

EIAZ: Virus_ Class Diggram crc2 Movable - position: Vector - velocity: vector #expandable: booleun Constructor (- position 2: Vector) + move (-timeslice: number): void +draw (): Void + is Hit By (-pathe: Marable): boolean Antibodics lanide; Cels VIEUS -tupe: number + Size: number Constactor (-size: rumber, - position? : vector) +draw (): void + move + timeclice: number) void

Vector + x: number ty: number + leigh: number constructor (x: number, y: number) + Set (=x:number, -In umber): void + scale (-factor: number): void + add (added: Vector) · void + (opy): Vector + get Rendom (-min: number 1 - may: number) - Vector + 91+ Difference (-v0: Vector, -v1: Vector): Vector + get Sum (_v0: Vector - v1: Vector): Vector + get Scaled (_v: Vector - &ale: number): Vector

