

x:number y:number

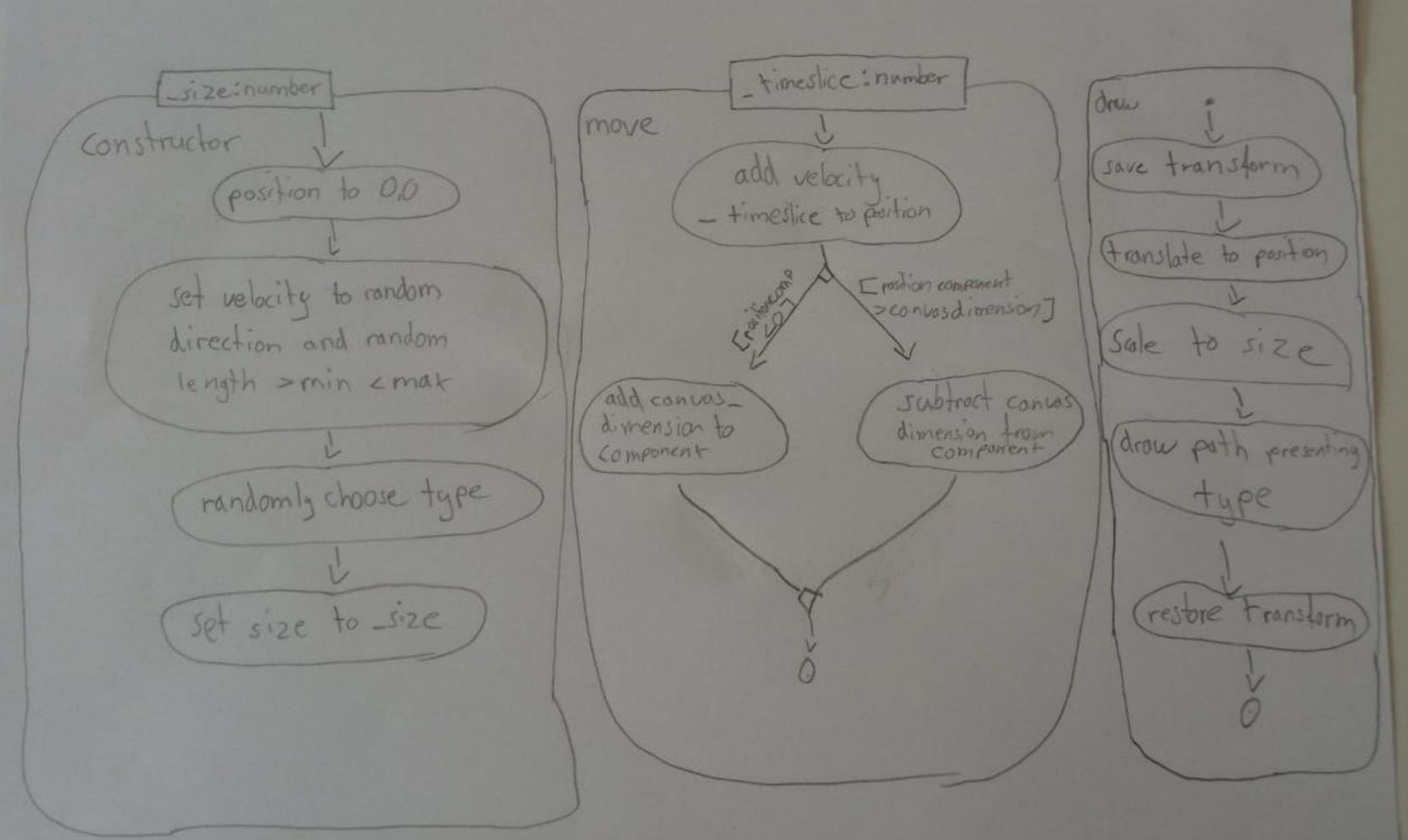
constructor (-X: humber, -y: number): void

