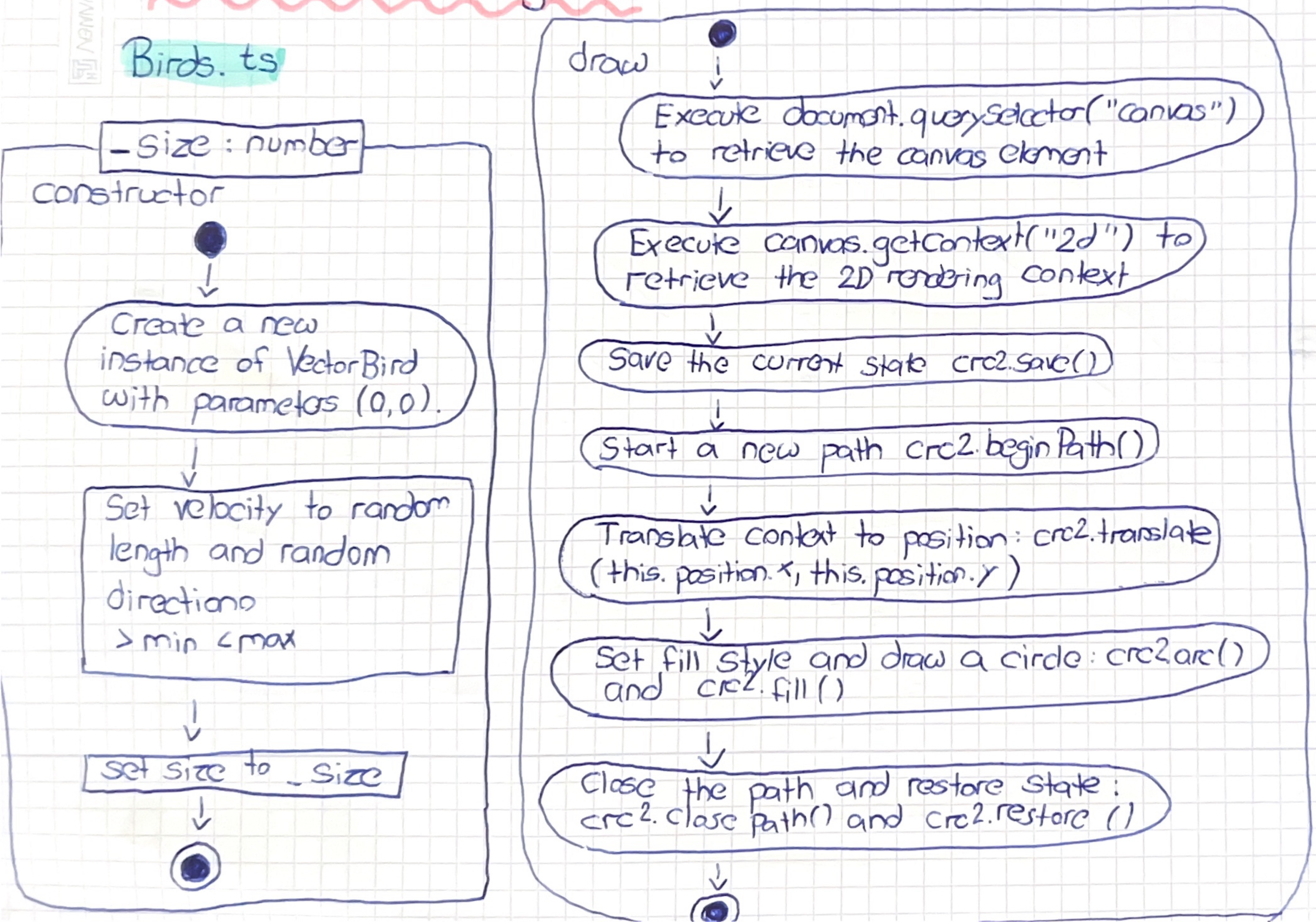
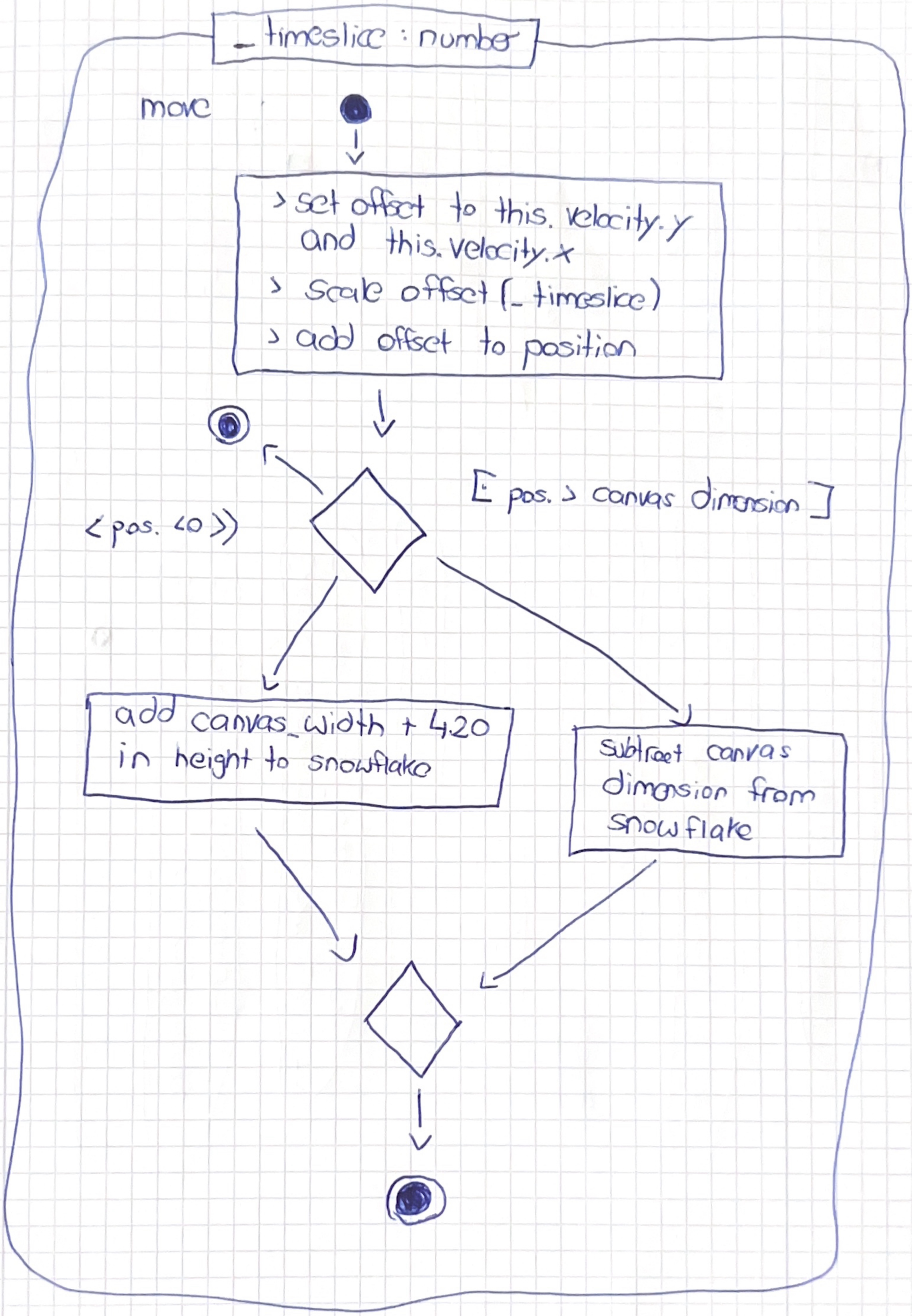
A9.2 Aktivitätsdiagramm

