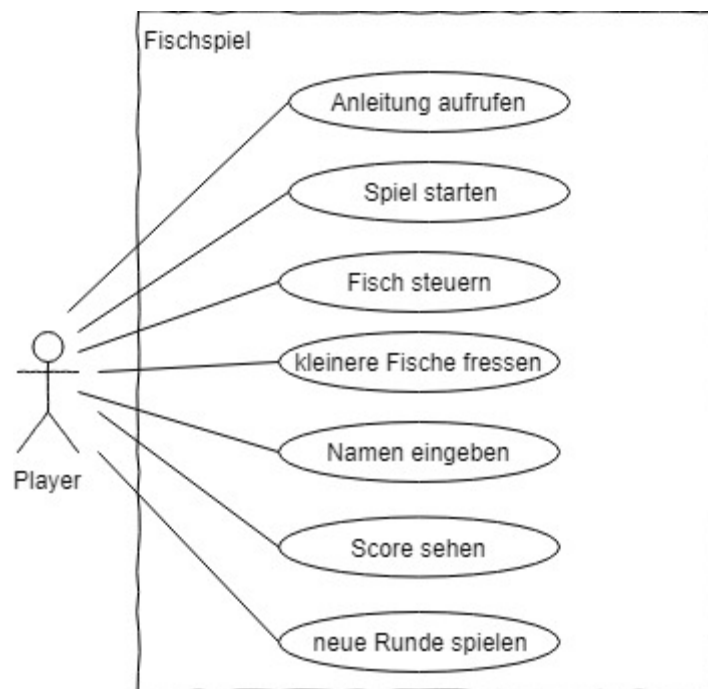
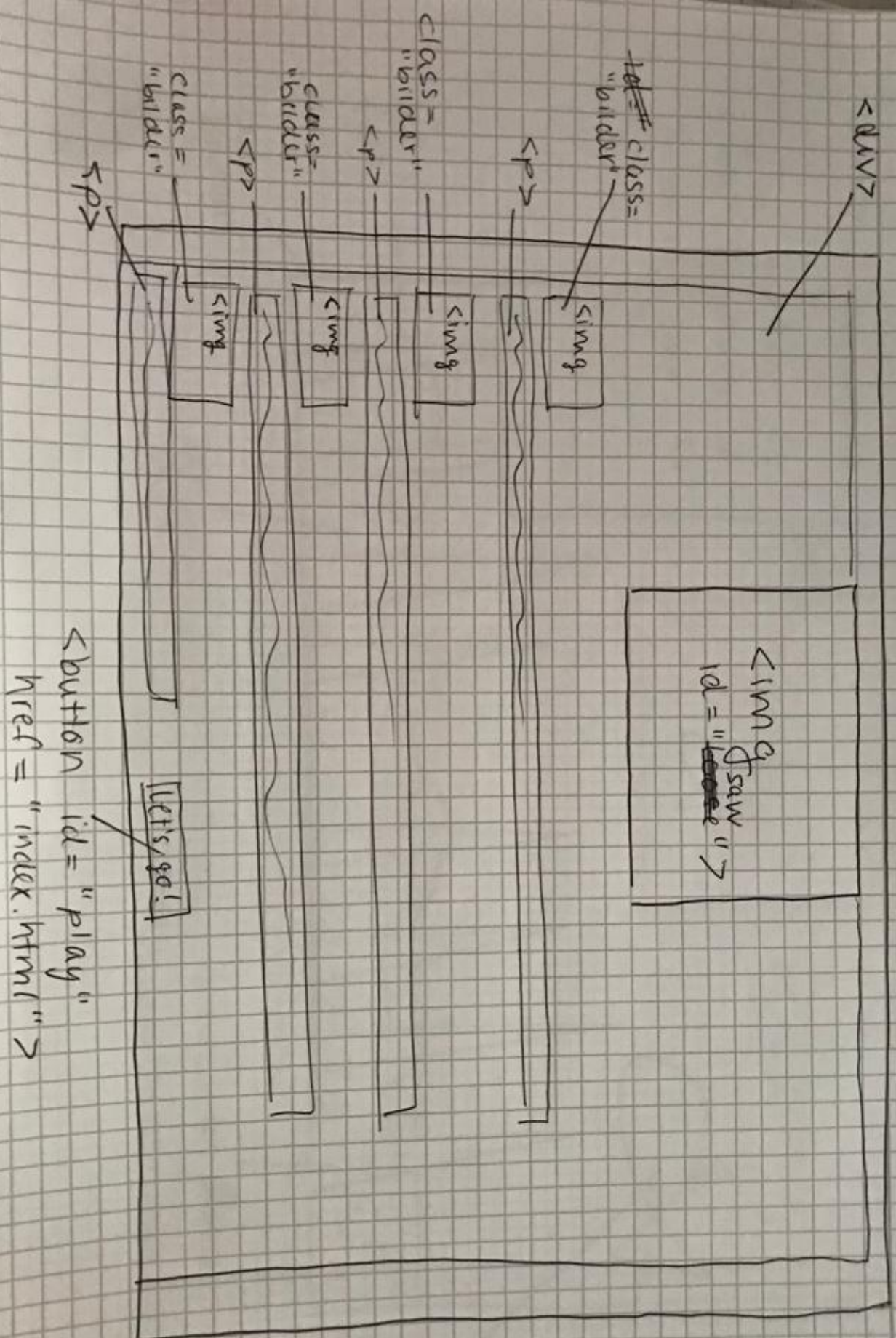
