

L09_Classes

Klassen-DiagrammCanvas Rendering Context

Background (Zelle Lunge)

position: Vector

constructor (-position: Vector)

draw (-position: Vector)

Mensch Zellen

position: Vector

size: number

velocity: Vector

color: string

constructor (-position: Vector)

draw (-position: Vector)

move (-timeslice: number)

CoronaVirus

position: Vector

size: number

velocity: Vector

color: string

constructor (-position: Vector)

draw (): void

move (-timeslice: number)

moveTo (-position: MenschZellen)

Vector

x: number

y: number

constructor (-x: number, -y: number)

set (-x: number, -y: number)

scale (-factor: number)

add (-addend: Vector)

random (minLength: number,
_maxLength: number)

Antikörper

position: Vector

size: number

velocity: Vector

color: string

rotation: number

constructor (-position: Vector)

draw (-position: Vector)

move (-timeslice: number)

moveTo (-position: CoronaVirus)

Killerzelle

position: Vector

size: number

velocity: Vector

color: string

constructor (-position: Vector)

draw (-position: Vector)

move (-timeslice: number)

moveTo (-position: CoronaVirus)

Aktivitätsdiagramm erweitert

