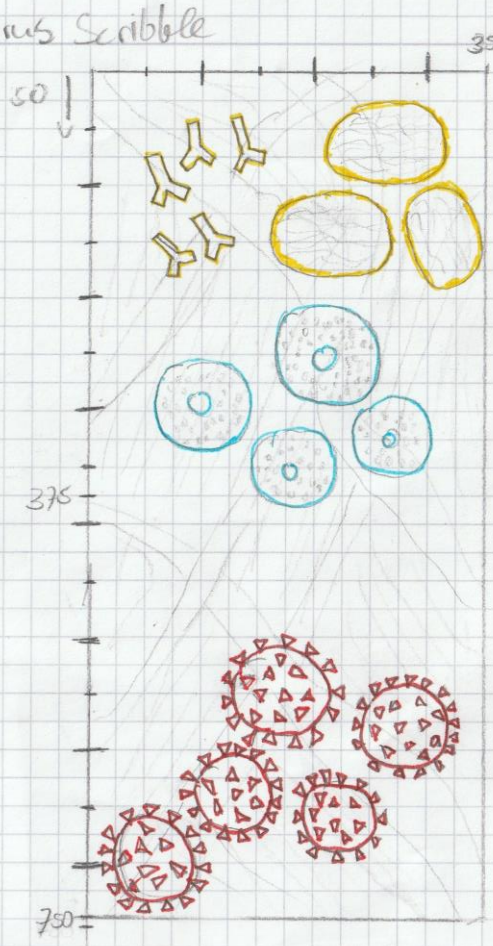
L08 Virus Scribble



Human cells

color gradient
color: blue

background

pattern
color: lightred

Corona Virus

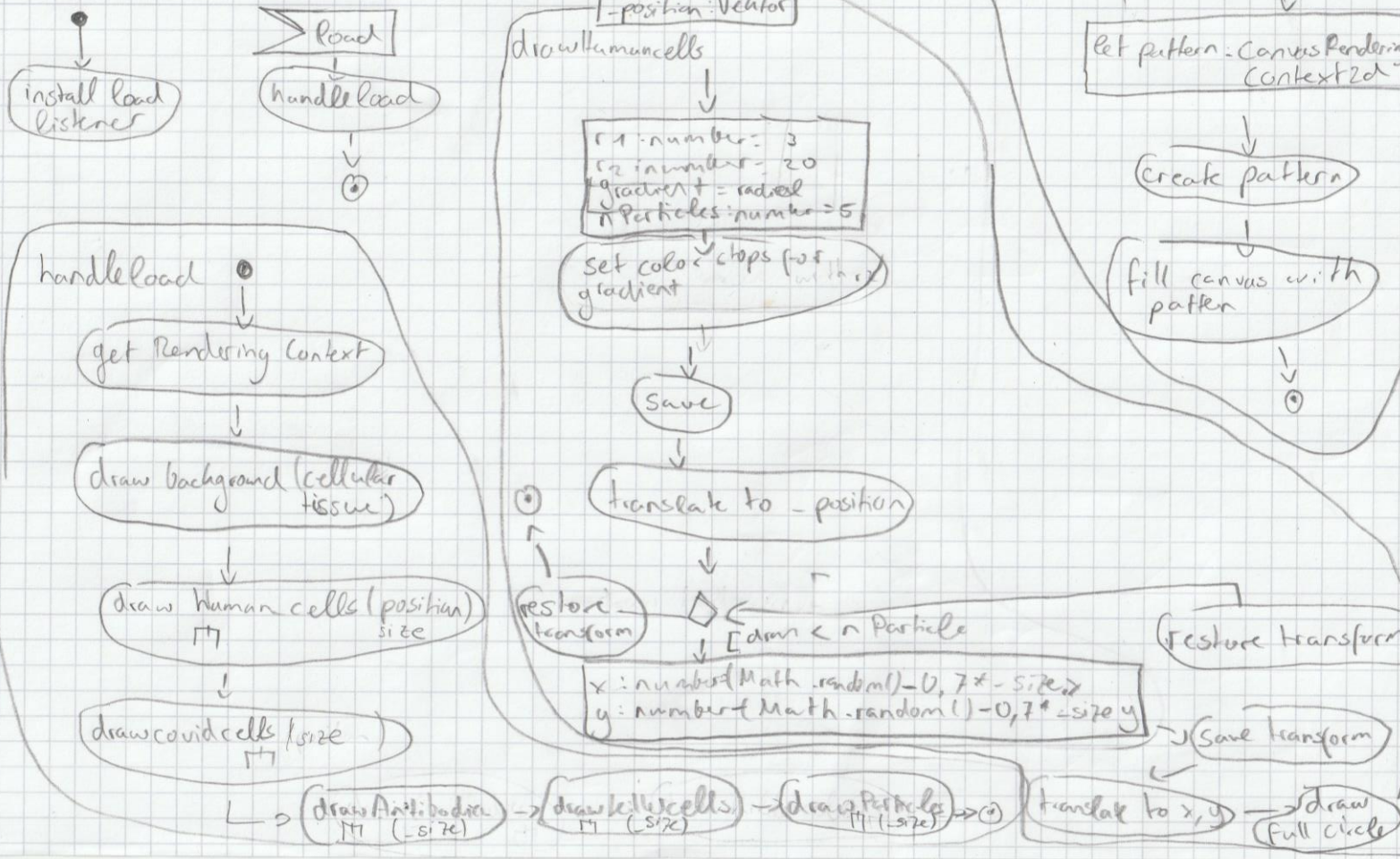
Antibodys

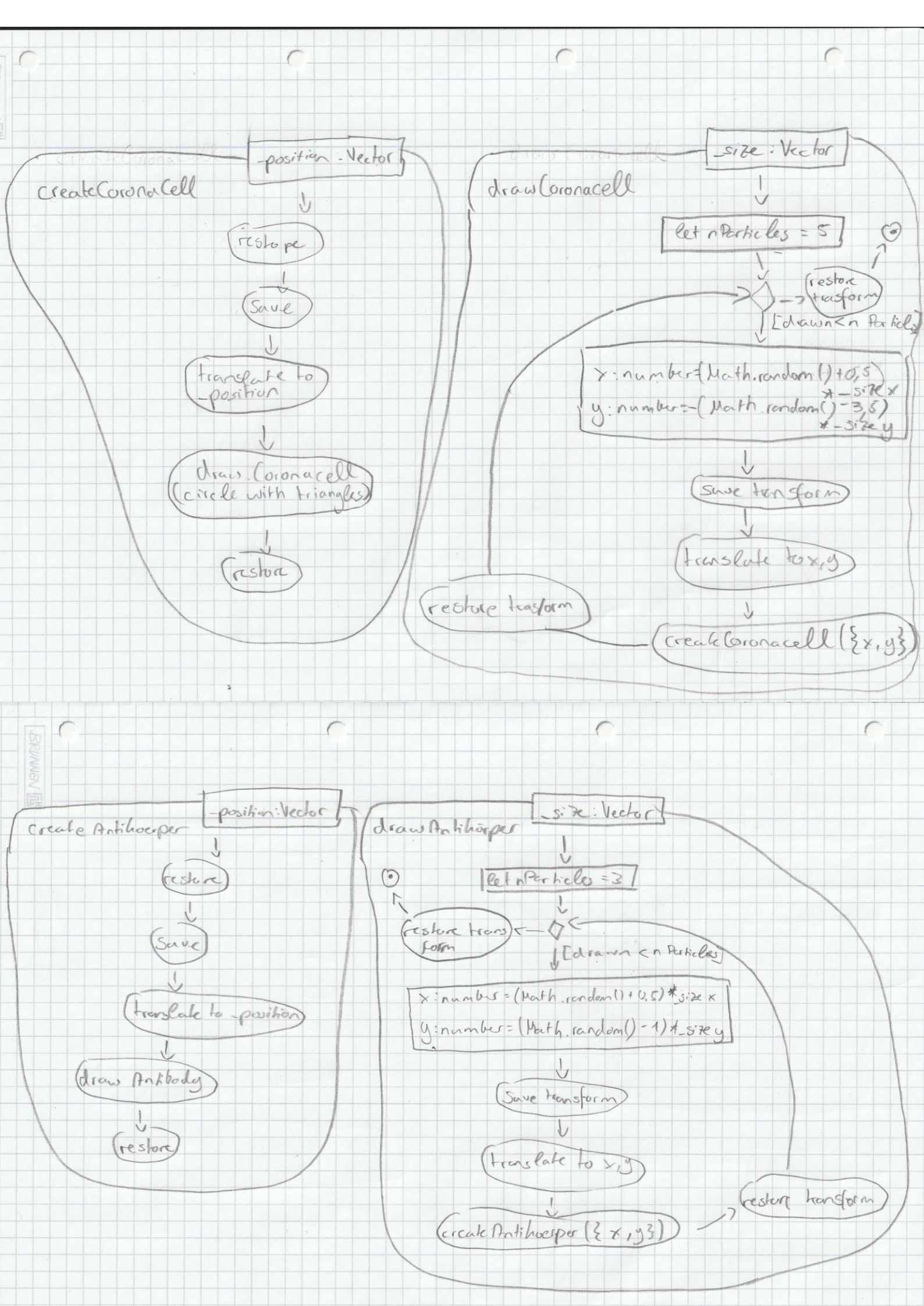
rotation rand
color: yellow

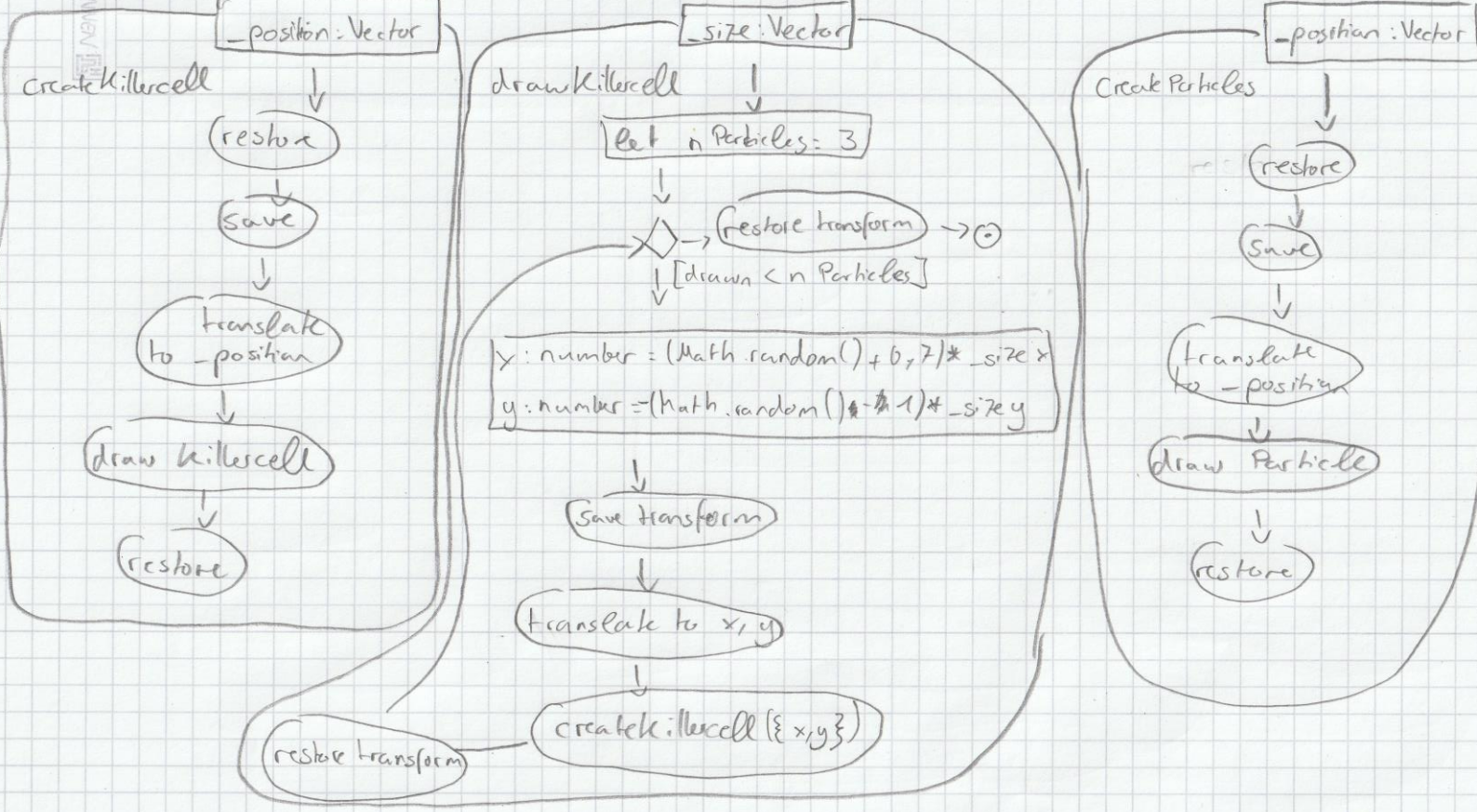
Killercells

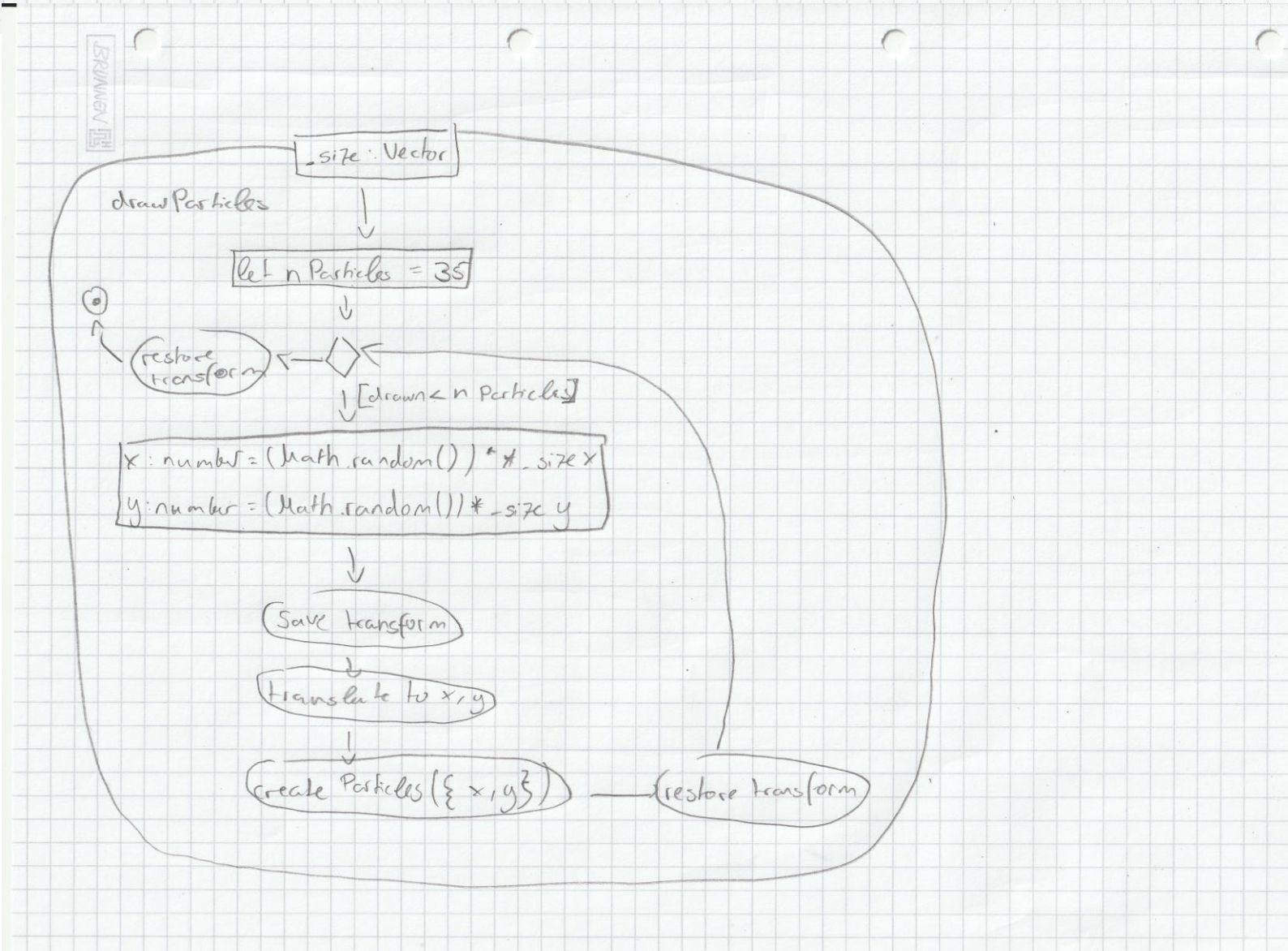
size random
color: yellow, light yellow, green

Virus Activity Diagram




createCoronaCell
