	Particles	
Corona Vivus: Class Diagram	Antibodies	
	Virus	
Canvas Rendering Context	position: Vector	Vector
	velocity: Vector	X: number
	Eype: number	y: number
	size: number	constructor (x. number
	constitor(-size: number	-ynumber)
	move (timesline: humber)	Set (-x: number - y: number
	: Void draw (7: void	Eale (-factor i): void Add (-added - vector): void
		@aa (-ada 401 - vector) - vivi

Corona: AD draw -size: number -timeslice: number Constructor move postion to 0,0) sove transform add velocity timeslick to position transform to position) Sek velocity to random direction and random length I position comparent Scaras dimansion] >min Lmax (Sigle to size) add convas-Substact conus random chase type) draw path prepresenting dimension to dimension from Component Component type Set size to - size Vextore transform • •