21.01.19

Eid2 Verbesserung AU - Inheritance

KidsUpInfo

geerbt

kidsUpX: number;
kidsUpY: number;
headcolor: string;
bodycolor: string;

move(): void
draw(): void

KidsDownInfo

geerbt

kidsDownX: number;
kidsDownY: number;
headcolor: string;
bodycolor: string;

move(): void
draw(): void

Subklasse

Subklasse

SnowInfo

geerbt

snowX: number;
snowY: number;

move(): void
draw(): void

CloudInfo

geerbt

cloudX: number;
cloudY: number;

move(): void
draw(): void

Subklasse

Subklasse

Superklasse

MovingObjects

x: number;
y: number;

move();
draw();

— werden überschrieben

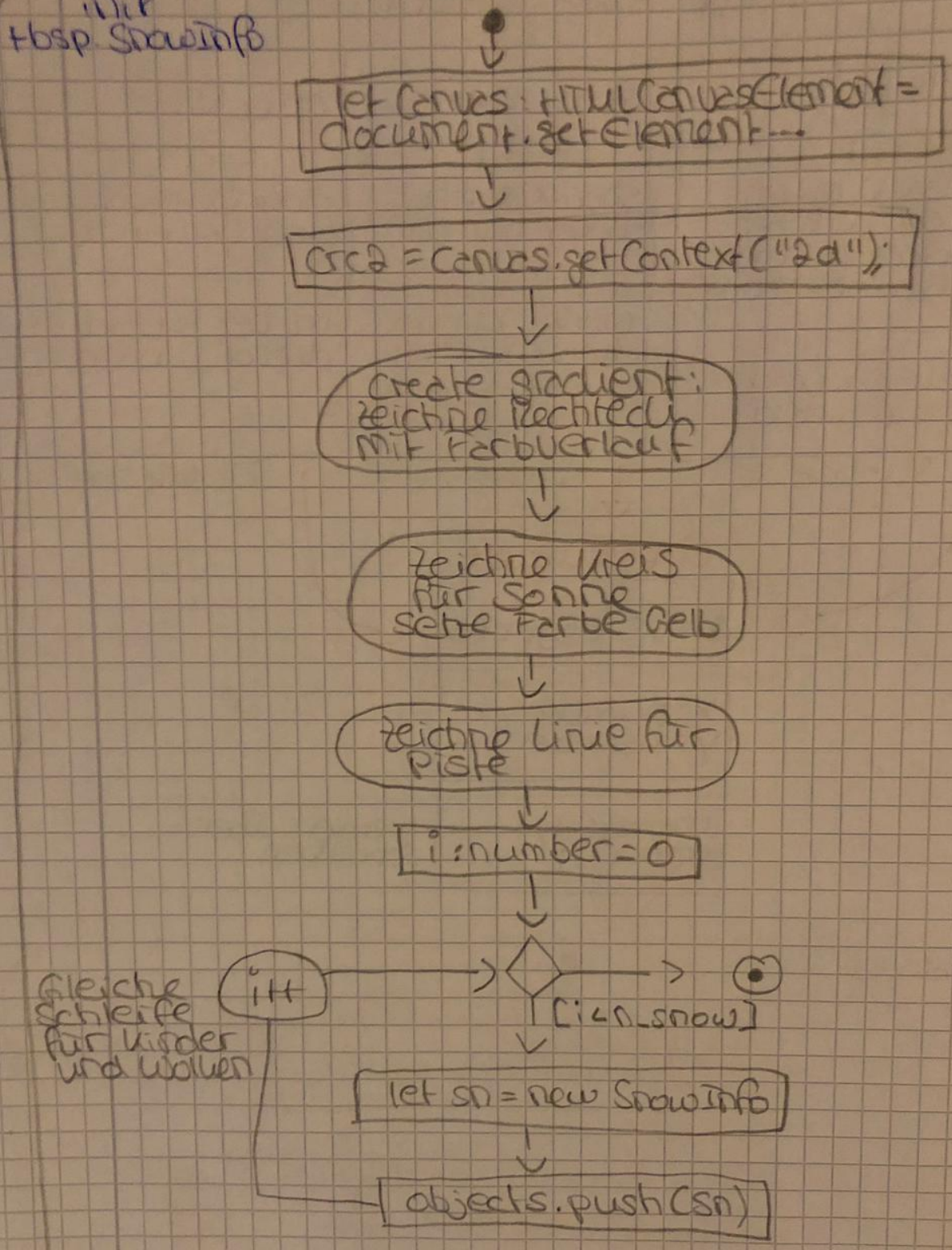
main.ts

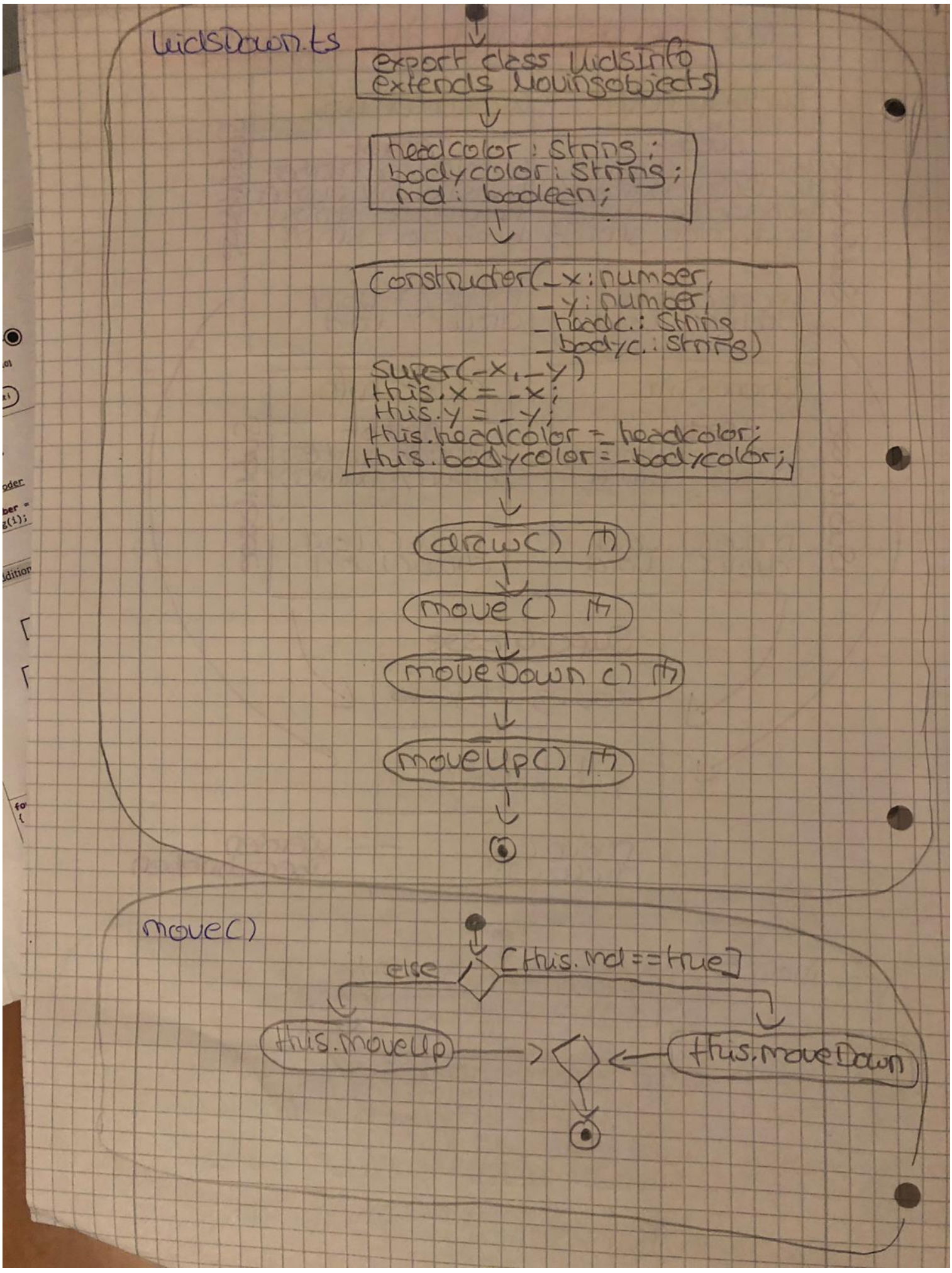
export let crc2: CanvasRenderingContext2D