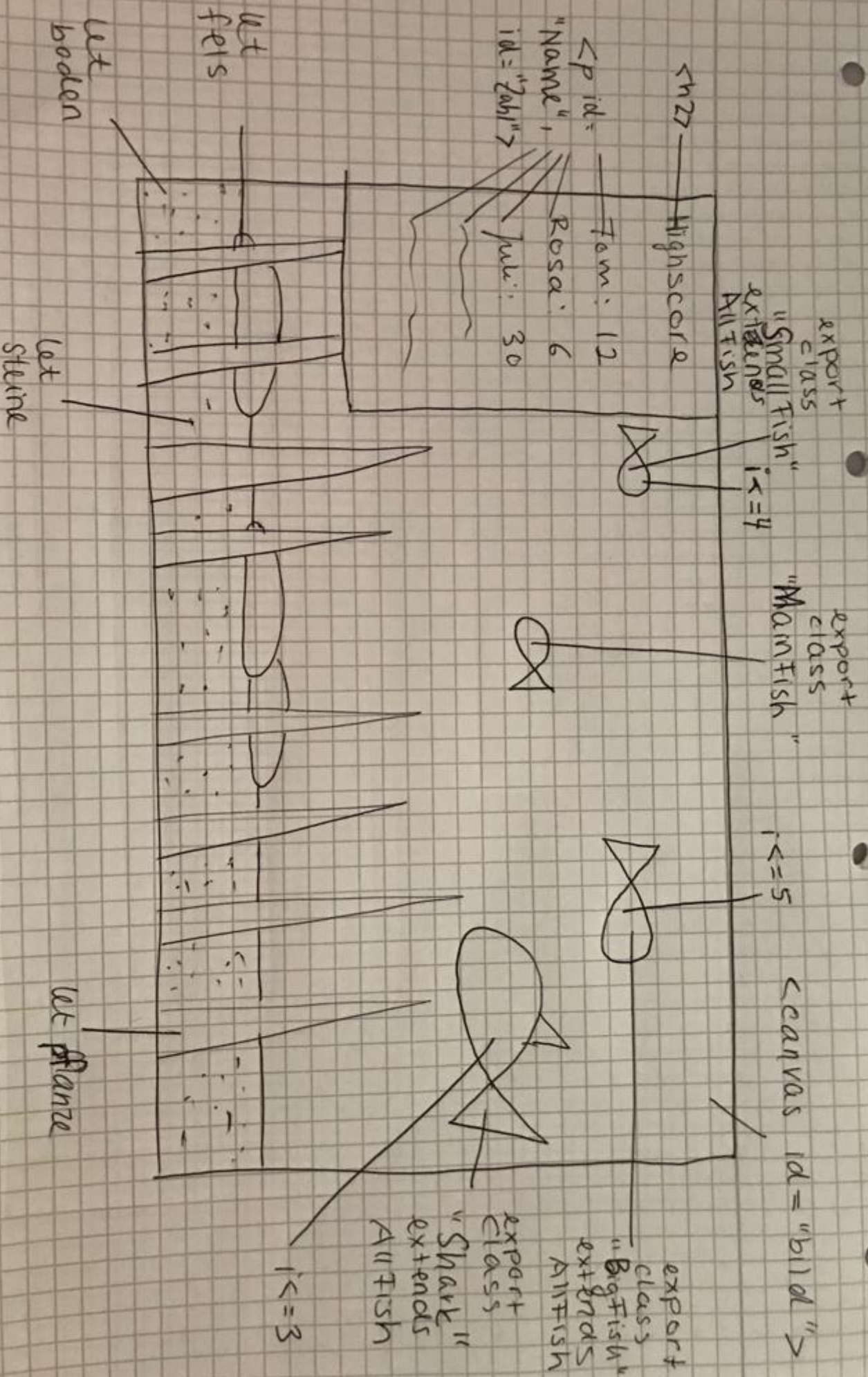


