

class Fish

Fish

```
xpos : number;  
ypos : number;  
  
x speed : number;  
y speed : number;  
  
start : number;  
end : number;  
  
colors : String[];
```

```
move();  
draw();
```

class Bubble

Bubble

```
xpos : number;  
ypos : number;  
  
xspeed : number;  
yspeed : number;  
  
start : number;  
end : number;  
  
colors : String[];
```

```
move();  
draw();
```

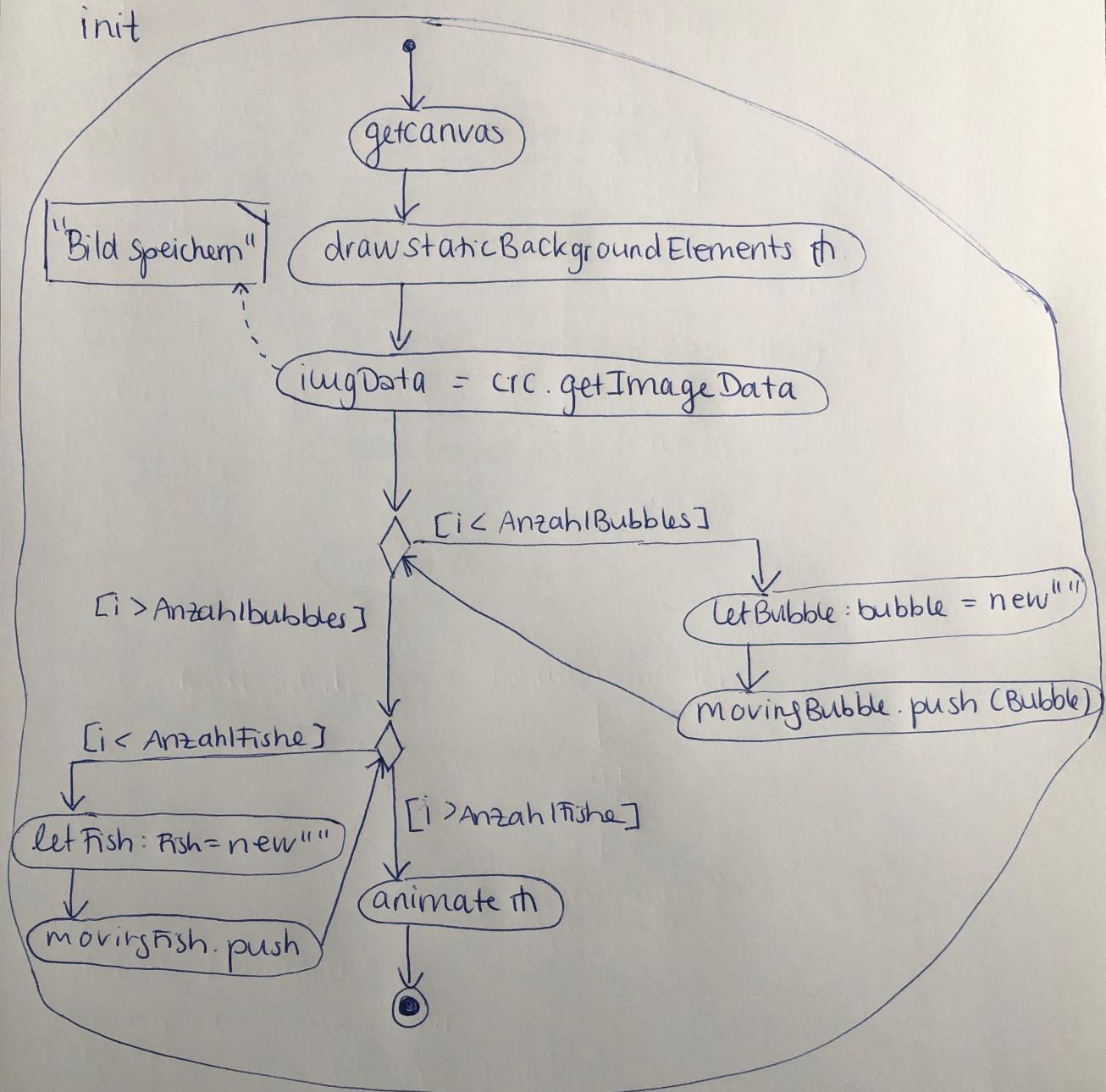
> DOMContentLoaded → globale Variablen

init

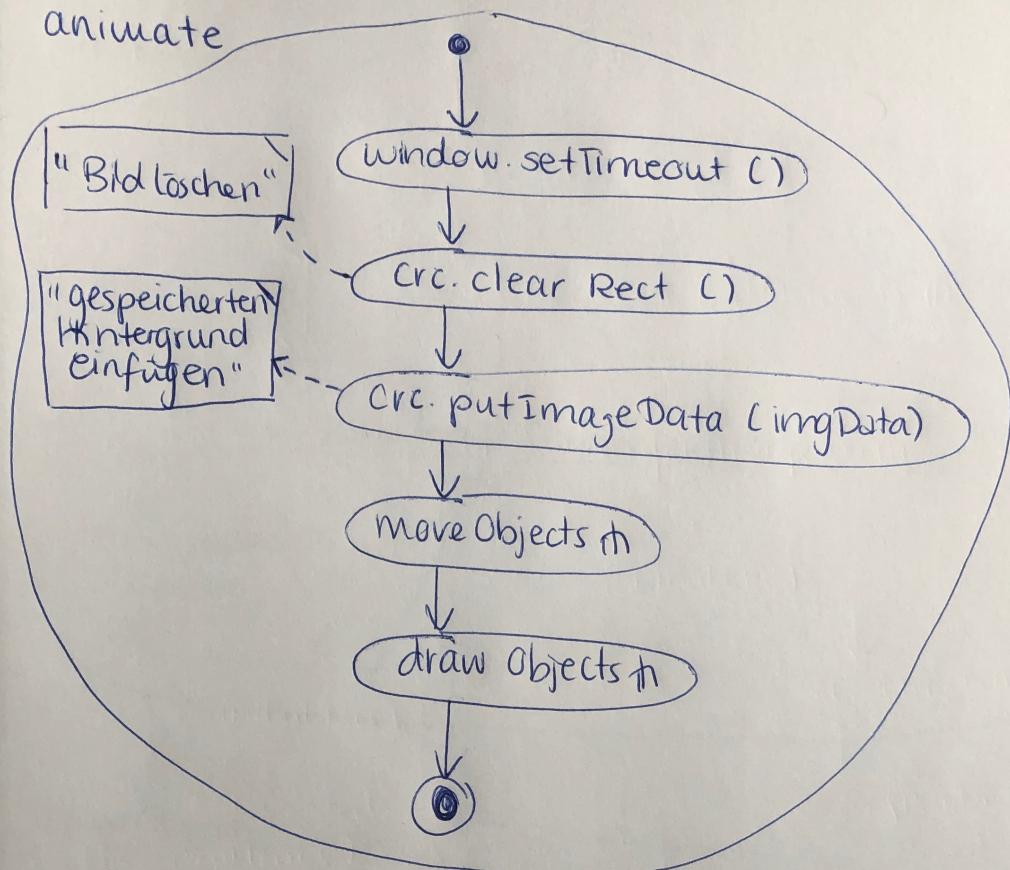
animate

Globale Variablen:

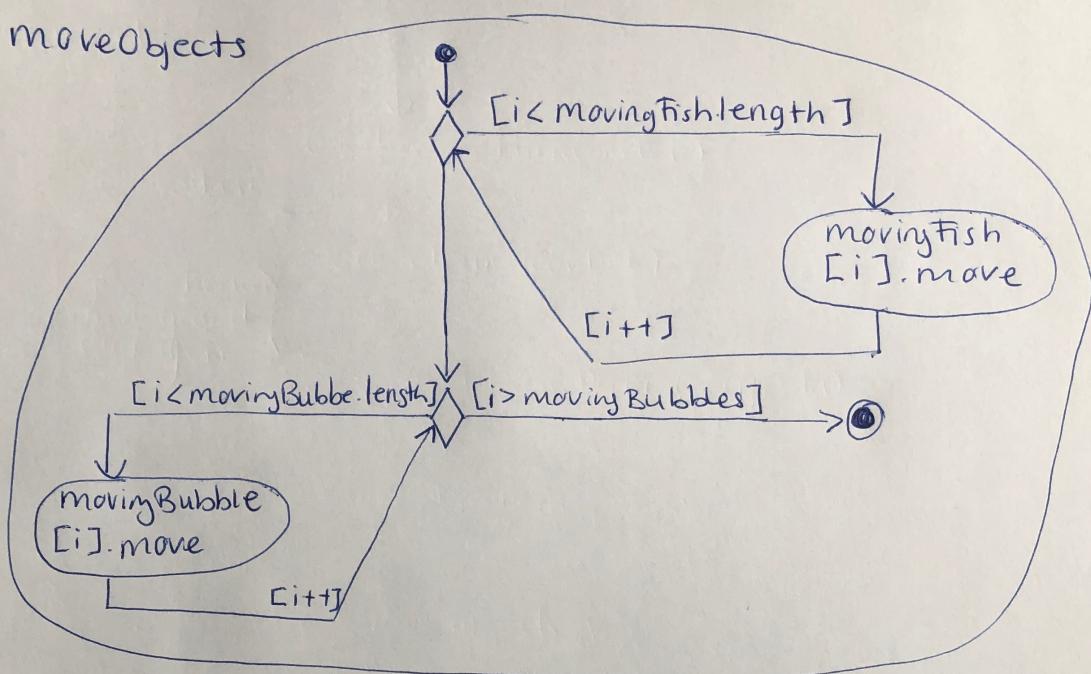
```
let imgData : imageData  
export canvas rendering context  
let movingFish : Fish[]  
let movingBubble : Bubble[]  
arrays für bewegende Objekte
```



animate



moveObjects



drawObjects

