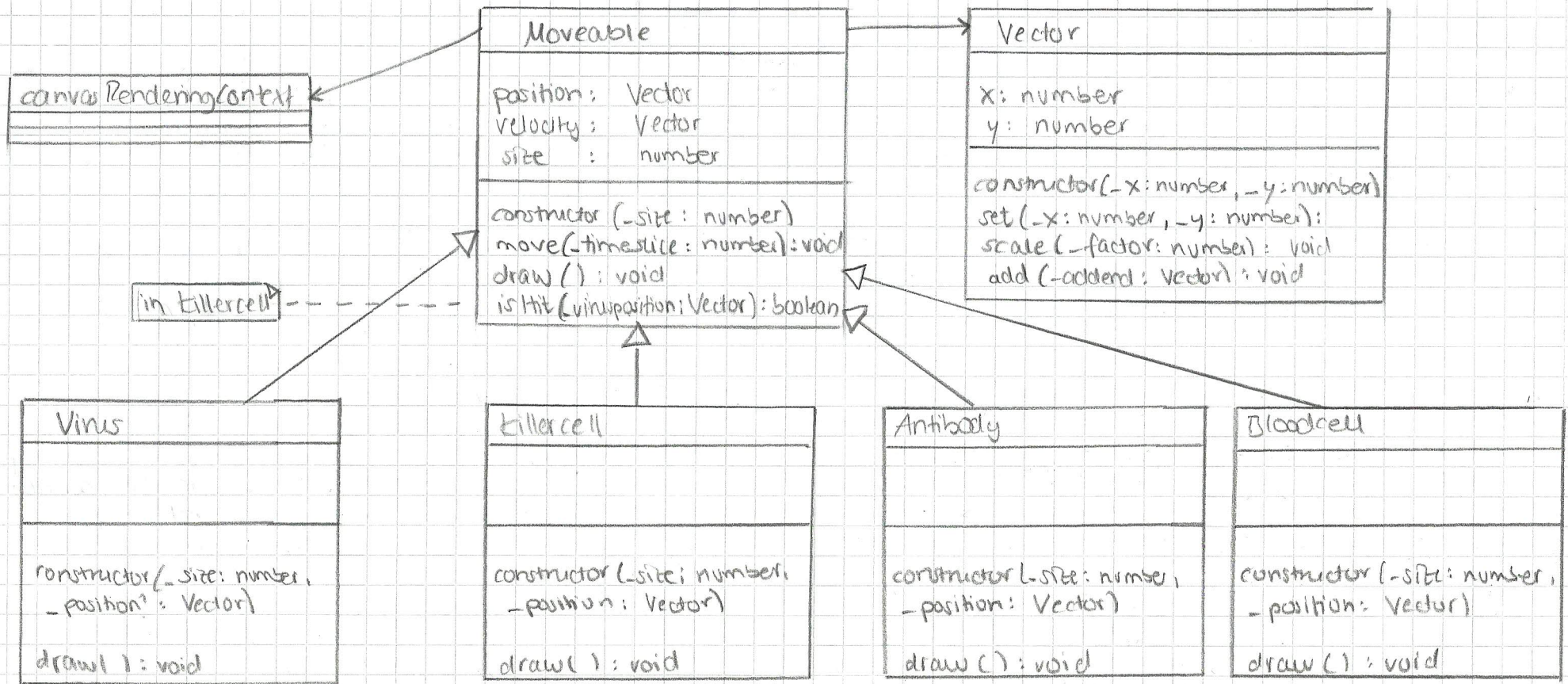
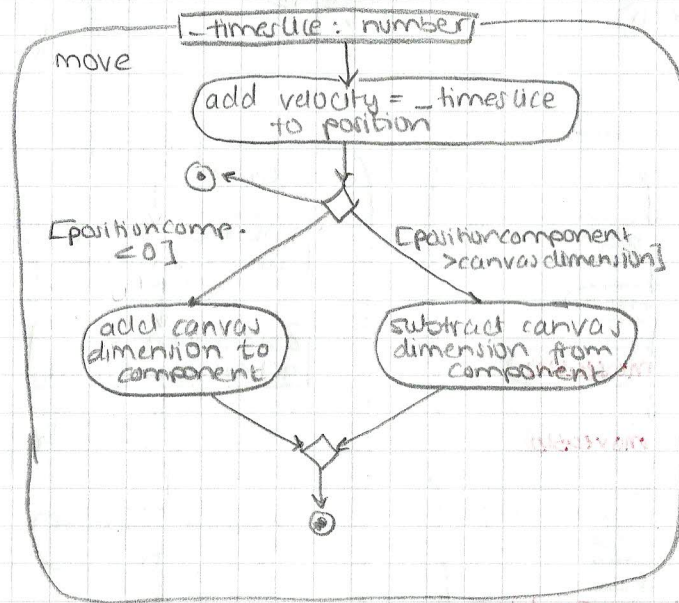
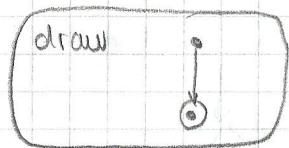
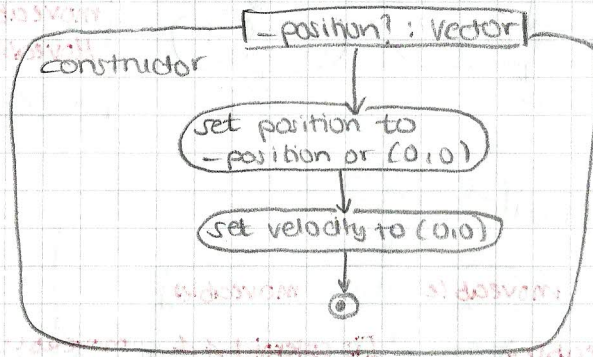


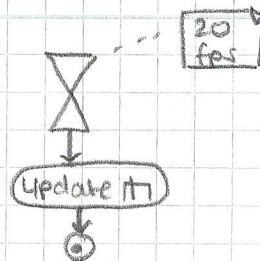
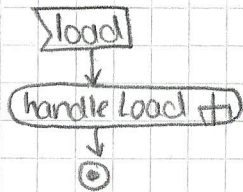
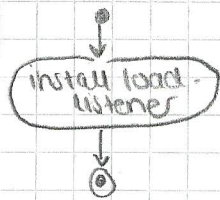
Virus: Class Diagram



Virus : Activity Diagram - Movable



Virus: Activity Diagram - Main



ctx: CanvasRenderingContext2D
background: ImageData
moveables: Moveable[]