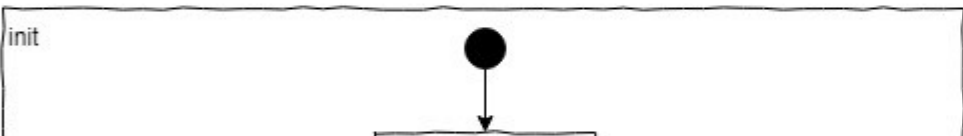
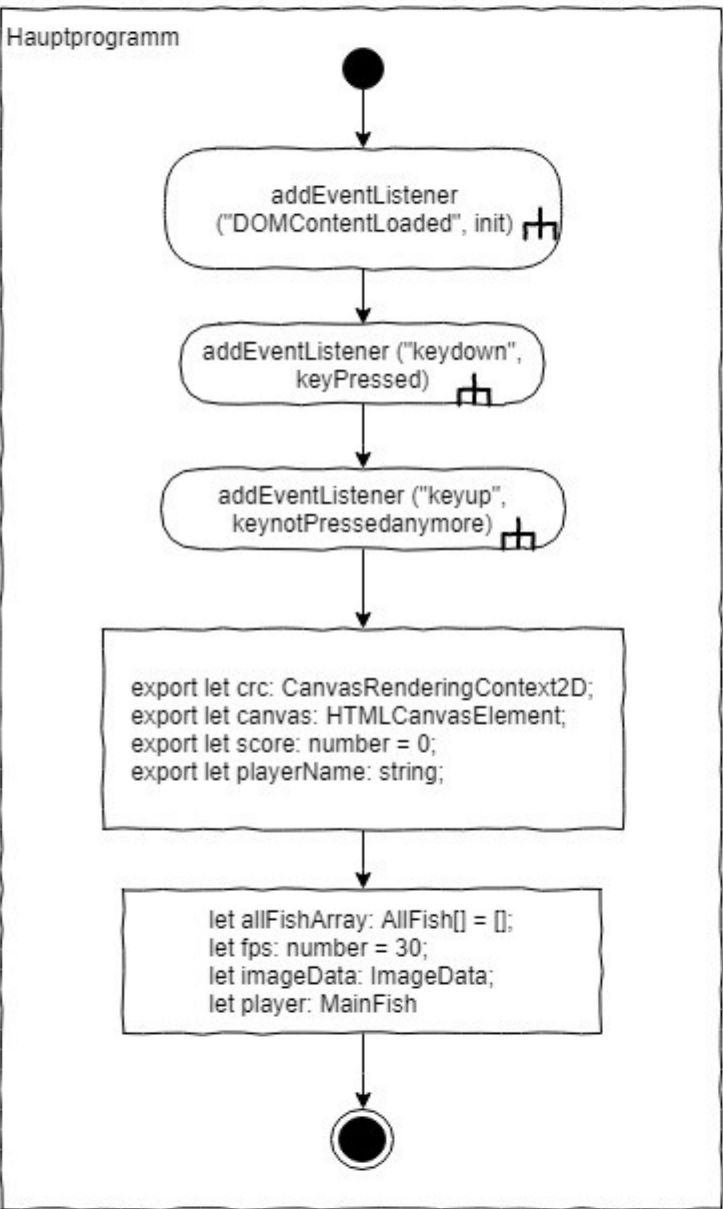
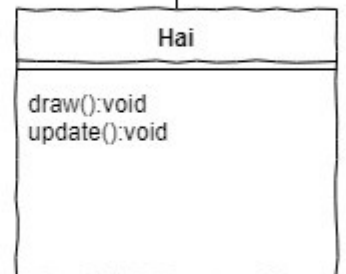
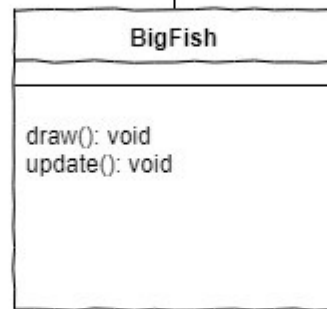
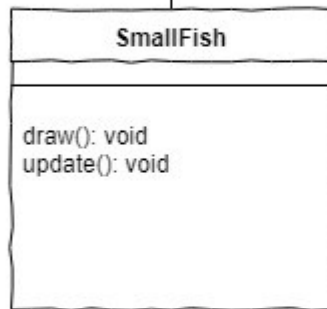
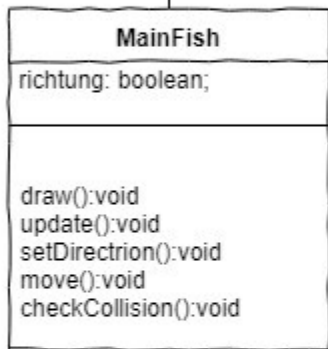
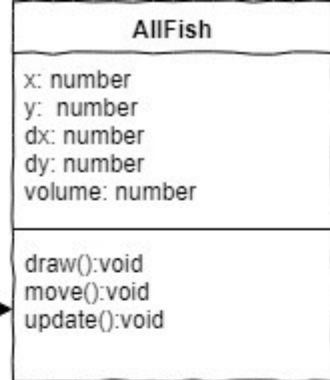
Technische Analyse



