Asteroid Class Diagram

Asteroid Canvas Randerina Context position: Vector velocity: Vector type: number size: number constructor (-size: number) move (_fimeslice: number): void draw (): void Vector isHit (_hotspot: Vector): boolean X: number y: number constructor (_x: number, _y: number) Set (_x: number, _y: number): void Scale (-factor: number): void add (_addend: Vector): void

Asteroid Activity Diagram: Asteroids

