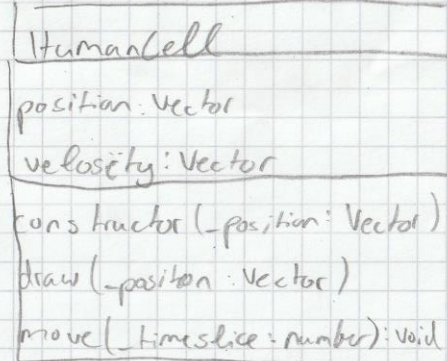
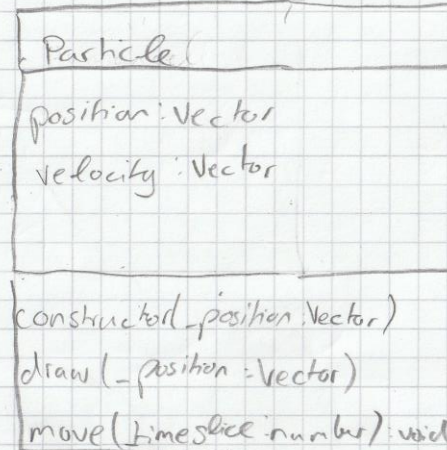
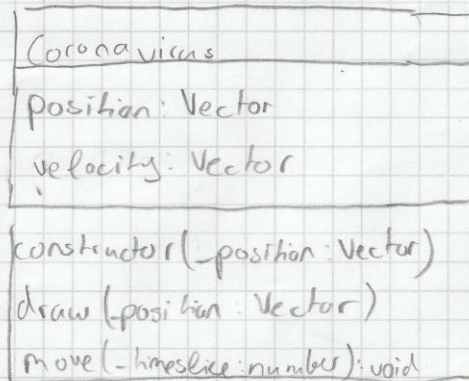
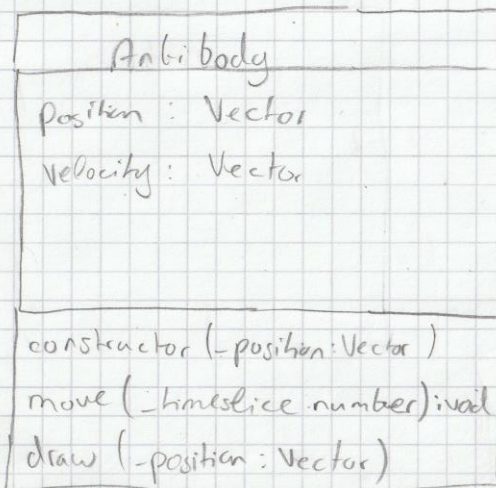
