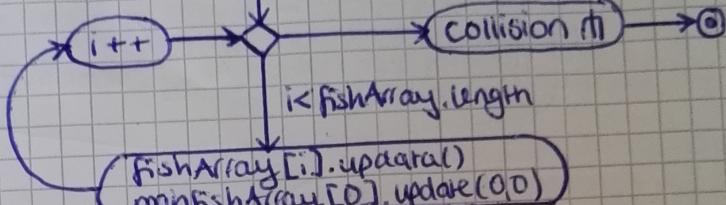


update

```
window.setTimeout(update, 1000 / fps)  
crc.clearRect(0, 0, canvas.width, canvas.height)  
crc.putImageData(imageData, 0, 0)
```

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



counter

```
document.getElementById("counter").innerHTML  
= pointArray.length.toString()
```

scalefish

```
mainfishArray[0].a += 0.2  
mainfishArray[0].size += 0.2
```

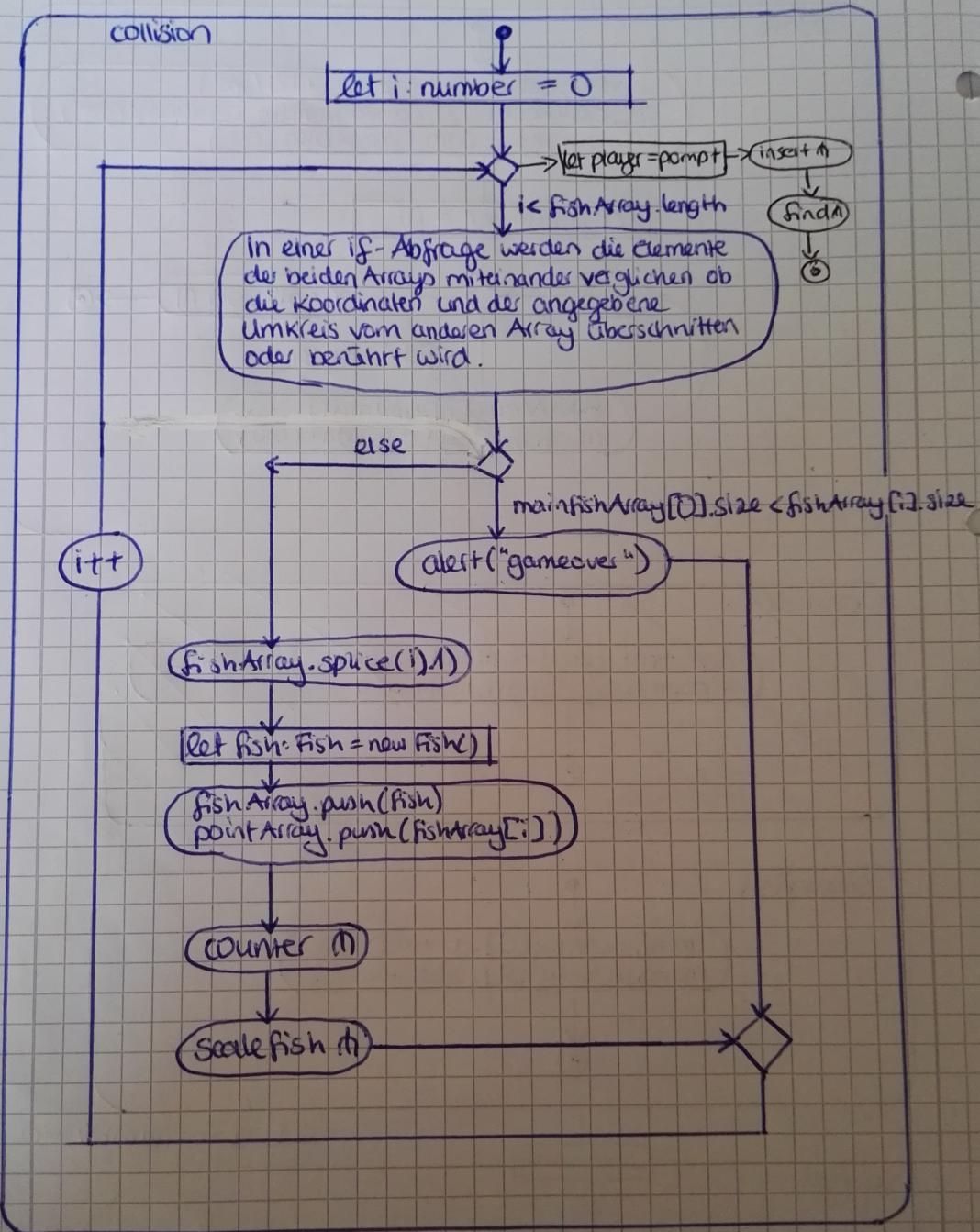
counter

```
let score: number = 0
```

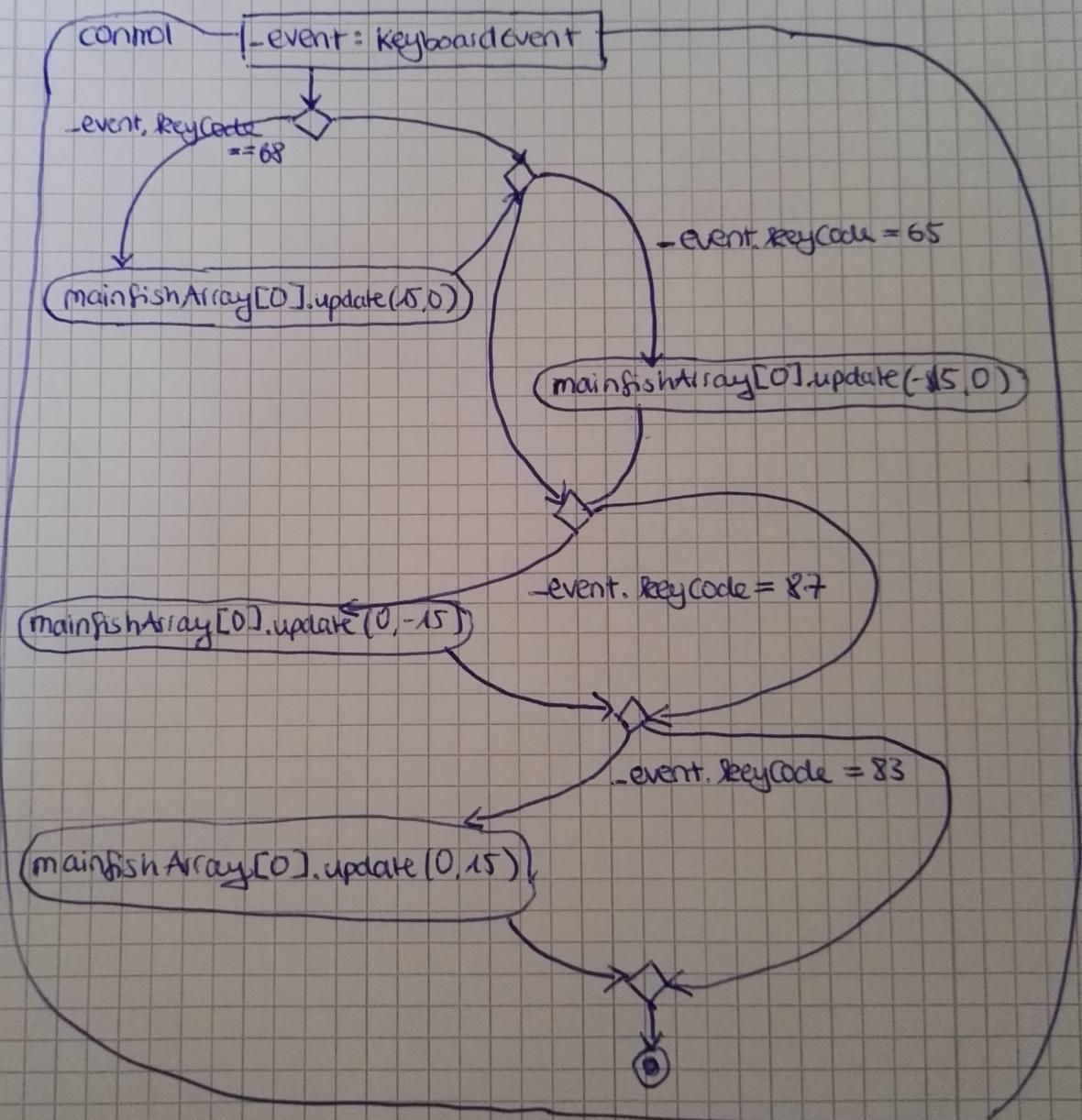
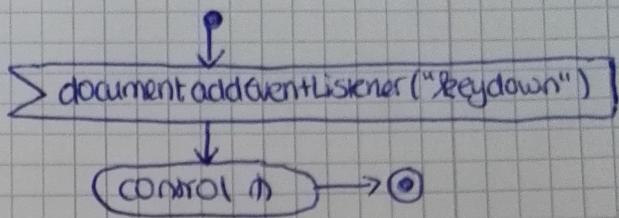
```
_score: number
```

```
score += _score
```

```
document.getElementById("counter").  
innerHTML = score.toString()
```

