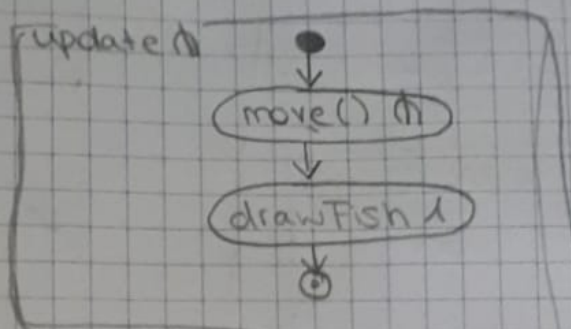
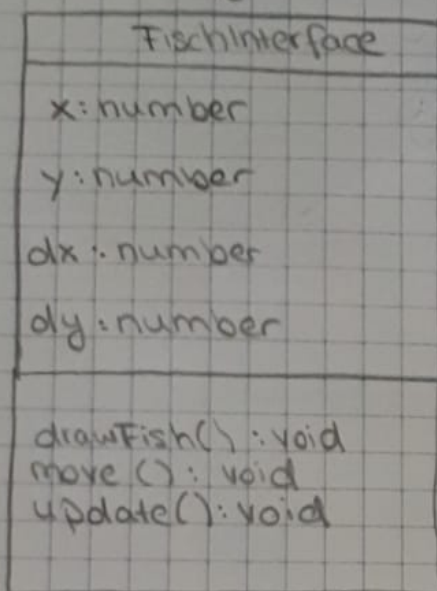
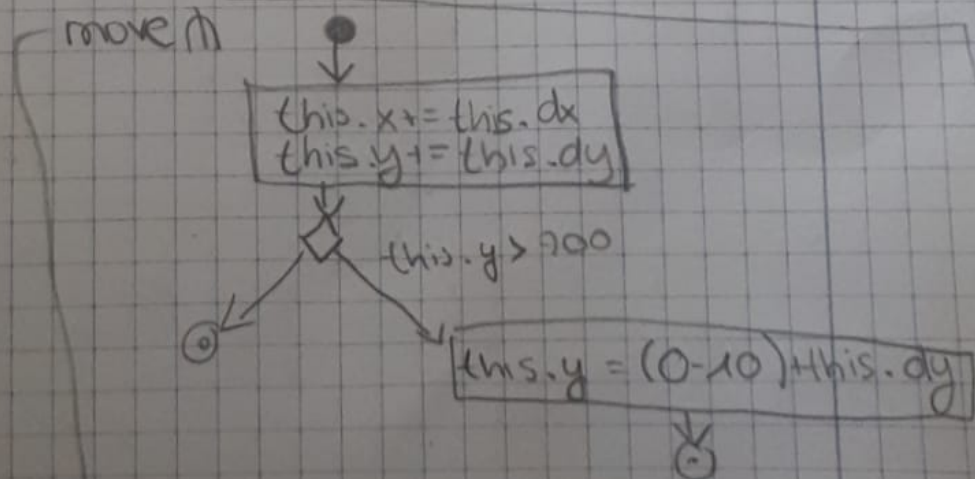
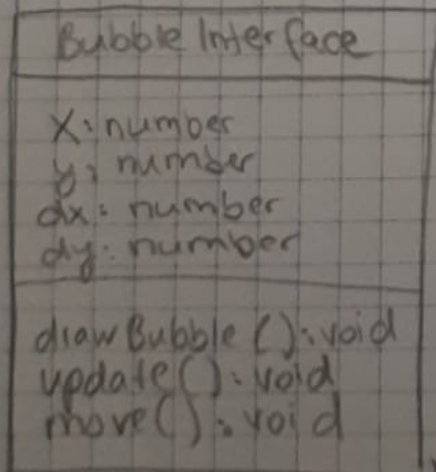
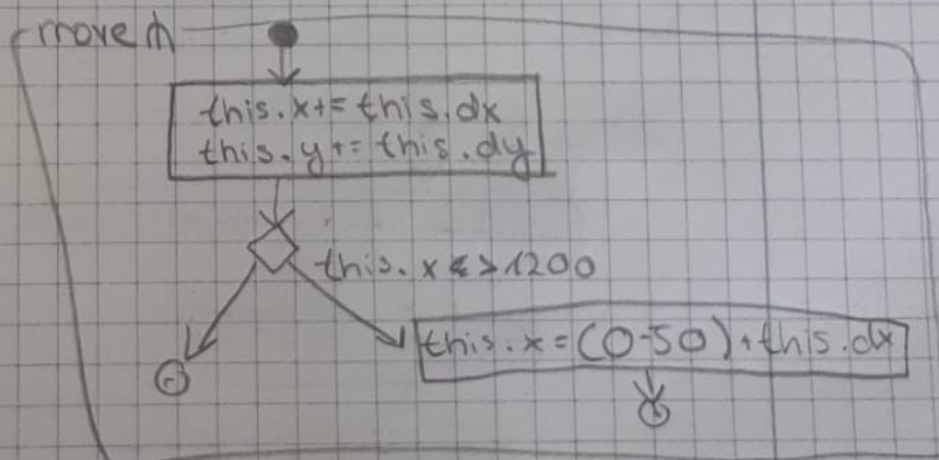
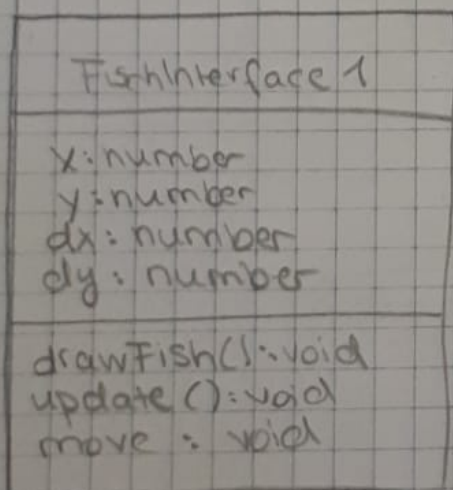
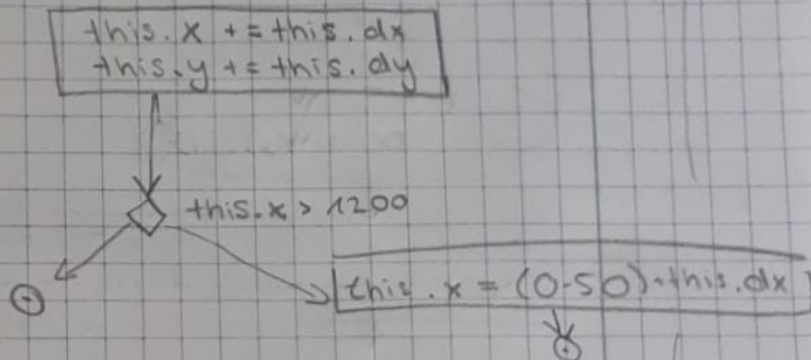


