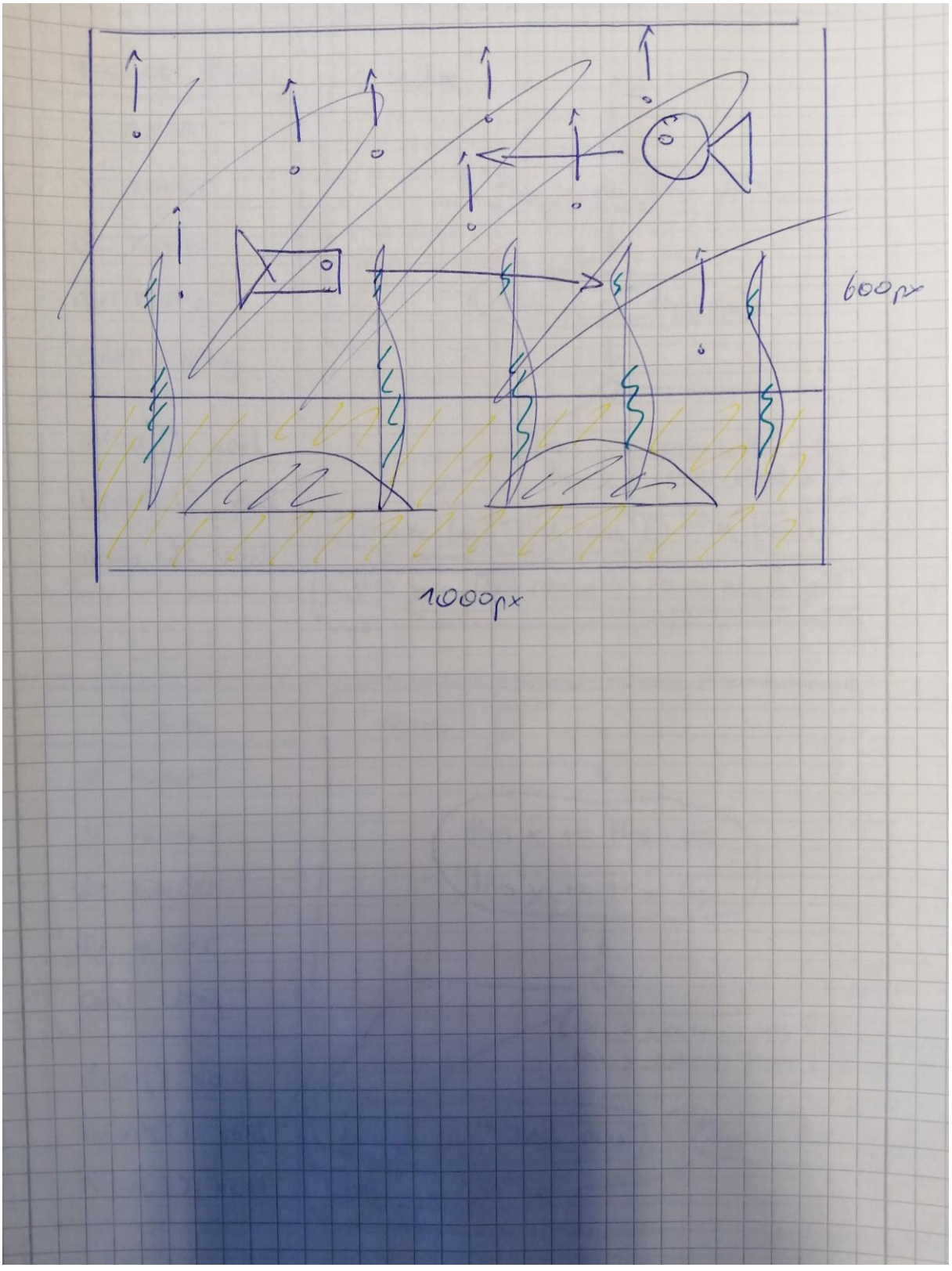
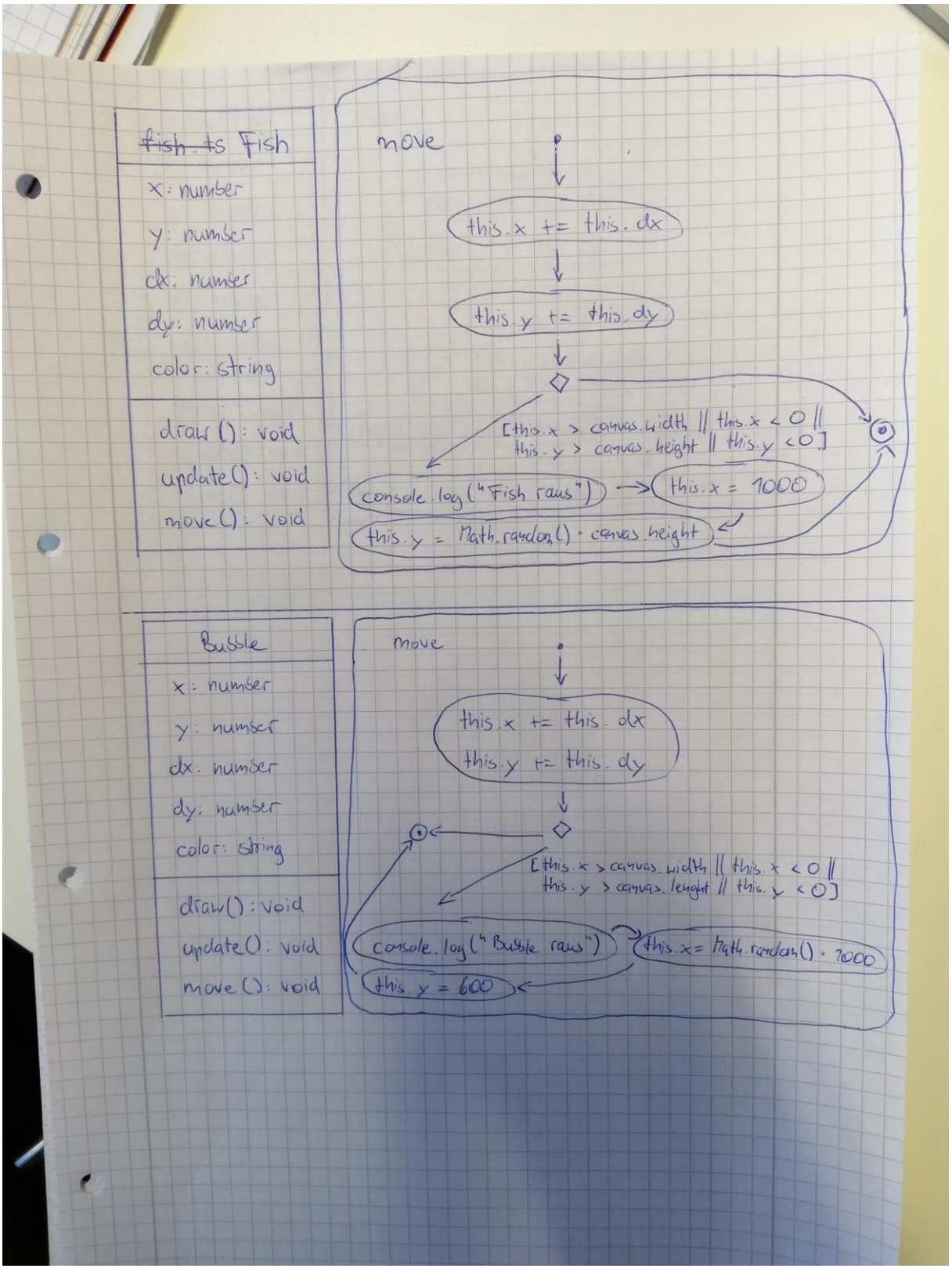
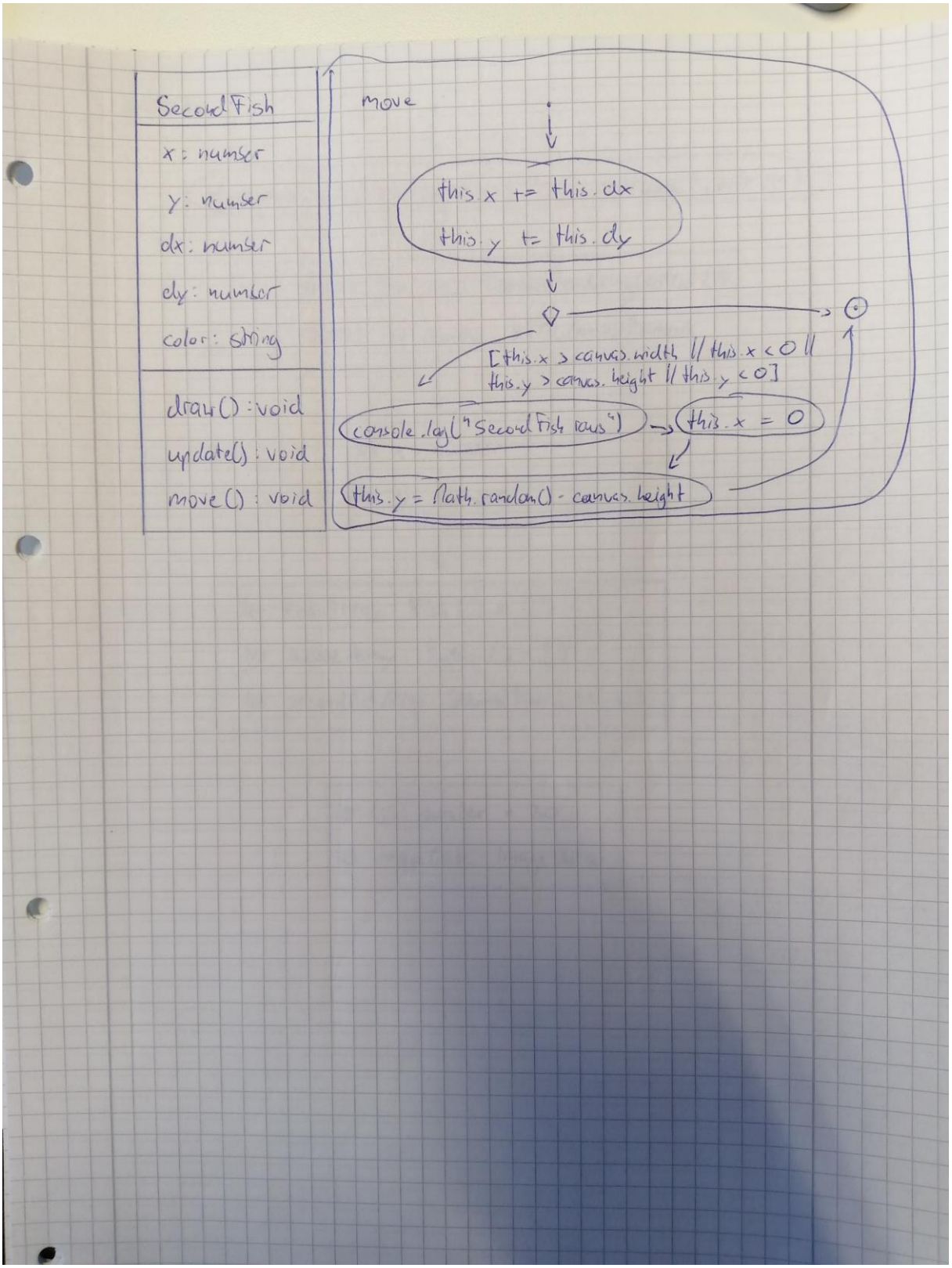
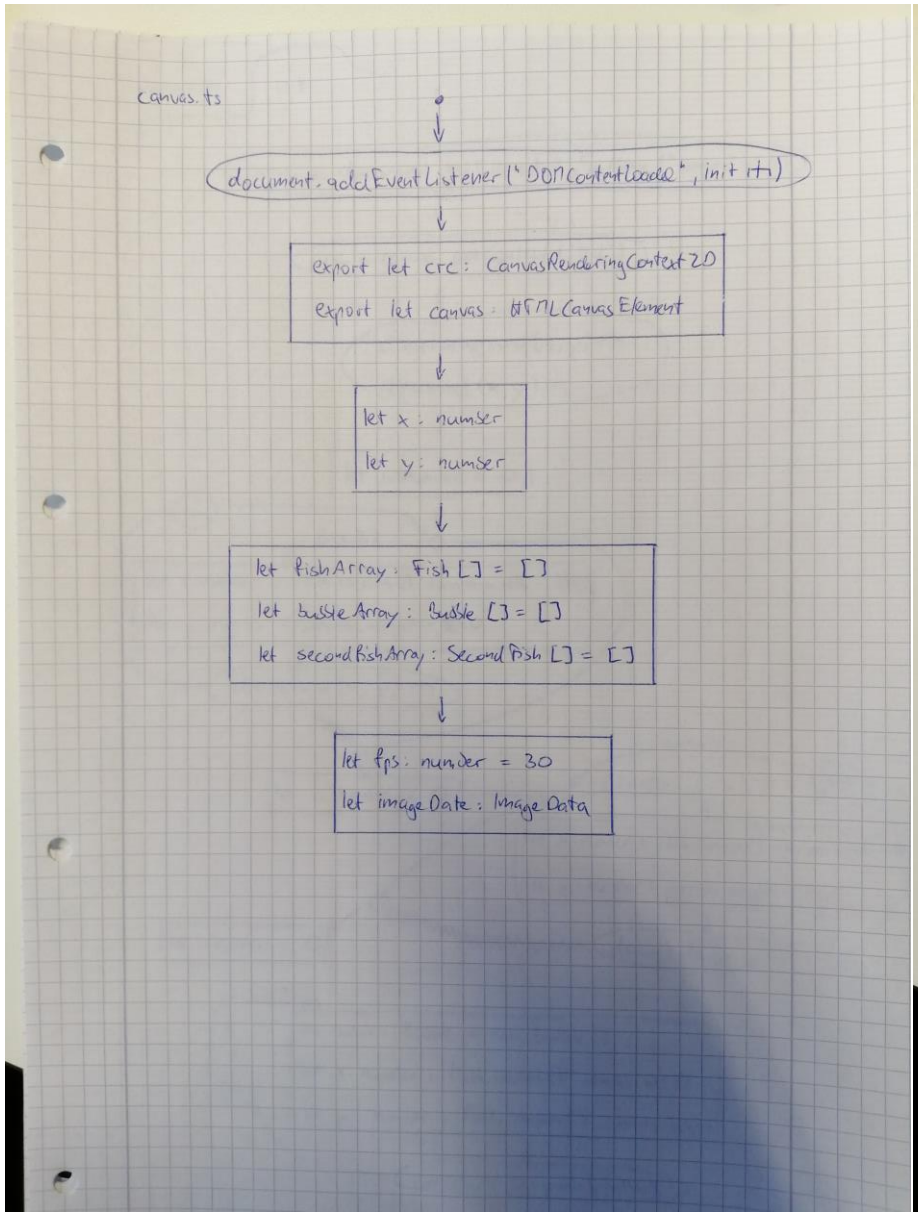
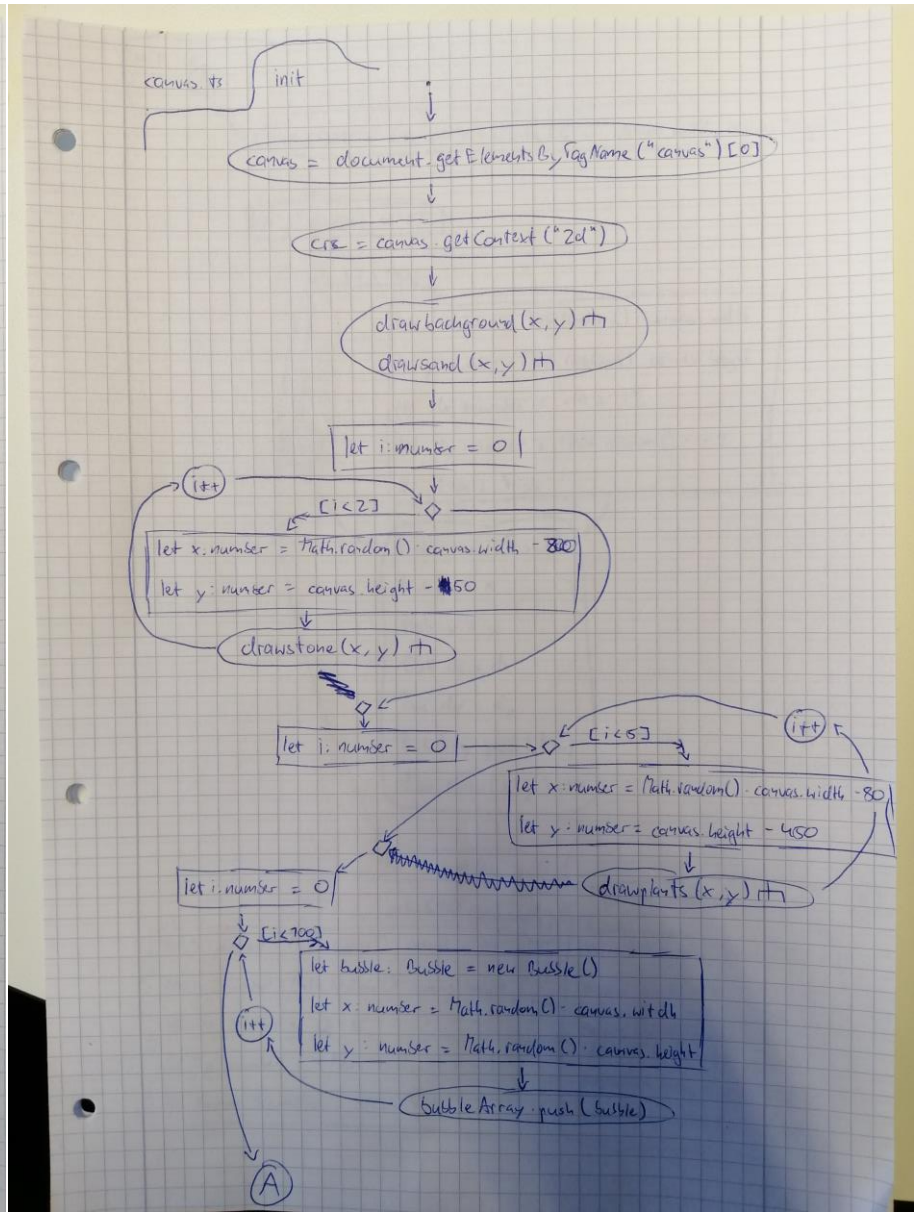
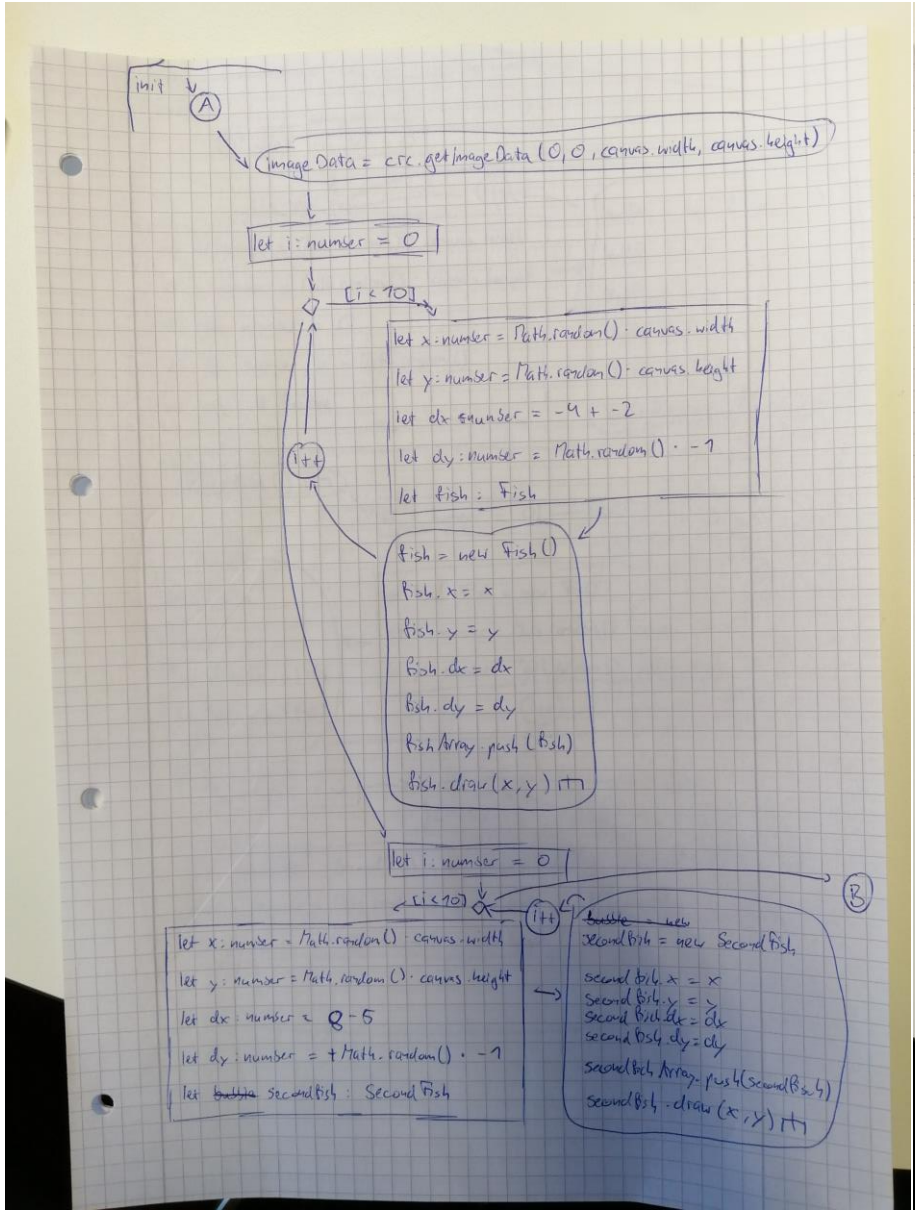

600px
1000px

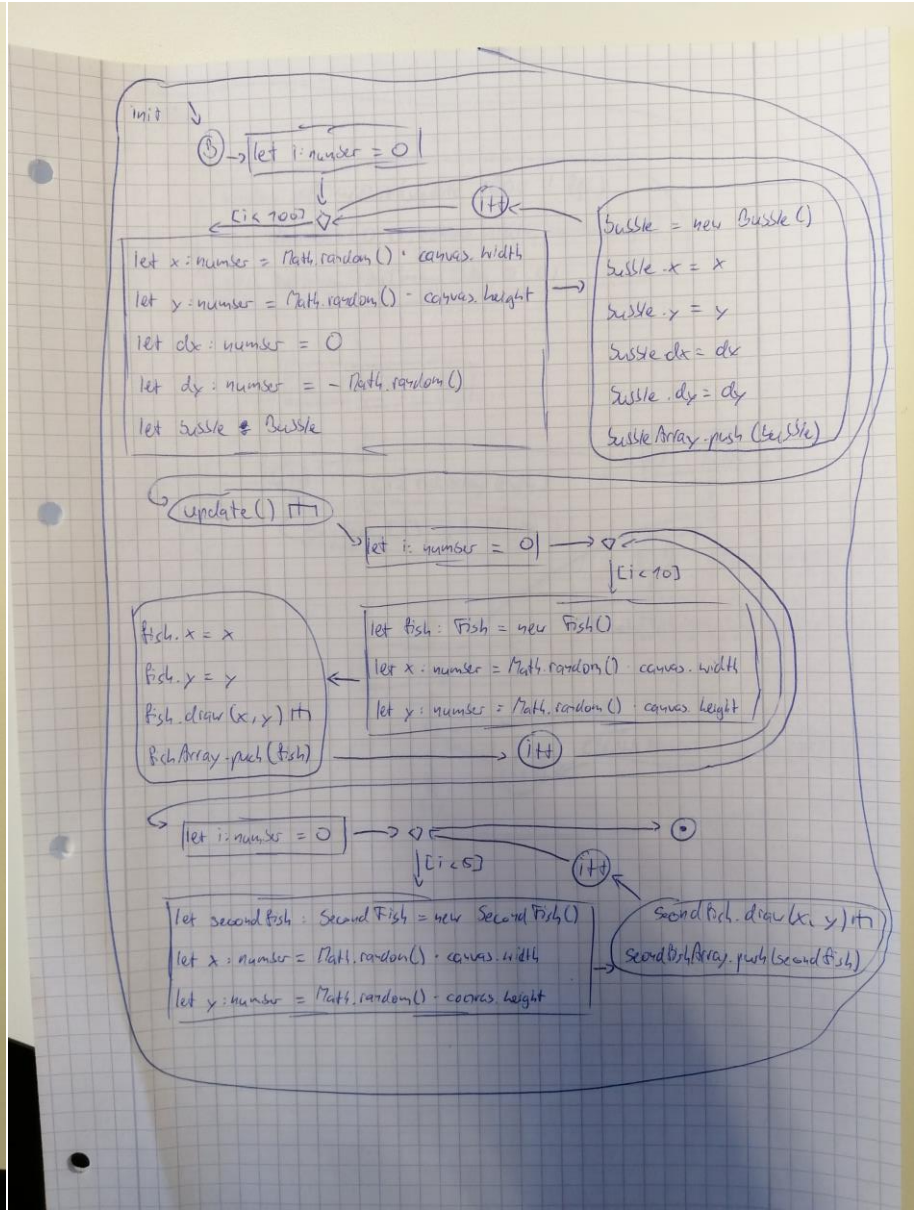

~~fish.ts~~ Fish
x: number
y: number
dx: number
dy: number
color: string
draw(): void
update(): void
move(): void
move
this.x += this.dx
this.y += this.dy
[this.x > canvas.width || this.x < 0 ||