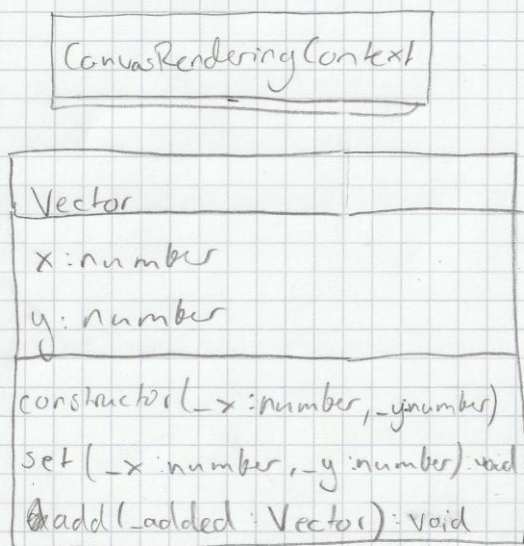
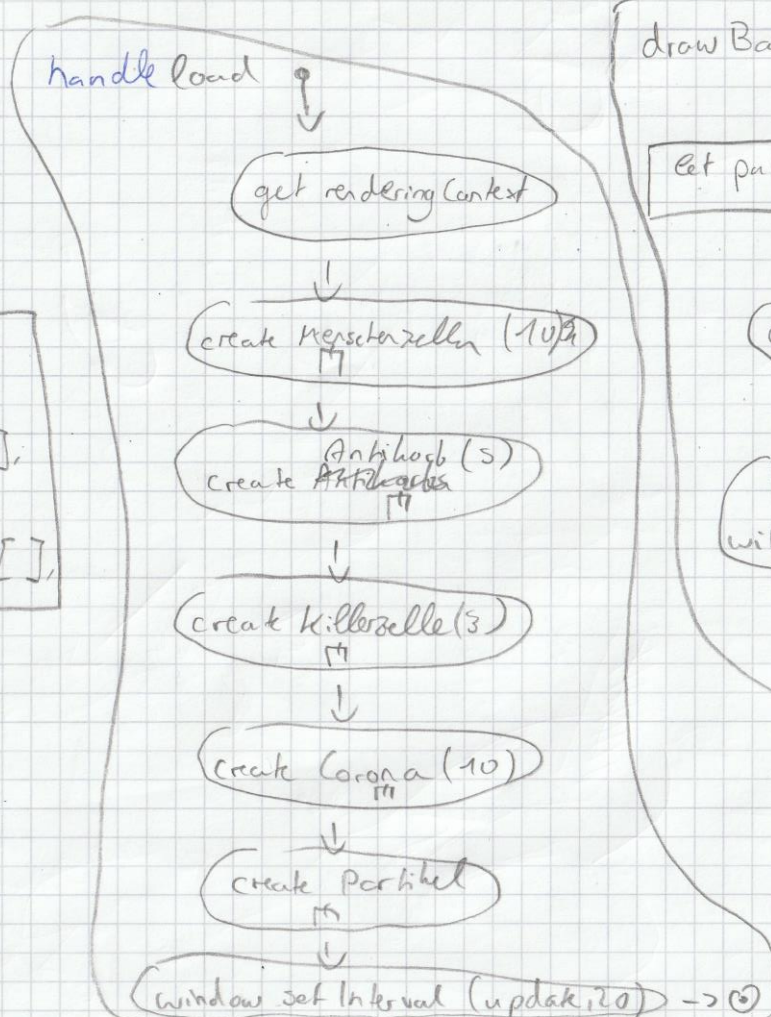
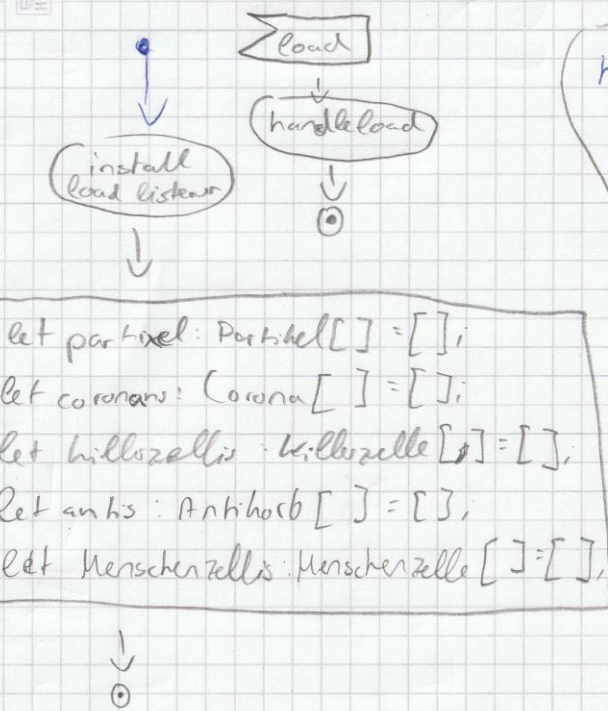