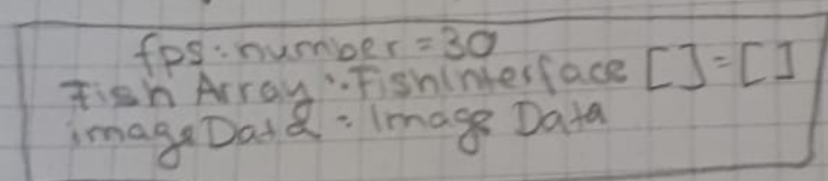
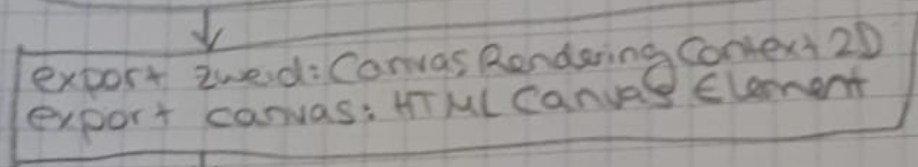
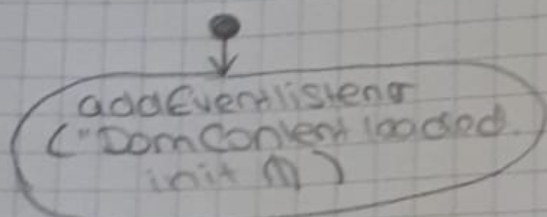
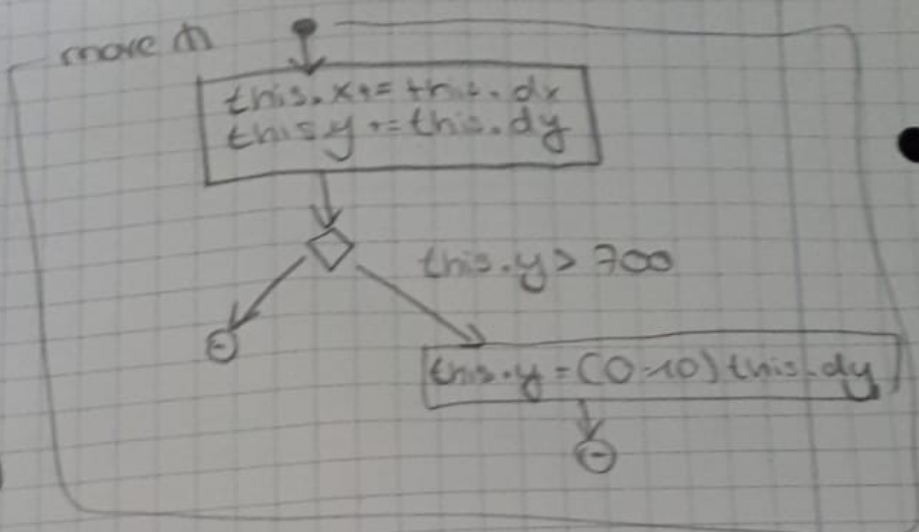
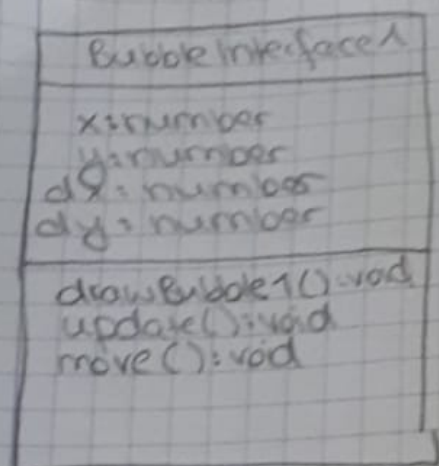
## Klassendiagramm