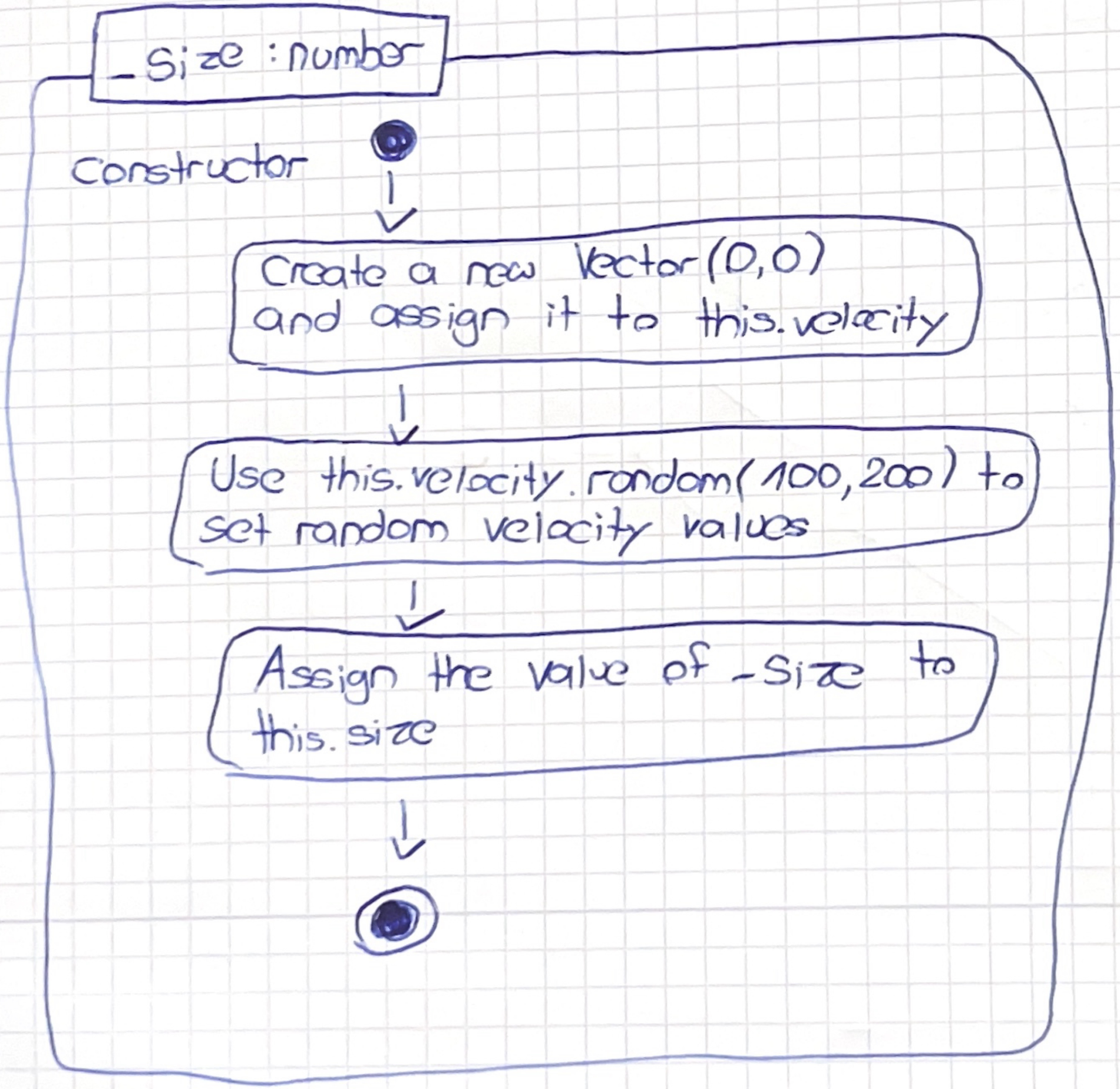
Birds.ts

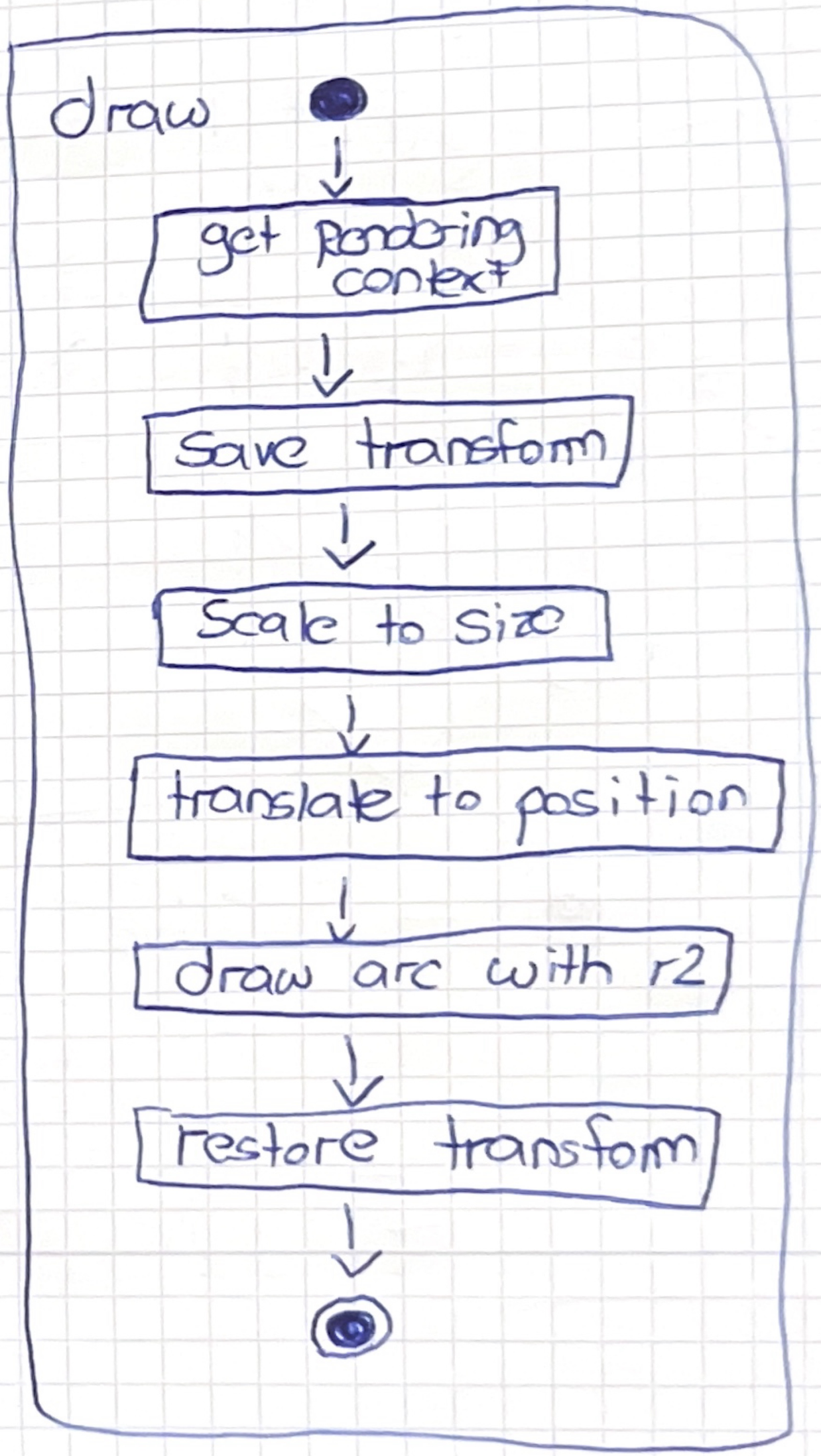