this.y > canvas.height || this.y < 0]
console.log("Fish raus")
this.x = 1000
this.y = Math.random() * canvas.height
Bubble
x: number
y: number
dx: number
dy: number
color: string
draw(): void
update(): void
move(): void
move
this.x += this.dx
this.y += this.dy
[this.x > canvas.width || this.x < 0 ||
this.y > canvas.height || this.y < 0]
console.log("Bubble raus")
this.x = Math.random() * 1000
this.y = 600

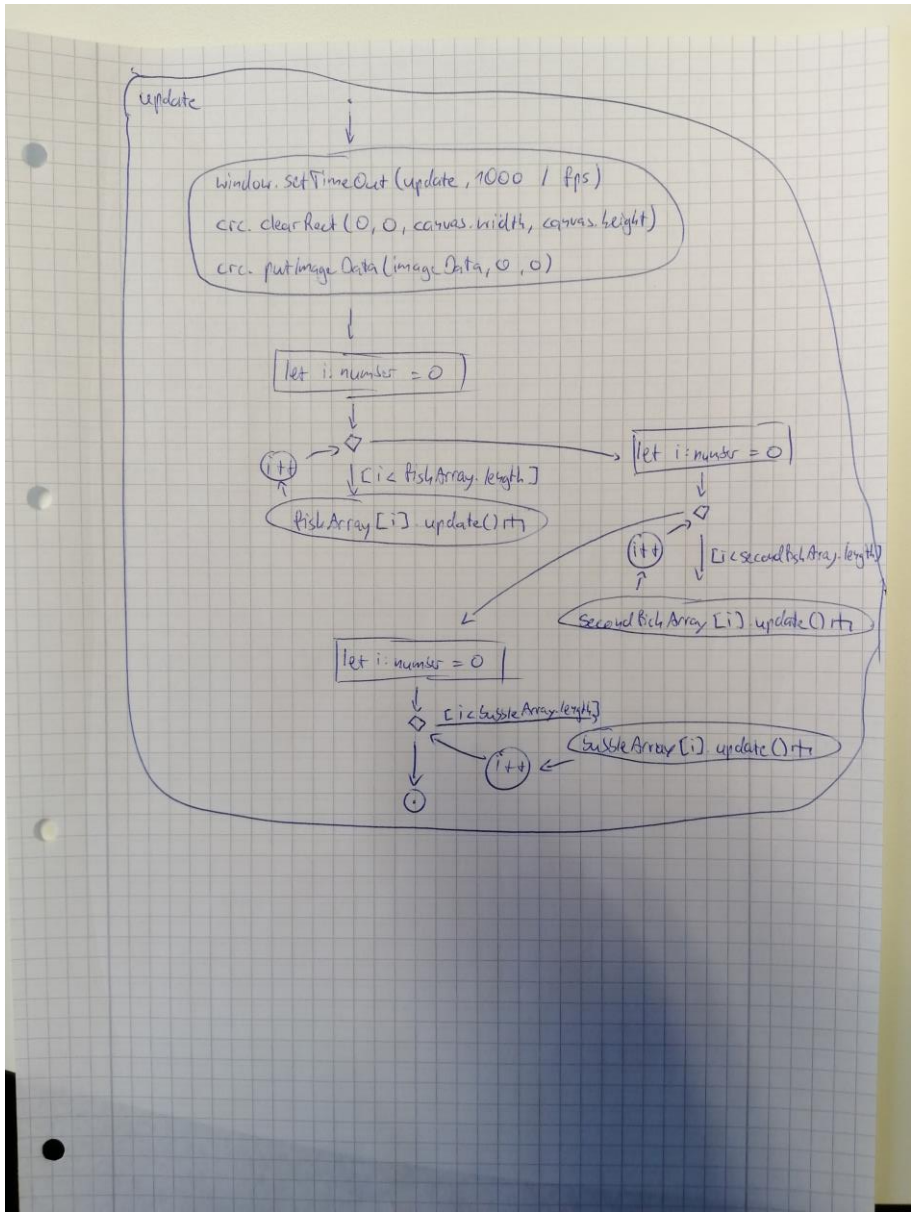

SecondFish
x: number
y: number
dx: number