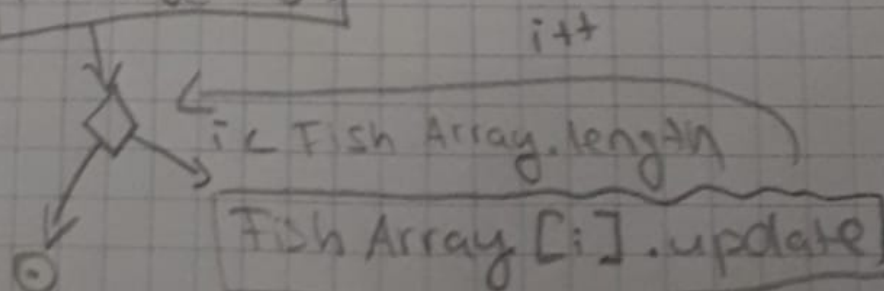
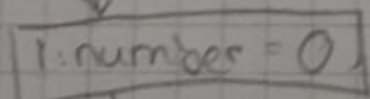
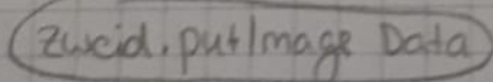
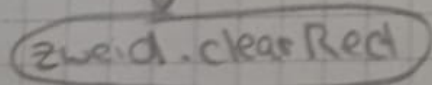
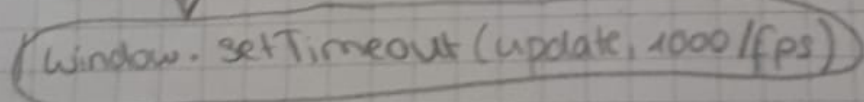
update() bleibt immer gleich

move()





**update()**





init

```
canvas = document.getElementById  
 Zweid = canvas.getContext
```

```
water()  
sand()  
crab()
```

```
k: number = 0
```

$k < 20$   
 $k > 20$

$k++$

for Schleife  
immer gleich

```
x: number = Math.random() * canvas.width  
y: number = Math.random() * canvas.height
```

```
image = zweid.getImageData
```

```
i: number = 0
```

$i < 19$

for Schleife  
für alle Klassen  
gleich

```
x2: number = Math.random() * canvas.width  
y2: number = Math.random() * canvas.height  
dx2: number = 0  
dy2: number = -5
```

$i++$

```
bubble: Bubble Interface  
bubble = new Bubble Interface()
```

```
bubble.x = x2  
bubble.y = y2  
bubble.dx = dx2  
bubble.dy = dy2
```

```
FishArray.push(bubble)
```

update

