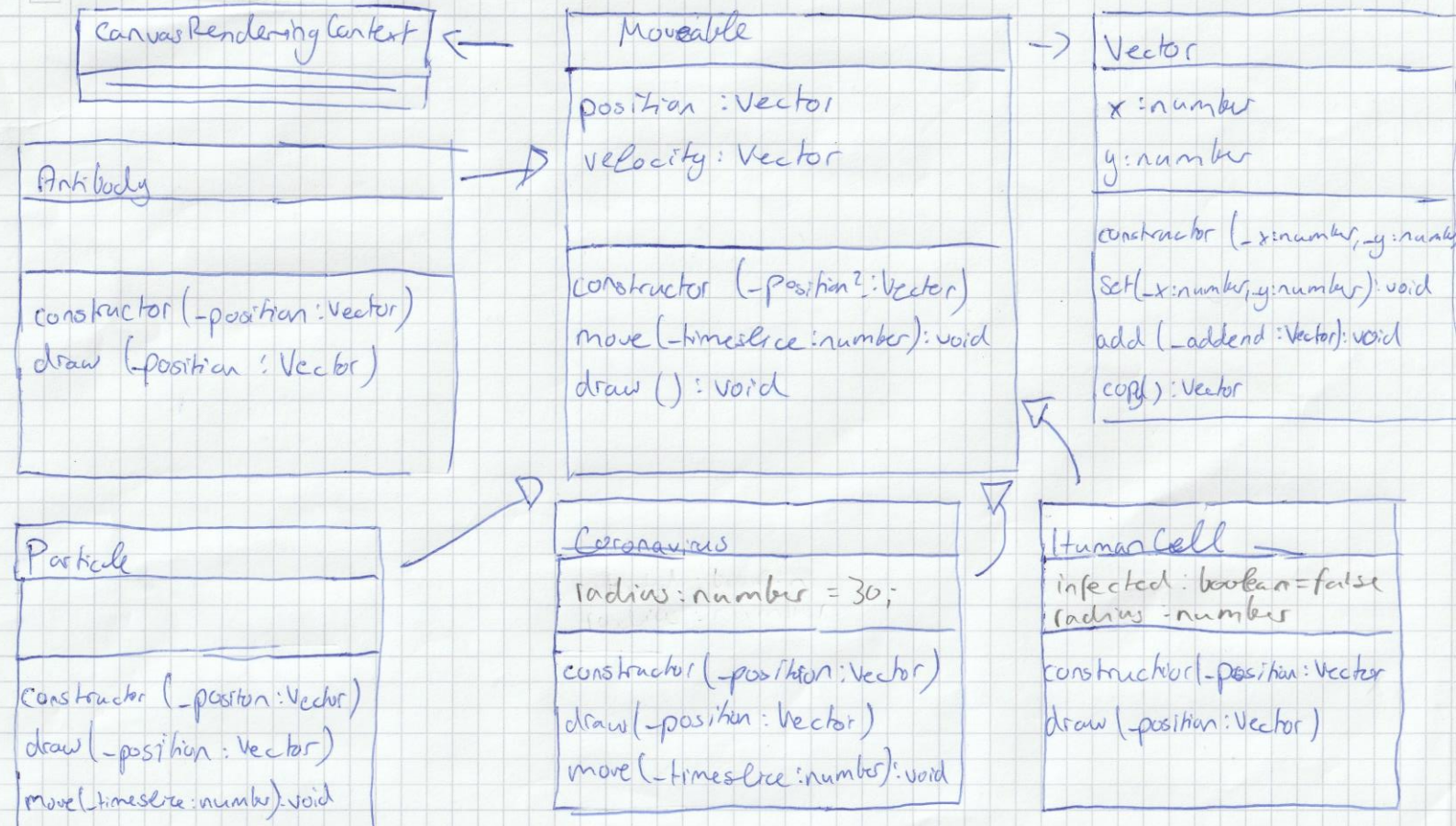