dy: number
color: string
draw(): void
update(): void
move(): void
move
this.x += this.dx
this.y += this.dy
[this.x > canvas.width || this.x < 0 ||
this.y > canvas.height || this.y < 0]
console.log("SecondFish runs")
this.x = 0
this.y = Math.random() * canvas.height


canvas.ts
document.addEventListener("DOMContentLoaded", init ⊓)
export let crc: CanvasRenderingContext2D
export let canvas: HTMLCanvasElement
let x: number
let y: number
let fishArray: Fish[] = []
let bubbleArray: Bubble[] = []
let secondFishArray: SecondFish[] = []
let fps: number = 30
let imageData: ImageData


canvas.ts
init
canvas = document.getElementsByTagName("canvas")[0]
crc = canvas.getContext("2d")
drawBackground(x,y) ⊓
drawSand(x,y) ⊓
let i: number = 0
i++
[i<2]
let x: number = Math.random() · canvas.width - 800
let y: number = canvas.height - 450
drawStone(x,y) ⊓
let i: number = 0
[i<5]
i++
let x: number = Math.random() · canvas.width - 80
let y: number = canvas.height - 450
drawPlants(x,y) ⊓
let i: number = 0
[i<700]
i++
let bubble: Bubble = new Bubble()
let x: number = Math.random() · canvas.width
let y: number = Math.random() · canvas.height
bubbleArray.push(bubble)
A


init
A
imageData = ctx.getImageData(0, 0, canvas.width, canvas.height)
let i: number = 0
[i < 10]
let x: number = Math.random() * canvas.width
let y: number = Math.random() * canvas.height
let dx: number = -4 + -2
let dy: number = Math.random() * -1
let fish: Fish
i++
fish = new Fish()
fish.x = x
fish.y = y
fish.dx = dx