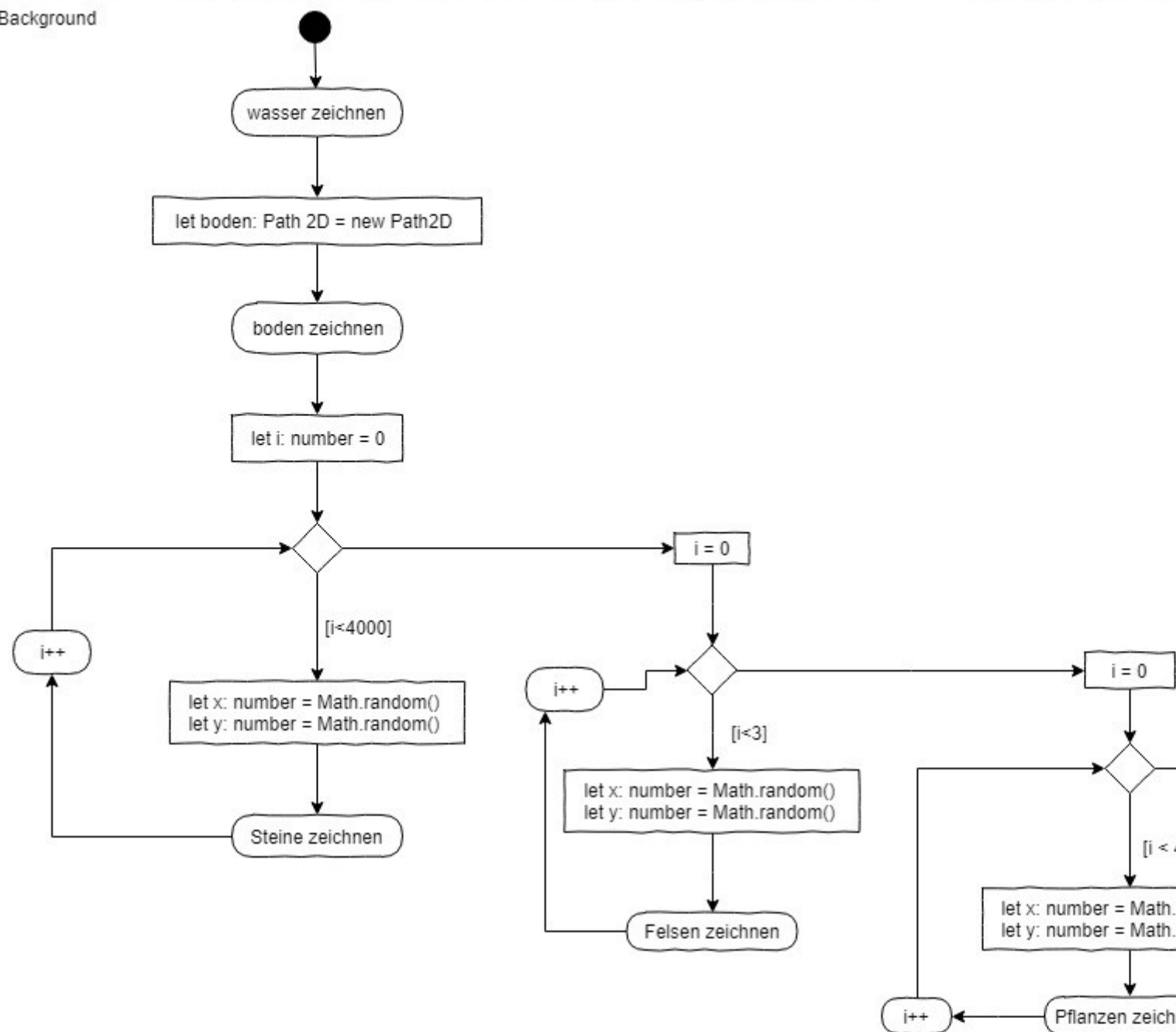
Endpage instructions Seite



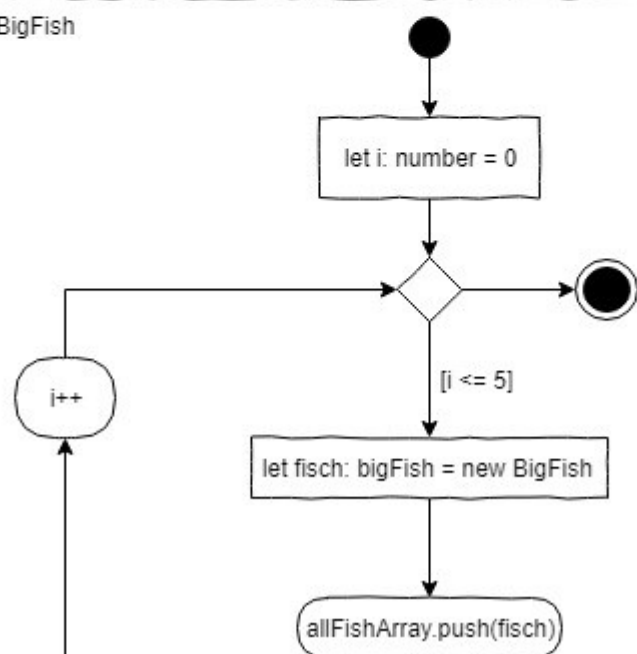




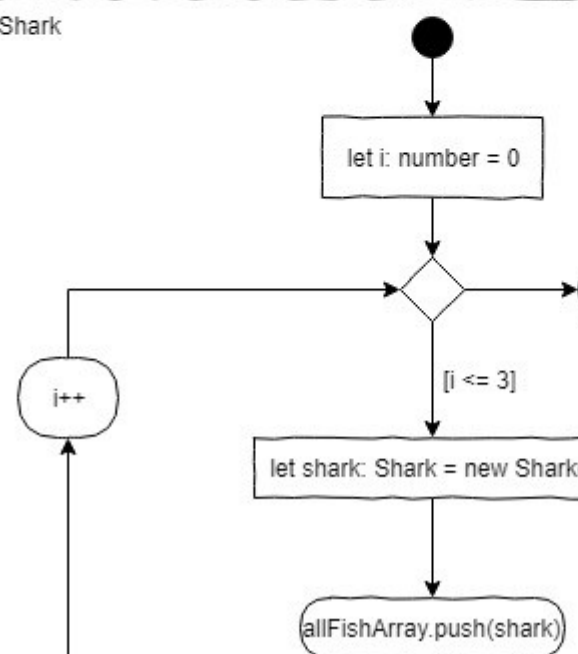
drawBackground