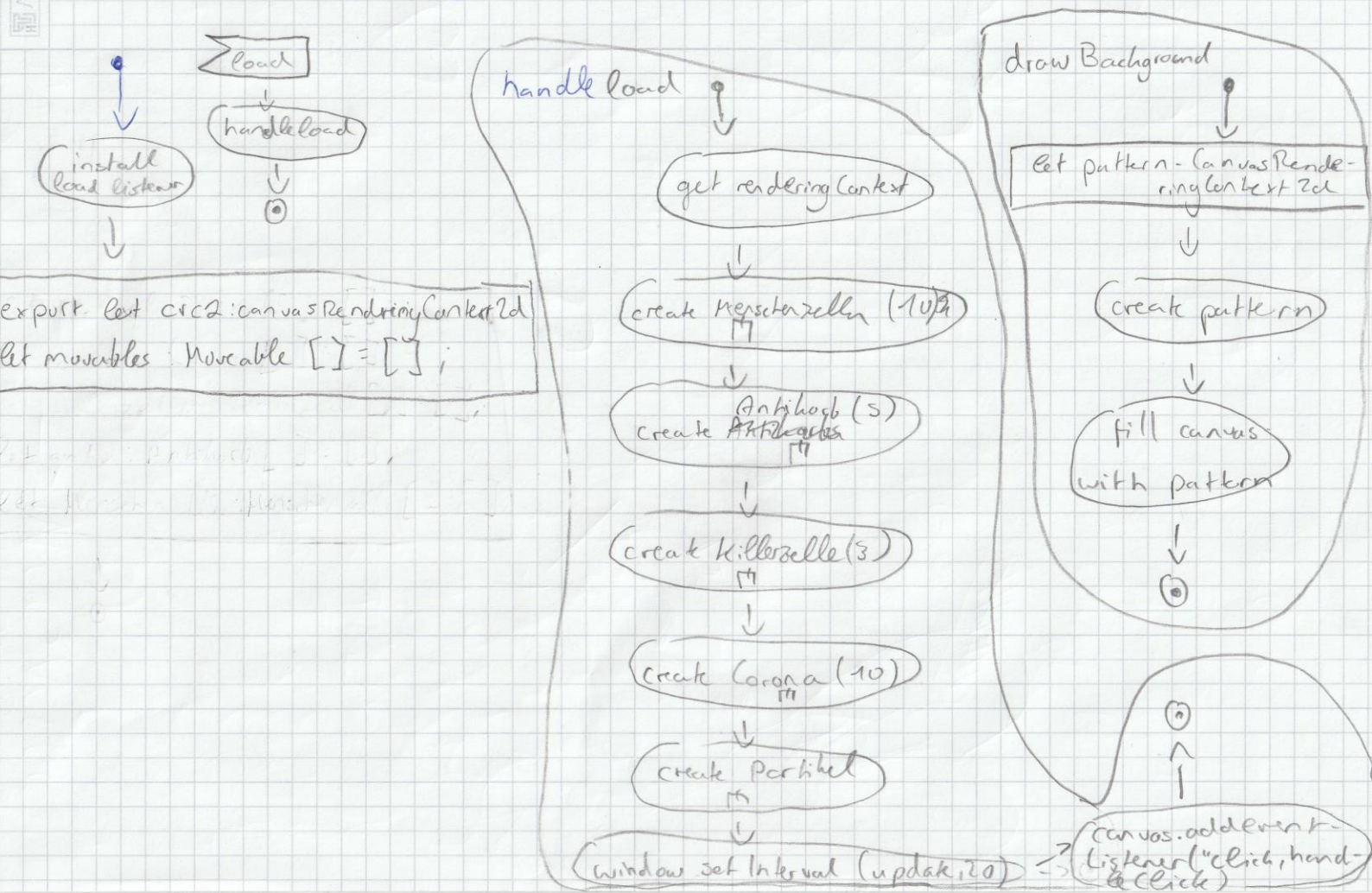