fish.dy = dy
FishArray.push(fish)
fish.draw(x, y)
let i: number = 0
[i < 10]
B
let x: number = Math.random() * canvas.width
let y: number = Math.random() * canvas.height
let dx: number = 8 - 5
let dy: number = + Math.random() * -1
let secondFish: SecondFish
secondFish = new SecondFish
secondFish.x = x
secondFish.y = y
secondFish.dx = dx
secondFish.dy = dy
secondFishArray.push(secondFish)
secondFish.draw(x, y)


init
B
let i: number = 0
[i < 10]
i++
let x: number = Math.random() * canvas.width
let y: number = Math.random() * canvas.height
let dx: number = 0
let dy: number = - Math.random()
let bubble = bubble
bubble = new Bubble()
bubble.x = x
bubble.y = y
bubble.dx = dx
bubble.dy = dy
bubbleArray.push(bubble)
update()
let i: number = 0
[i < 10]
let fish: Fish = new Fish()
let x: number = Math.random() * canvas.width
let y: number = Math.random() * canvas.height
fish.x = x
fish.y = y
fish.draw(x, y)
FishArray.push(fish)
let i: number = 0
[i < 5]
let secondFish: SecondFish = new SecondFish()
let x: number = Math.random() * canvas.width
let y: number = Math.random() * canvas.height
secondFish.draw(x, y)
secondFishArray.push(secondFish)


update
window.setTimeOut(update, 1000 / fps)
crc.clearRect(0, 0, canvas.width, canvas.height)
crc.putImageData(imageData, 0, 0)
let i: number = 0
i++
[i < fishArray.length]
fishArray[i].update()
let i: number = 0
i++
[i < secondFishArray.length]
secondFishArray[i].update()
let i: number = 0
[i < bubbleArray.length]
bubbleArray[i].update()
i++