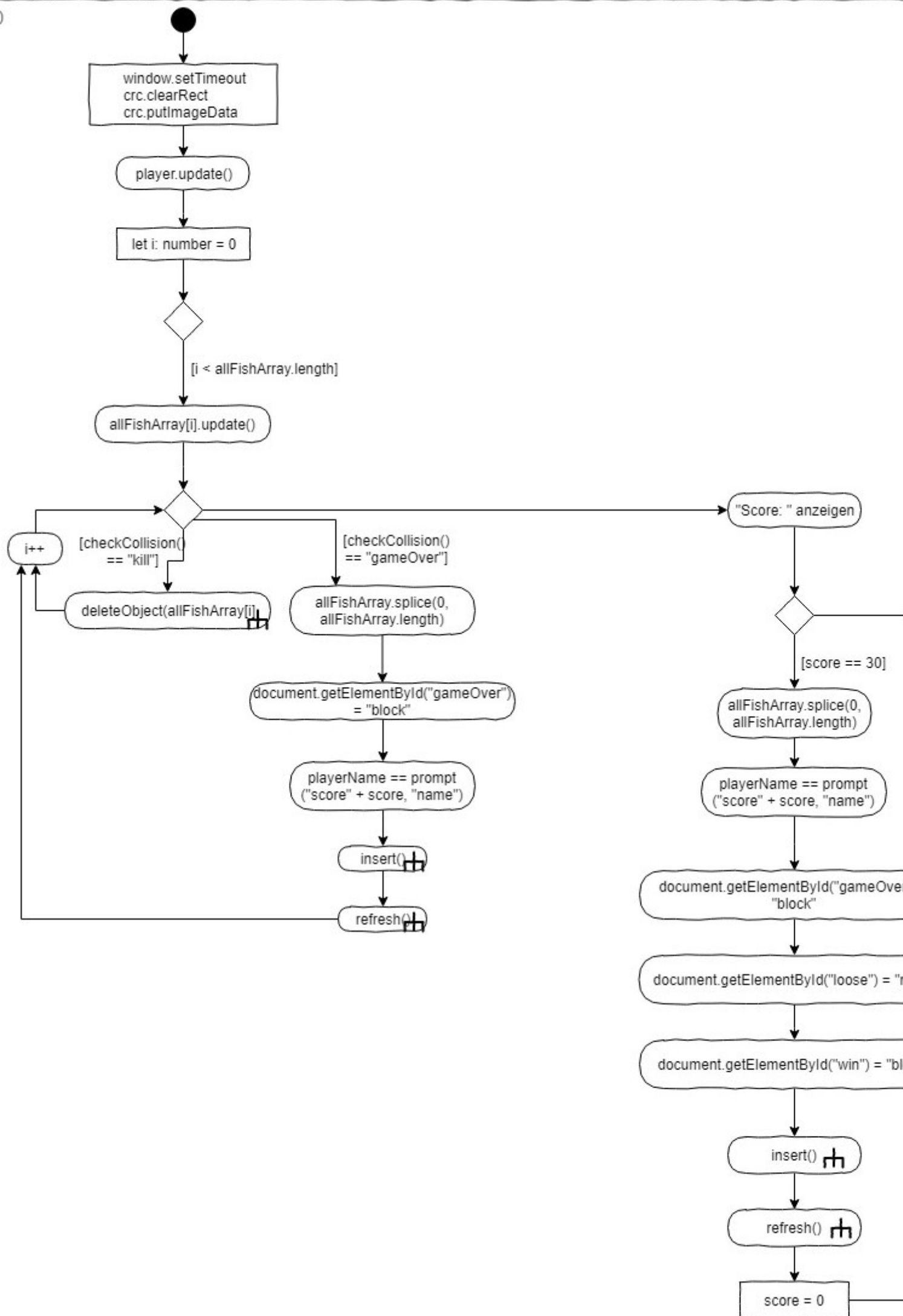
generateBigFish



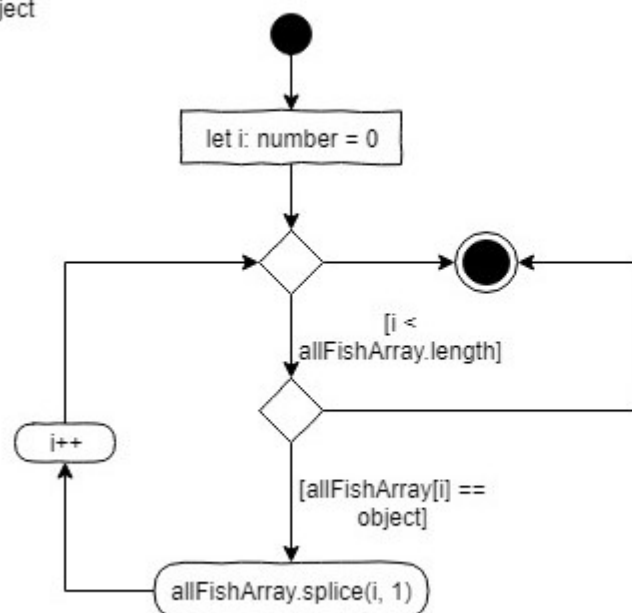
generateShark



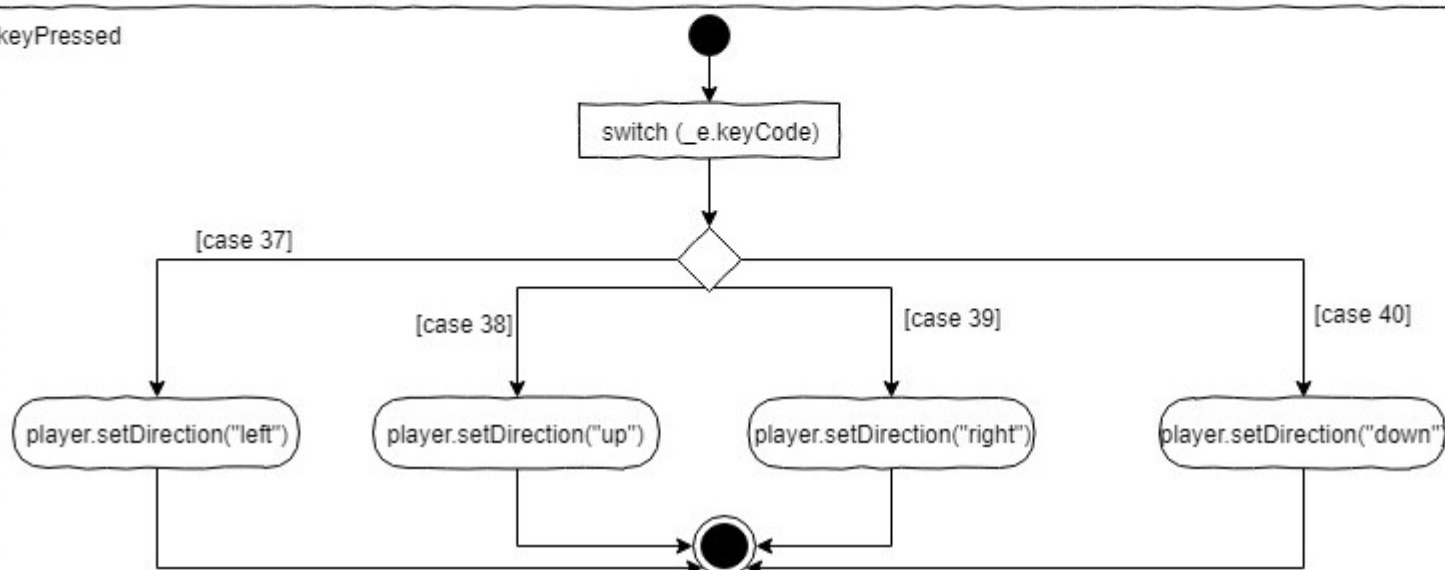
update()



