Klassendiagramm

Form

Position : Vector
size : Vector
color : string
rotation : boolean
move : boolean
activ : boolean
scalefactor : Number

Constructor ()
colorChange (_string)
rotationChange ()
move ()
draw ()
scale (_factor : Number)
positionChange (_x : number,
           _y : number)

Square

draw ()

Triangle

draw ()

Circle

_radius : number

draw ()

CanvasRenderingContext

Vector

x : number
y : number

Constructor (_x=1,
        _y=1)
set (_x : Number,
     _y : number)
scale (_factor : number)

Extends

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