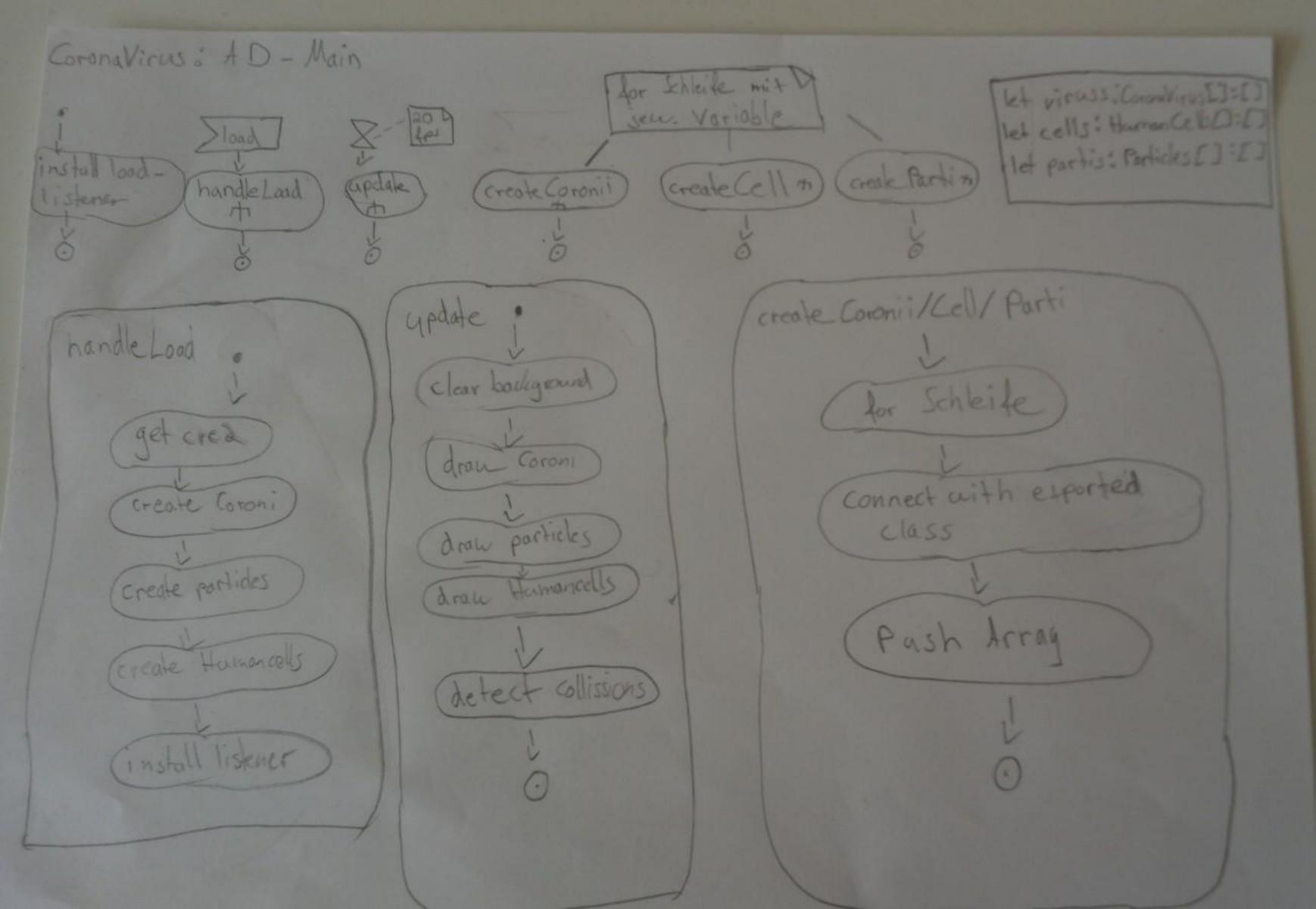
set (-X: number, -y: number): void

scale (- factor: number): void

add (-addend : vector): void

## Corona Virus: AD - constructor





## Corona Virus: 2. Class Diagramm

Canvasi Rendering Context

Position & Vector (geradlining)

velocity: Vector

size: number

constructor (-size: number): wid

move (-timeslice: number): wid

draw 1): void

vector yournber yournber

constructor (-xinumber, - ginumber): wid

set (-xinumber, - ginumber): wid

add L-oddend: vector): wid