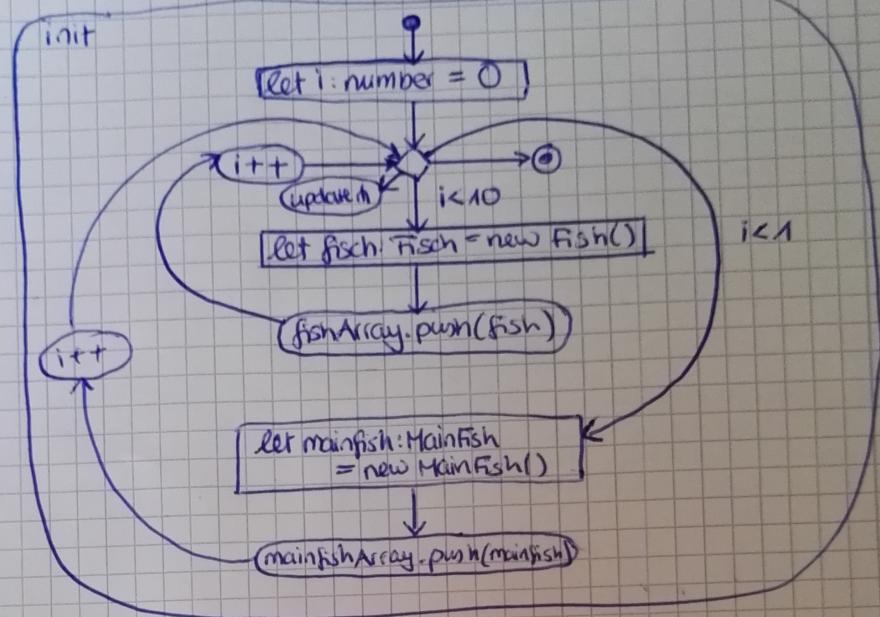
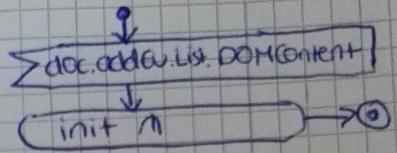


control



Endangabe EIA

canvas.ts



update

Diagram showing the execution flow of the update function:

```
graph TD; Start(( )) --> Update[update]; Update --> SetI[let i: number = 0]; SetI --> Loop(( )); Loop --> Condition{i < fishArray.length}; Condition --> CollisionA(( )); CollisionA --> CollisionACondition{i < fishArray.length}; CollisionACondition --> CollisionAUpdate[fishArray[i].update()]; CollisionAUpdate --> CollisionA; CollisionA --> End(( ));
```