

# Class Diagram: Corona Virus

CRC 2

## Moveable

- position: Vector

- velocity: Vector

# expendable: boolean

constructor (\_position?: Vector)

+ move (\_timeslice: number): void

+ draw(): void

+ isHitBy (\_partner: Moveable): boolean

- hit(): void

## Vector

+ x: number

+ y: number

+ length: number

constructor (\_x: number, \_y: number)

+ set (\_x: number, \_y: number): void

+ scale (\_factor: number): void

+ add (\_addend: Vector): void

+ copy(): void

+ getRandom (\_min: number, \_max: number): Vector

+ getDifference (\_v0: Vector, \_v1: Vector): Vector

+ getSum (\_v0: Vector, \_v1: Vector): Vector

+ getScaled (\_v: Vector, \_scale: number): Vector

## Particles

- type: number

+ size: number

constructor (\_size: number, \_position?: Vector)

constructor (\_size: number, \_position?: Vector)

+ draw(): void

## Corona Virus

+ size: number

- type: number

constructor (\_size: number)

+ move (\_timeslice: number): void

+ draw(): void

## HumanCell

+ size: number

- type: number

+ constructor (\_size: number)

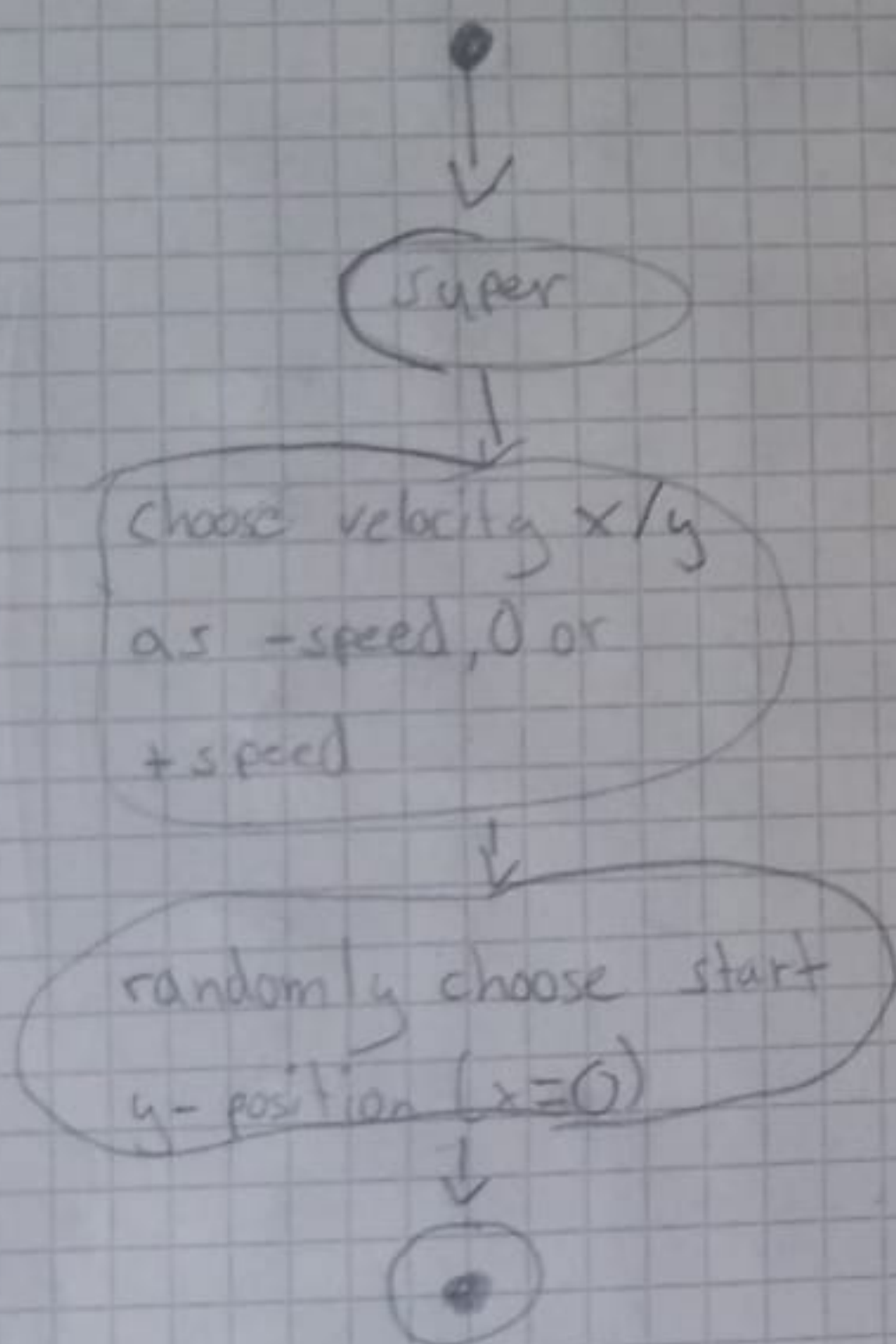
+ move (\_timeslice: number): void

+ draw(): void



Moveable : AD

constructor



move

