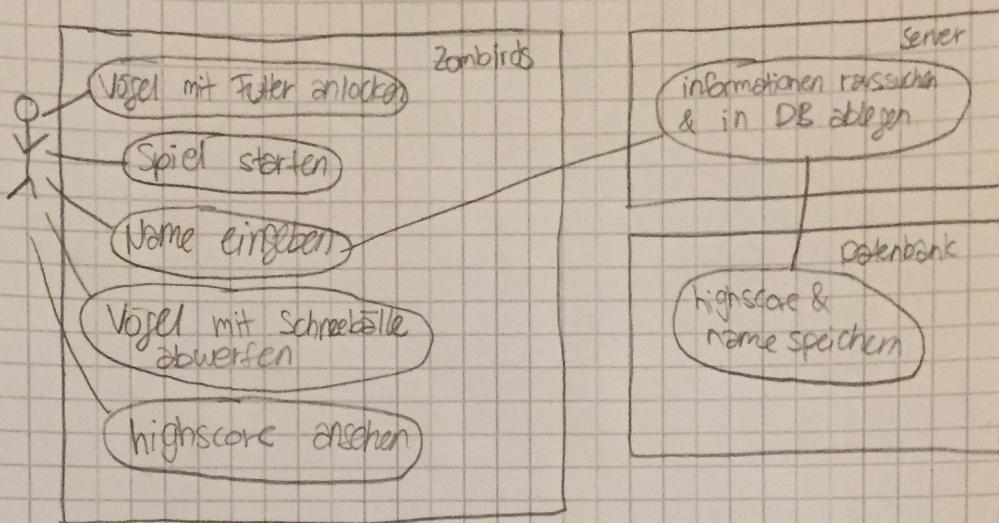


```
checkIfHit()
```

```
drawScore()
```



Use Case Diagramm:



Domainübergreifendes Aktivitätsdiagramm