_position : Vector
restore
save
translate to _position
drawCoronacell (circle with triangles)
restore
drawCoronacell
_size : Vector
let nParticles = 5
restore trasform
[drawn<n Particles]
x: number=(Math.random()+0,5) *_size x
y: number=-(Math.random()-3,5) *_size y
save transform
translate to x,y
createCoronacell({x,y})
restore trasform
createAntihoerper
_position: Vector
restore
save
translate to _position
draw Antibody
restore
drawAntihörper
_size: Vector
let nParticles = 3
restore transform
[drawn<n Particles]
x: number=(Math.random()+0,5) *_size x
y: number=(Math.random()-1) *_size y
save transform
translate to x,y
createAntihoerper({x,y})
restore transform


_position : Vector
createKillercell
restore
save
translate to _position
drawKillercell
restore
_size : Vector
drawKillercell
let nParticles = 3
restore transform
[drawn < n Particles]
x : number = (Math.random() + 0,7) * _size x
y : number = (Math.random() * 1) * _size y
save transform
translate to x, y
createKillercell ({x, y})
restore transform
_position : Vector
Create Particles
restore
save
translate to _position
draw Particle
restore


_size : Vector
drawParticles
let n Particles = 35
restore transform
[drawn < n Particles]
x : number = (Math.random()) * _size x
y : number = (Math.random()) * _size y
save transform
translate to x, y
create Particles ({x, y})
restore transform