Klassendiagramm rupdate 1 Fischinierface work () W x: number 1: unwood drawFish 1 dx . number dy:number update 1 bleibt immer gleich moved drawFish(): void move (): void this. X += this. dx this y += this. dy 4 polate (): youd 1 +his. x > 1200 this x = (0-50) +his.dx 0 FishInterface 1 moven X: unupa this. x+= this.dx 1. whenper this, y += this, dy dx: number ely: number this. x = > 1200 drawFish(1.void update (): void V (this. x = (0-50)+ this.dx move: voich Bubble Interface move 1 X: number this y = this dx y, number dx: number dy: number Chis. y> 200 update () void this y = (0-10) Hhis dy move () . voi d

Bubble Interfered more in this. X = this. dx Emsy = this.dy XITHITOOF 420 Umper d9: number dis unulose drow Bridde 10 vod update Divoid (his.y=(0-10) this.dy move (): void addeventisiena ("Dom convent looked.) (priva export zweid: Comas Rendering Context 20 export carvas: HTML carvas Element Figh Array: Fishinterface []=[]
image Data: Image Data update 1 9 (Window . set Timeout (update, 1000/[ps)) (Zweid . clear Red (Zweid , put I mage Data) 1: number = 0 Lic Fish Array length Fish Array [:]. update

Trini sucid = convas. get conex Gy Tag Name wayer() Sara() crabil Kinumber = 0 4+ Br Schleife imme greich 4420 x: number = Math. random () · carvas. width y: number = Math. random() comes neight. Image = Ewerd - get Image Data 14 min per = 0 for some co ção alle Mossos 1419 x 2: number = Hath random () = canvas width 42: number = Math, sandom (). canvas, he 4+10 915: when 6- = - 2 bubble: Bubble Inforface bubble = new Bubok Interface() bubble x = x2 (update 1) bubble. y= Y2 bubble dx = dx2 bubble dy= dy2 7 is Arroy push (buddle)