Virus: Class Diagram



Virus: Activity Diagram Canvas 2



Canvas 2

update

drawBackground()

Menschenzellen = first value of Menschenzellis

[all values
of Menschenzellis
done]

Menschenzellen.move(1/1000000000)

Menschenzellen.draw

Menschenzellen = next value of Menschenzellis

Killer = first value of Killerzellis

[all values of
Killer done]

Killer.move(1/10000)

Killer.draw

Killer = next value of Killerzellis

• (das selbe
mit anti-
körpern,
corona und
Partikel)

Canvas 2

Create Menschenzelle

-anzahl: number

let i: number = 0

[i:anzahl]

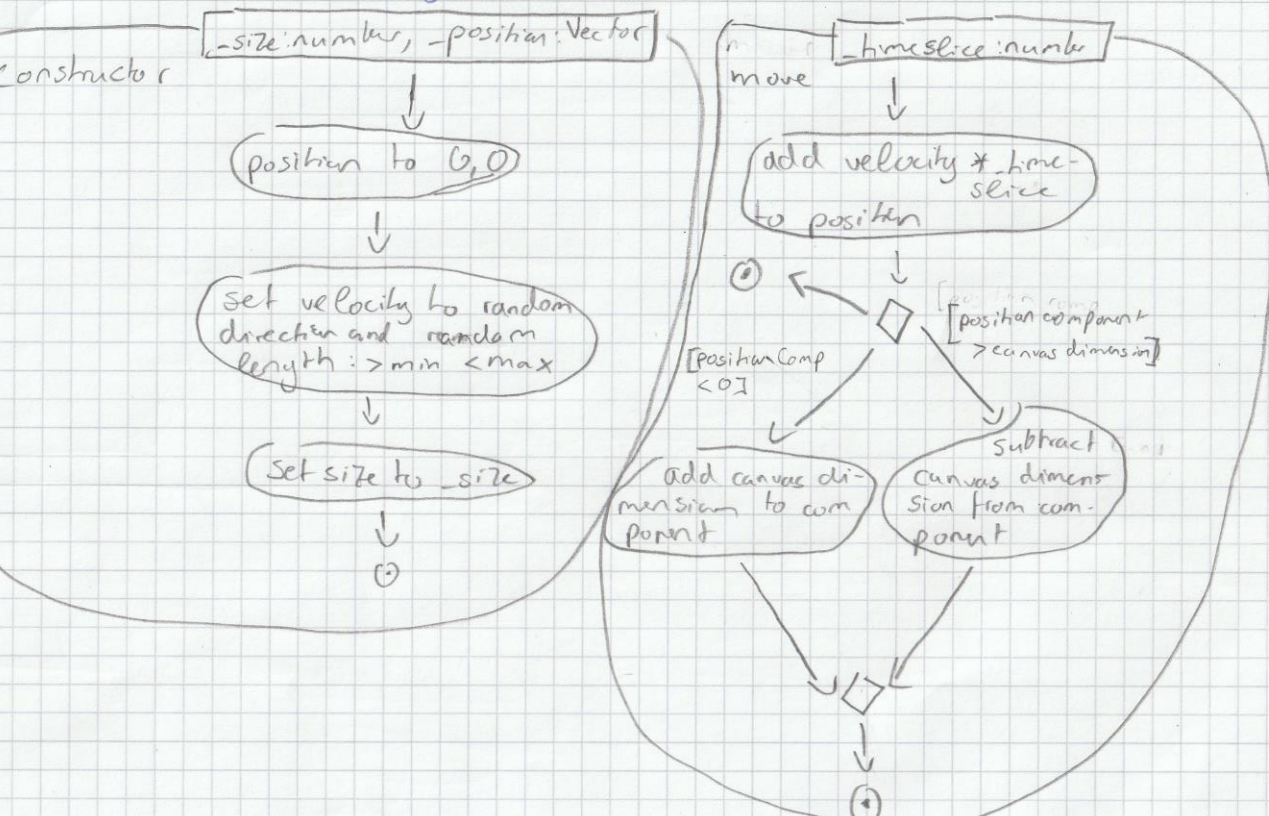
x: number = Math.random() * 300
y: number = Math.random() * 300
position: Vector = new Vector(x, y)
Zelle: Menschenzelle = new Menschenzelle(3, position)