# Virus Class Diagram



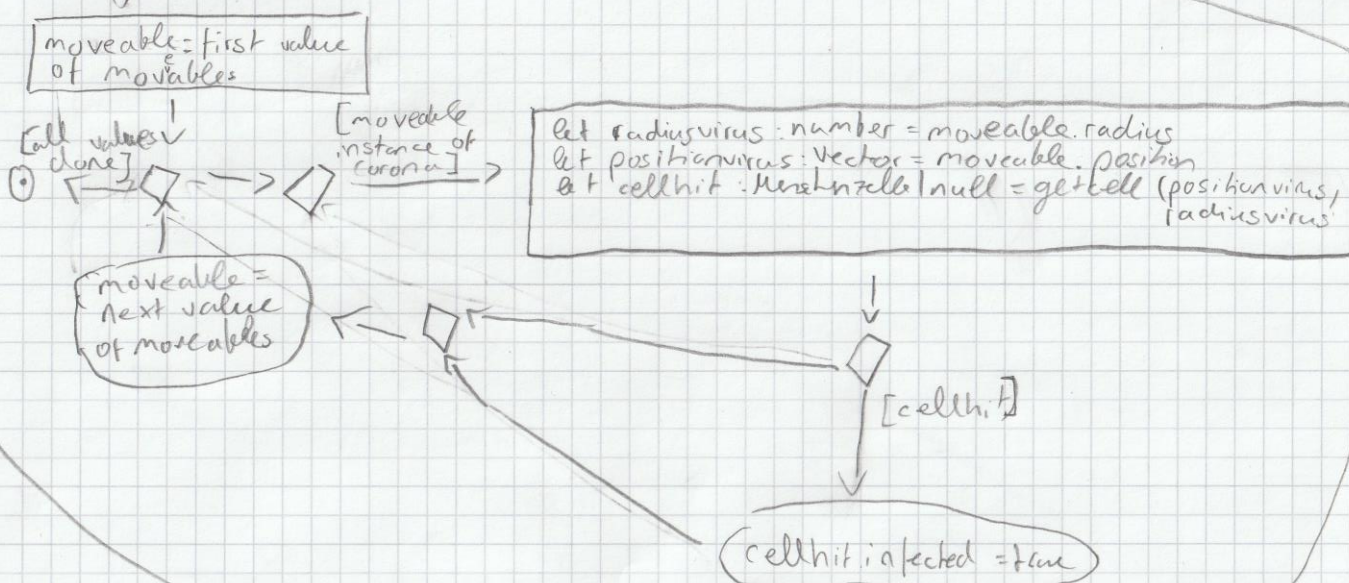
## Virus 9: Activity Diagram Canvas 2





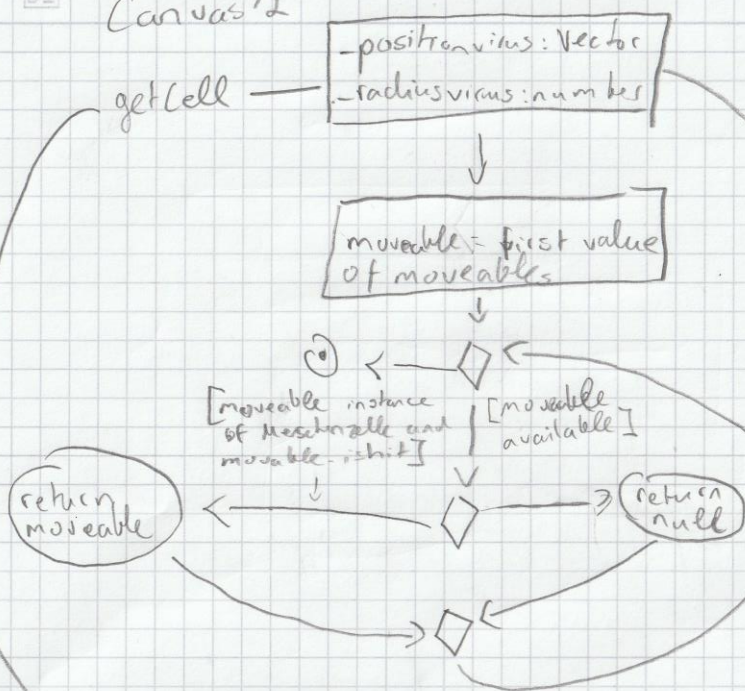
## Canvas 2

infection

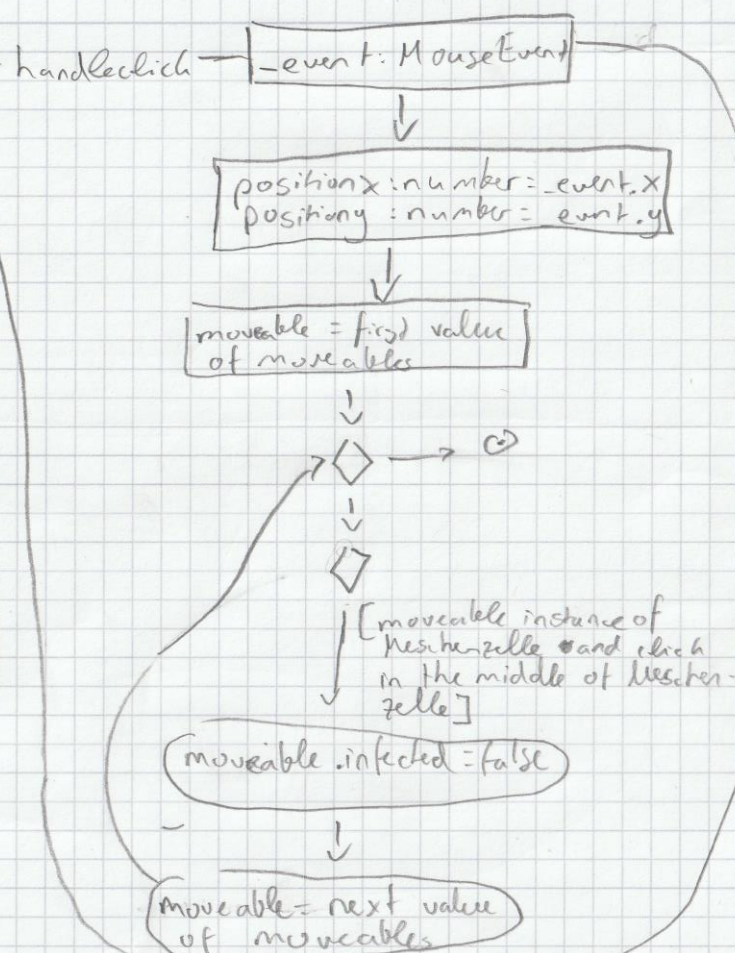


## Canvas 2

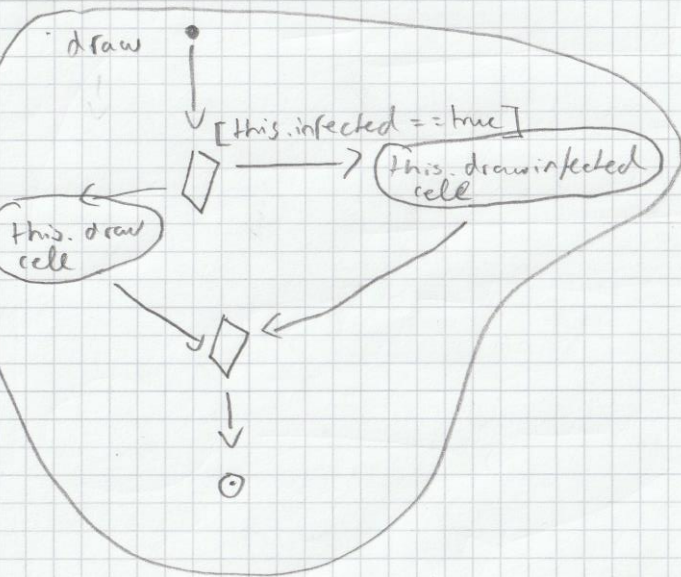
getCell



handleClick



## Menschenzelle



is hit

position virus: Vector  
radius virus: number

```

let distance x: number = this.position.x - position virus.x
let distance y: number = this.position.y - position virus.y
let radius: number = radius virus + this.radius + 10
let distance: number = (distance x * distance x) + (distance y * distance y)
  
```

