

class Diagram

Canuas context

Paraglider

position: vector velocity: vector activity: string

constructor

(-velocity: vector/
-position: vector,
-activity: vector)

olraw (): void;
move (-timeslize: number): voio;
getRandomNumber: voio
change (olor (): strng

vector

×: number

y: number

_radius x: humber -radius y: humber

constructor (_x:number;_y:number)

set (-x:number, y:number): void scale (-factor:number): void add (-addend: vector): void substract (-sub: vector): void randomite(-minlengh:number

-maxlength : number): voil

Canuals context

Bumblebæ

position: vector velocity: vector activity: string

constructor
(-ve(ocity:vector)
-position: vector)
draw (): void;
move (): void;

vector

×: number

y: number

_radius x: humber -radius y: humber

constructor (_x:number;_y:number)

set (_x:number, y:number) = void scale (_factor:number): void add (_addend: vector): void substract (_sub: vector): vaid randomize(_minlengh:number

-maxlength : number): voil