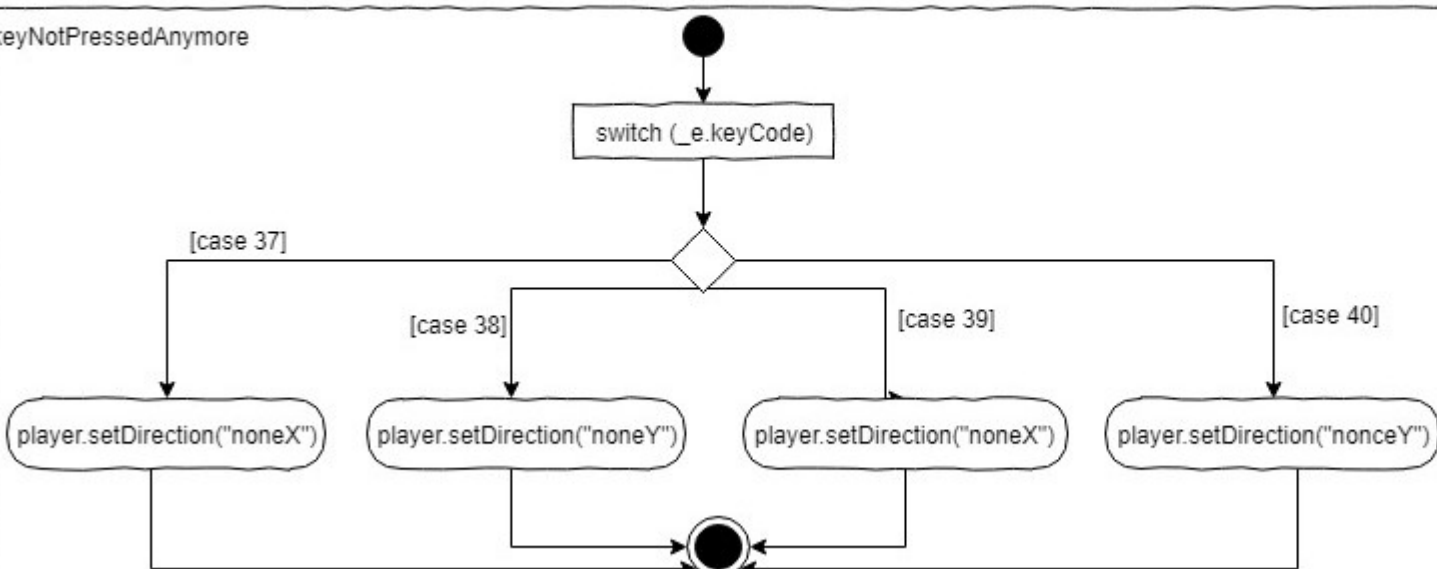
deleteObject

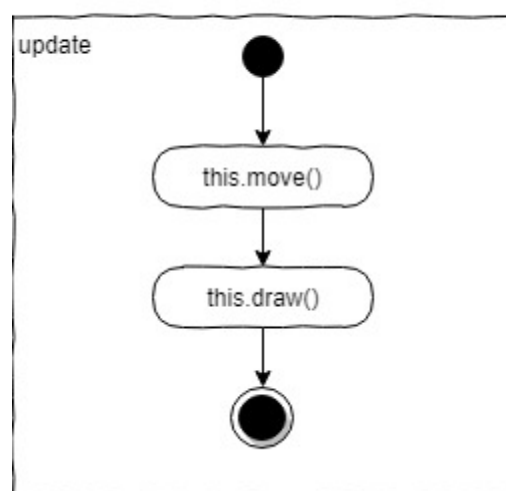
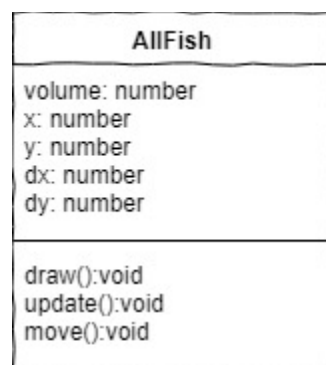


keyPressed



keyNotPressedAnymore



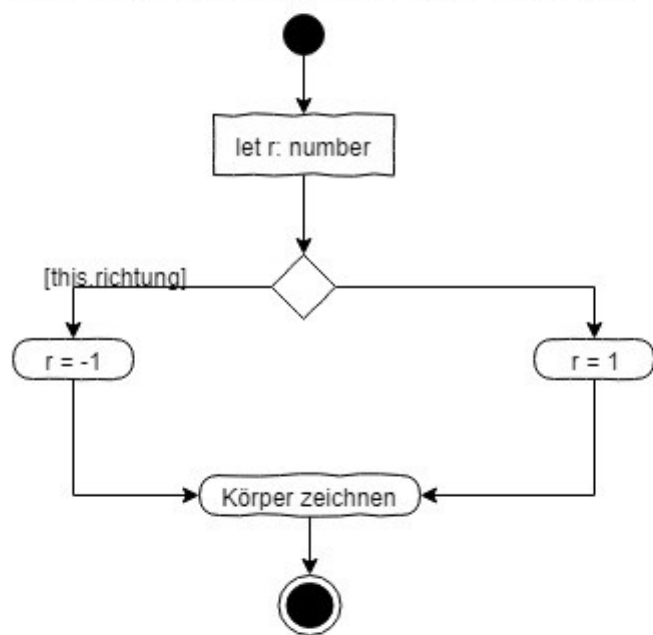


MainFish

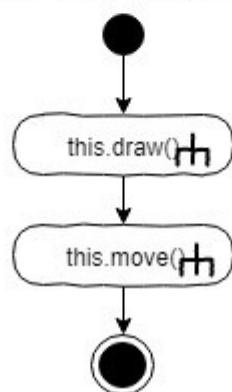
x: number
y: number
dx: number
dy: number
volume: number
richtung: boolean

constructor()
draw():void
update():void
setDirection():void
move():void
checkCollision():void

