

Aufgabe 11 - Konzept

Blubberblasen
x : number y : number dy : number
draw() update() move()

Fisch 1
x : number y : number dx : number

Fisch 2
x : number y : number dt : number

Move Blubberblasen

$$\text{this.y} += \text{this.dy}$$

[this.y < 0]

$$\text{this.y} = \text{canvas.height}$$

Move Fisch 1

$$\text{this.x} += \text{this.dx}$$

[this.x + 120 < 0]

$$\text{this.x} = \text{canvas.height}$$

[this.x - 100 > canvas.height + 100]

$$\text{this.x} = 0$$

Move Fisch 2

$$\text{this.x} += \text{this.dx}$$

[this.x + 60 > canvas.width + 100]

$$\text{this.x} = 0$$

document.addEventListener
("DOMContentLoaded", init)

```
export let crc : CanvasRenderingContext2D  
export let canvas : HTMLCanvasElement  
let fisch1Array : Fisch1[] = []  
let fisch2Array : Fisch2[] = []  
let blubberBlasen : Blubberblasen[] = []  
let framerate : number = 50  
let imageData : ImageData
```

Update

window.setTimeout(update, 1000 / framerate)
crc.clearRect(0, 0, canvas.width, canvas.height)

```
let i : number = 0
```

X → 0

[i < length.fisch1Array]

fisch1Array[i].update()

itt

init

canvas = document.getElementById("canvas")
cr = canvas.getContext("2D")
drawBG()

let i: number = 0

let x: number = Math.random *

canvas.width

let x: number = Math.random *

canvas.width

let y: number = Math.random *

canvas.height

let x: number = Math.random *

canvas.width

let y: number = Math.random *

canvas.height

let dx: number = Math.random() *

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let dy: number = Math.

random * 10

let fish1: fish1

let fish2: fish2

let bubble: bubble

fisch1 = newFisch1()

fisch1.x = x

fisch1.y = y

fisch1.dx = dx

fisch1.array.push(fisch1)

fisch1.draw

fisch2 = newFisch2()

fisch2.x = x

fisch2.y = y

fisch2.dx = dx

fisch2.array.push(fisch2)

fisch2.draw

Blase = neueBlase()

blase.x = x

blase.y = y

blase.dx = dx

blase.array.push(blase)

blase.draw