i++

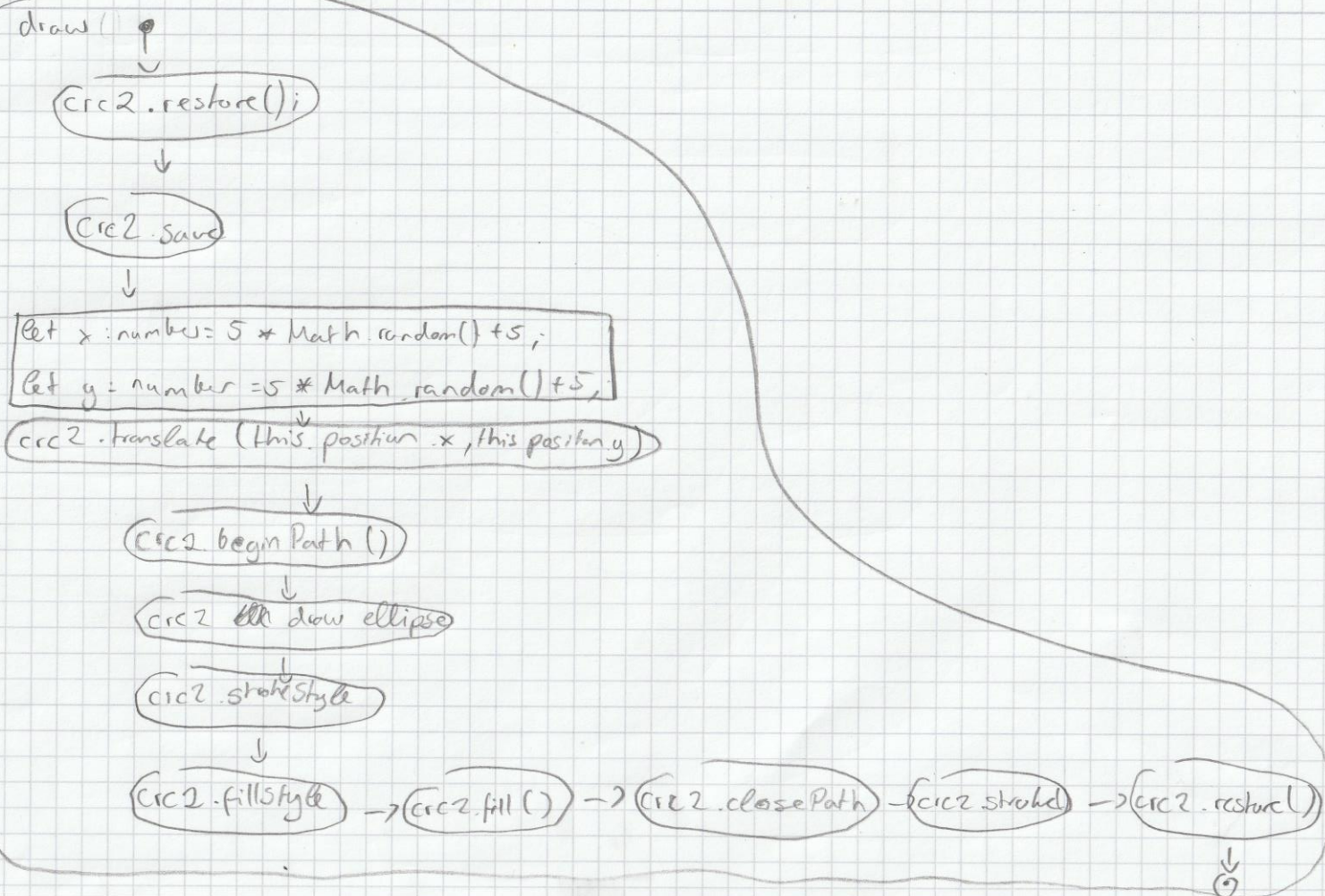
Menschenzellis.push(Zelle)

(Gleich für create Anticub, create Killerzelle, create Corona und create Partikel)

Virus 8 : Activitying Da Diagram Partikel



Partikel



Virus Activity Diagram Vector

