

BeachClasses - Activity Diagram Cloud

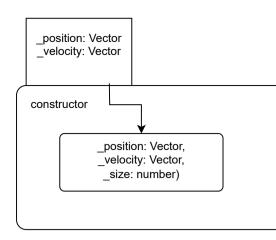
__position: Vector
__velocity: Vector
__size: number

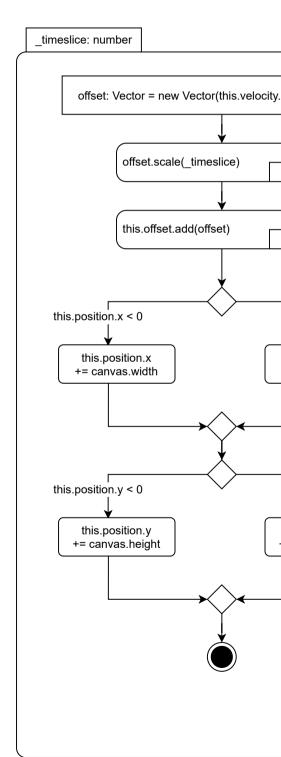
constructor

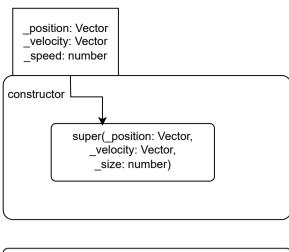
super(_position: Vector,
 __velocity: Vector,
 __size: number)

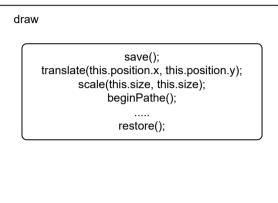
save();
translate(this.position.x, this.position.y);
scale(this.size, this.size);
beginPathe();
.....
restore();

BeachClasses - Activity Diagram Moveable









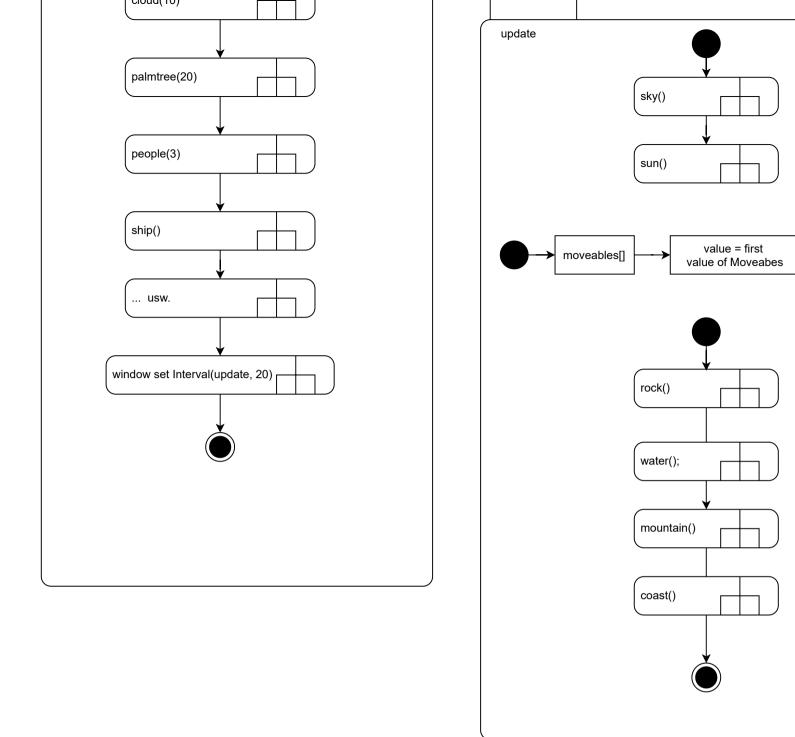
x, this.velocity.y)

this.position.x

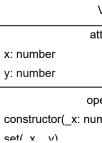
this.position.x += canvas.width

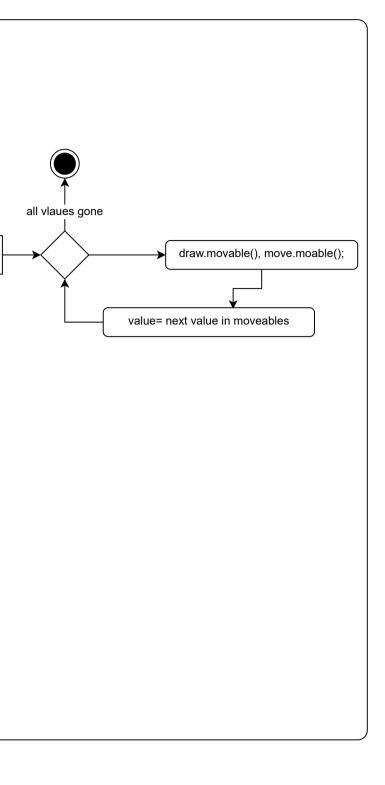
this.position.y

this.position.y += canvas.height



BeachClasses - Class Diagram

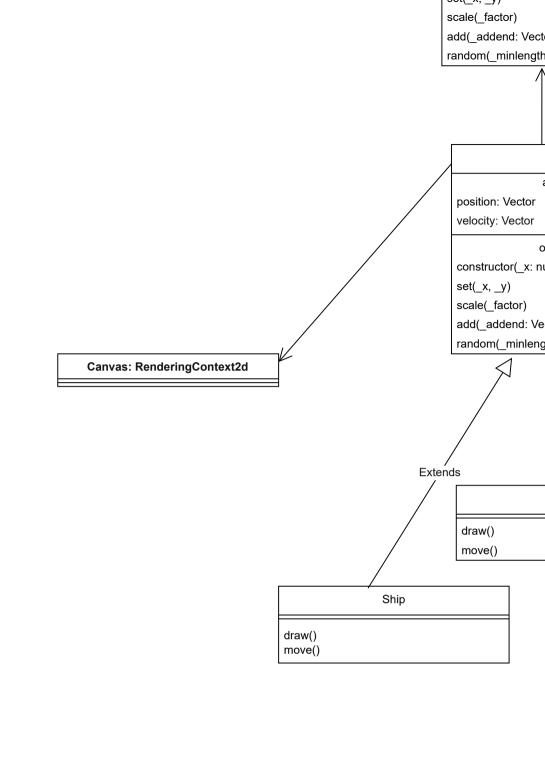




Weitere Be Unterander

ributes
erations
nber, _y: number)

reiche werden hinzugefügt. em Funktionen für Statische Objekte usw.



or) , _maxlength)

Movable

perations
umber, _y: number)

ctor)
th, _maxlength)

Extends

Cloud

People

draw()
move()

Palmtree

draw()