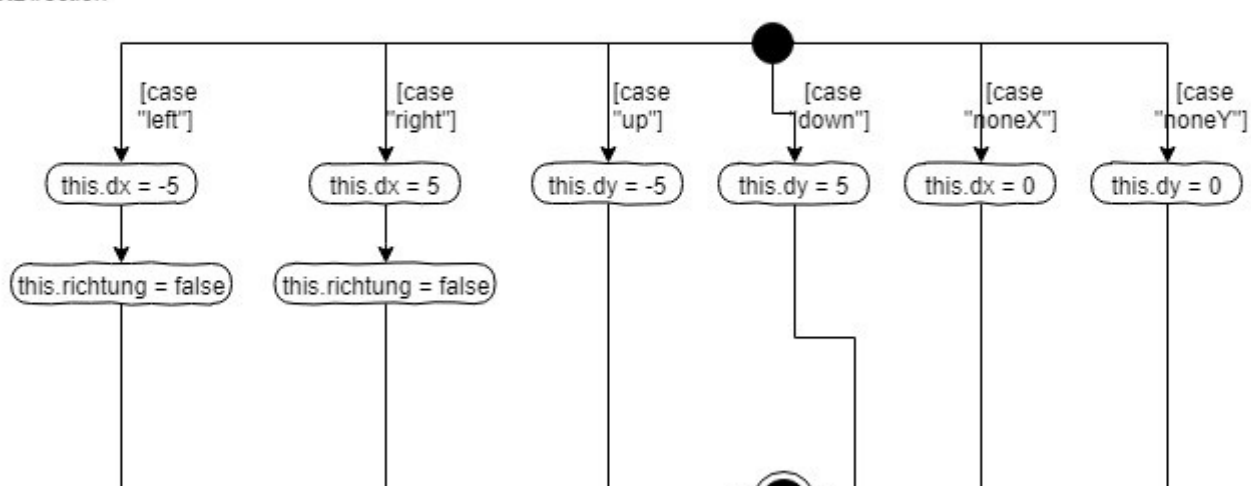
draw



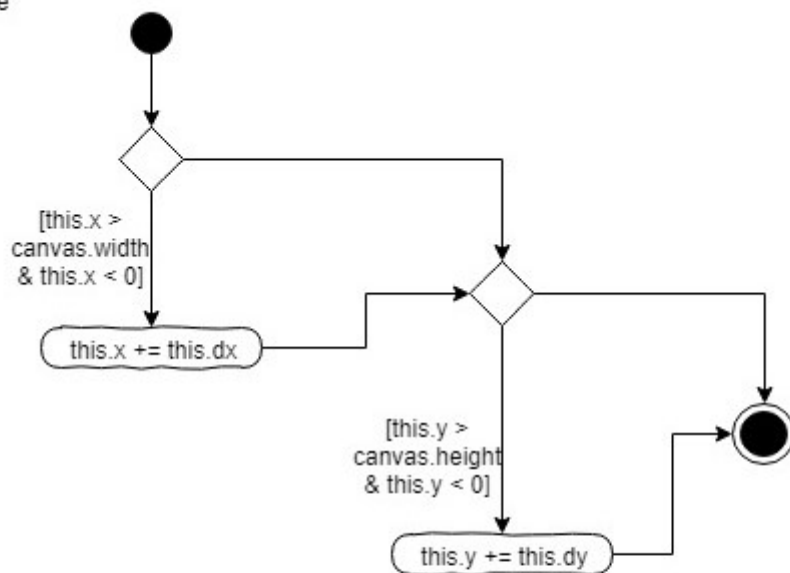
update



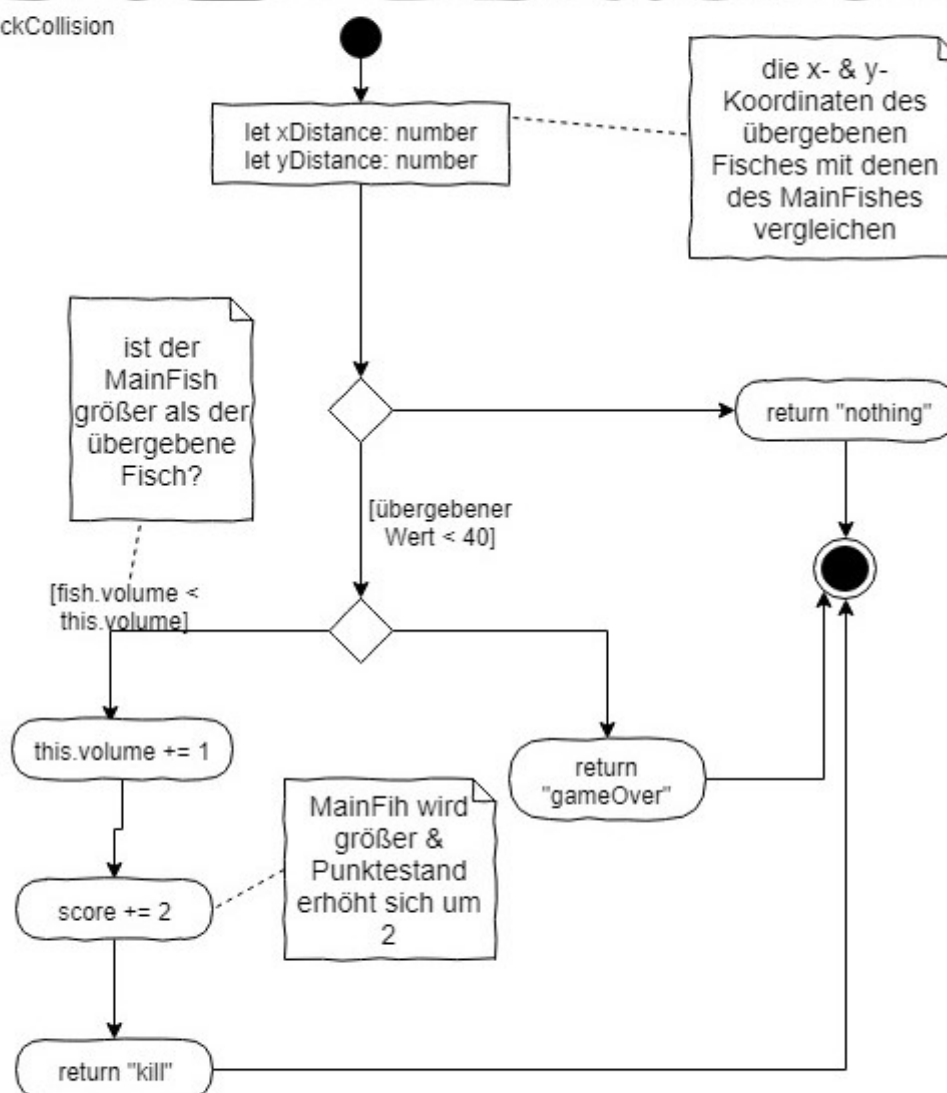
setDirection



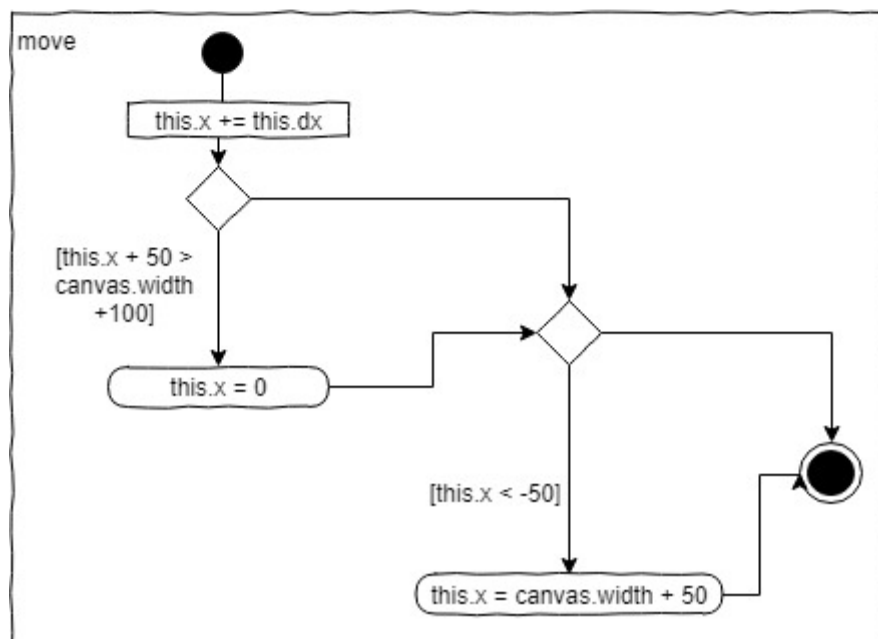
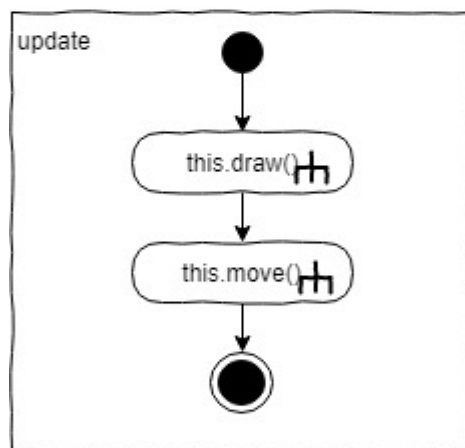
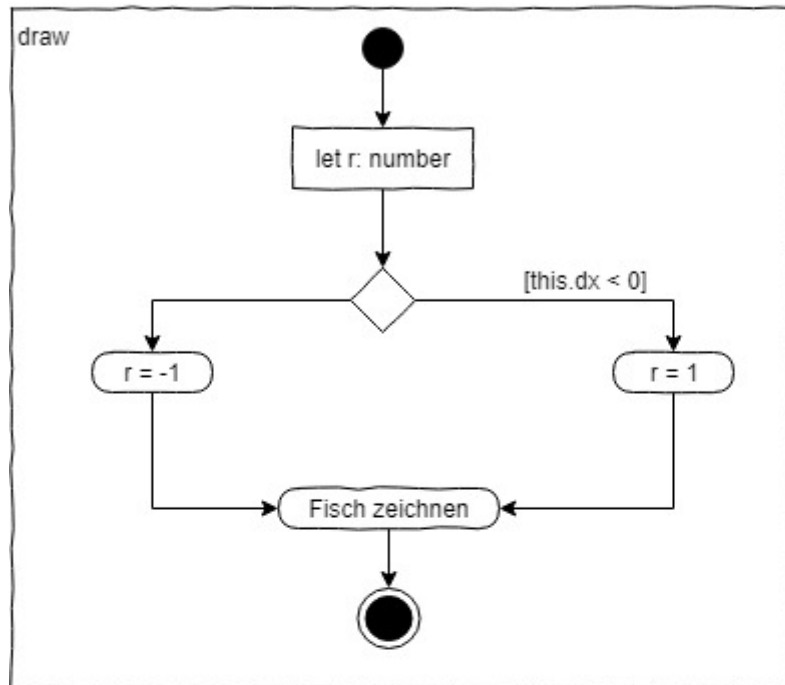
move



checkCollision



SmallFish
this.volume = 3 this.dx = Math.random() this.dy = Math.random() this.x = Math.random() this.y = Math.random()
super() move() draw()



BigFish
<pre> this.volume = 6 this.dx = Math.random() this.dy = Math.random() this.x = Math.random() this.y = Math.random() </pre>
<pre> super() move() draw() </pre>