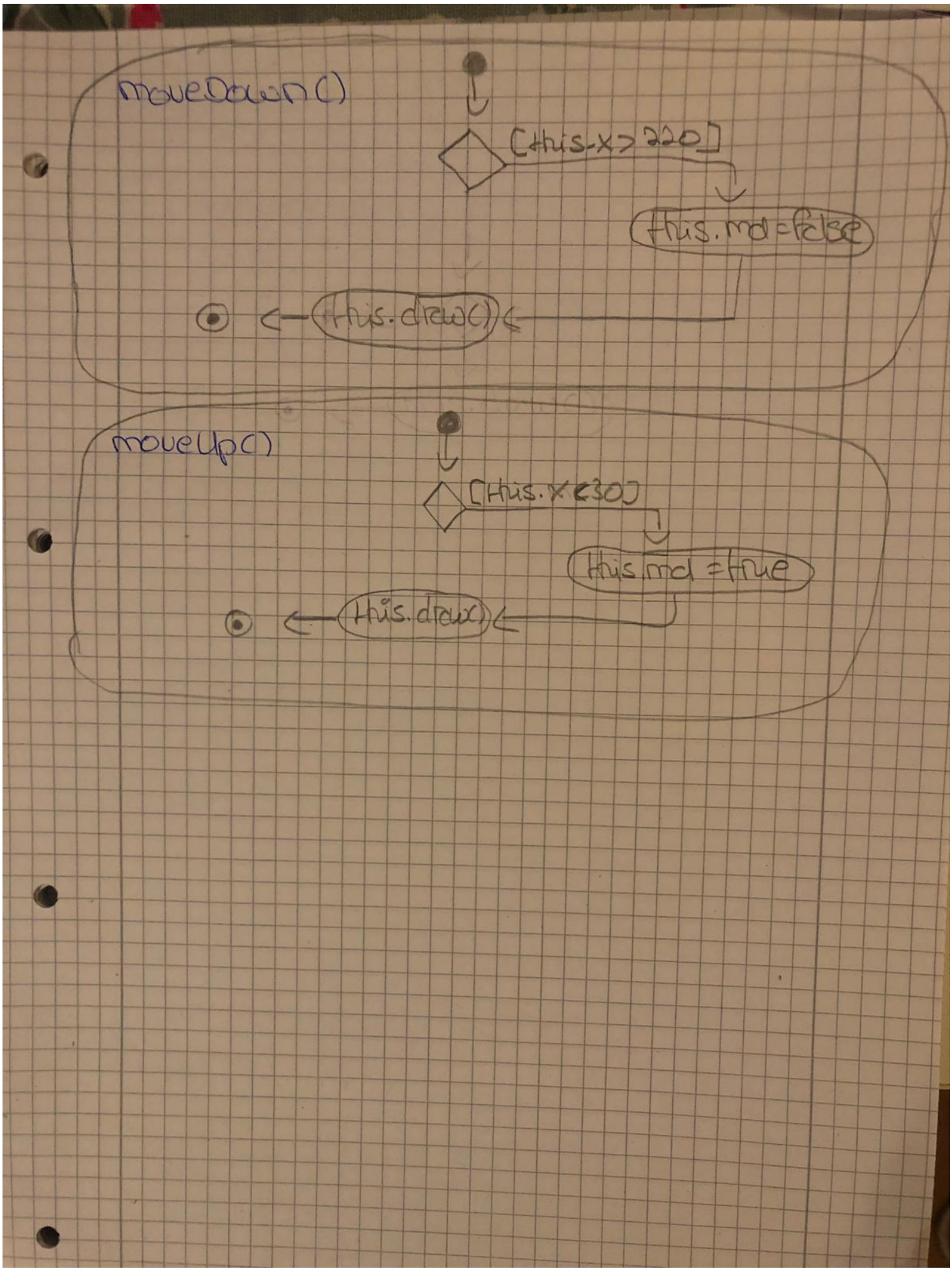
let objects: MovingObjects[] = [];
let n_kids: number = 12;
let n_snow: number = 160;
let n_cloud: number = 3;
let img: ImageData;

function init(){} → ⊙

init
bsp SnowInfo




kidsDown.ts
export class KidsInfo extends MovingObjects
headcolor : string;
bodycolor : string;
md : boolean;
constructor(_x:number,
_y:number,
_headc.:string
_bodyc.:string)
super(_x,_y)
this.x = _x;
this.y = _y;
this.headcolor = _headcolor;
this.bodycolor = _bodycolor;
draw()
move()
moveDown()
moveUp()
move()
else
[this.md == true]
this.moveUp
this.moveDown


moveDown()
[this.x>220]
this.md=false
this.draw()
moveUp()
[this.x<30]
this.md=true
this.draw()