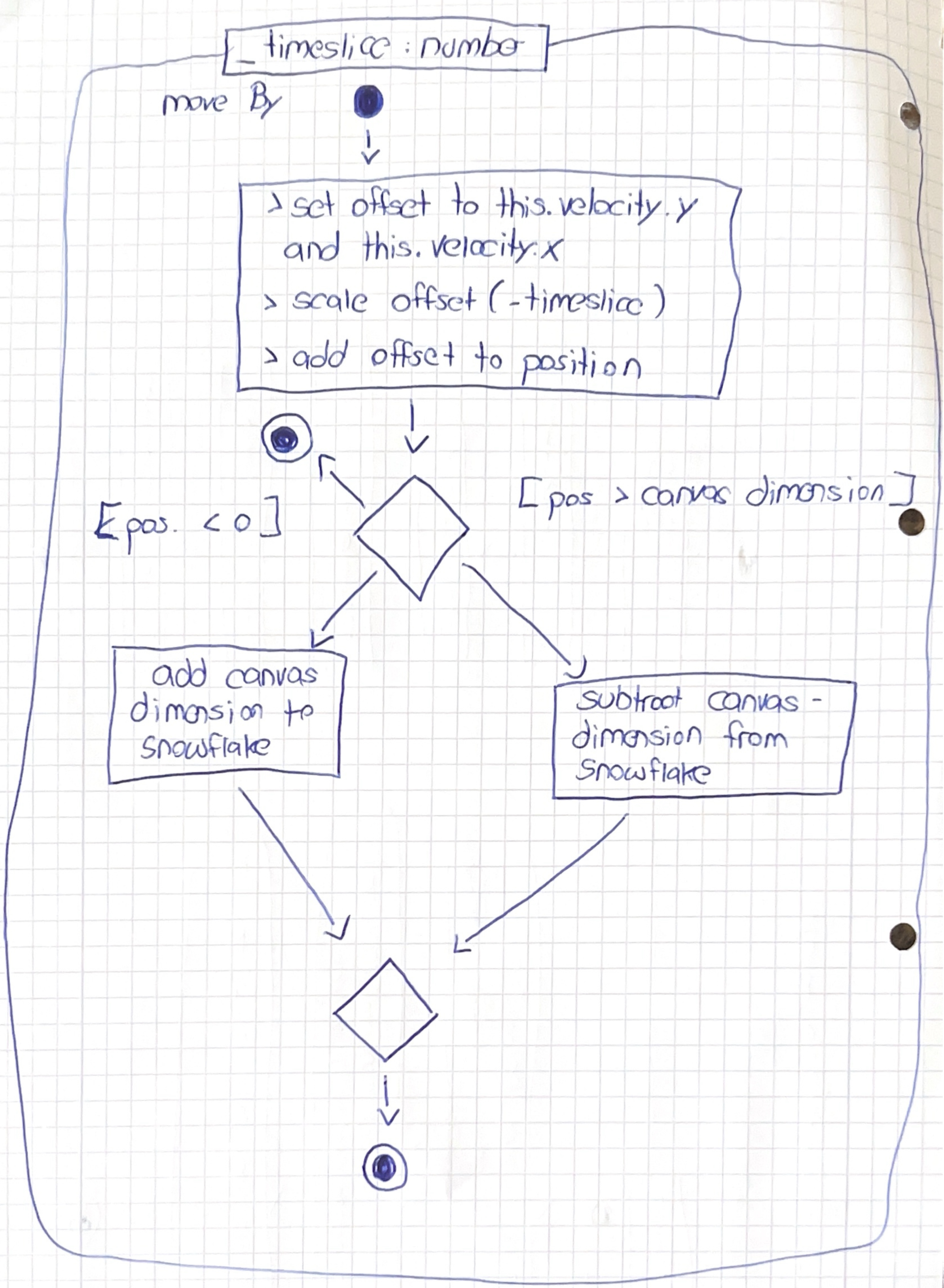

_timeslice : number
move
> set offset to this.velocity.y and this.velocity.x
> scale offset (_timeslice)
> add offset to position
<pos. <0>>
[pos. > canvas dimension]
add canvas_width + 420 in height to snowflake
subtract canvas dimension from snowflake

A9.2 Aktivitätsdiagramm

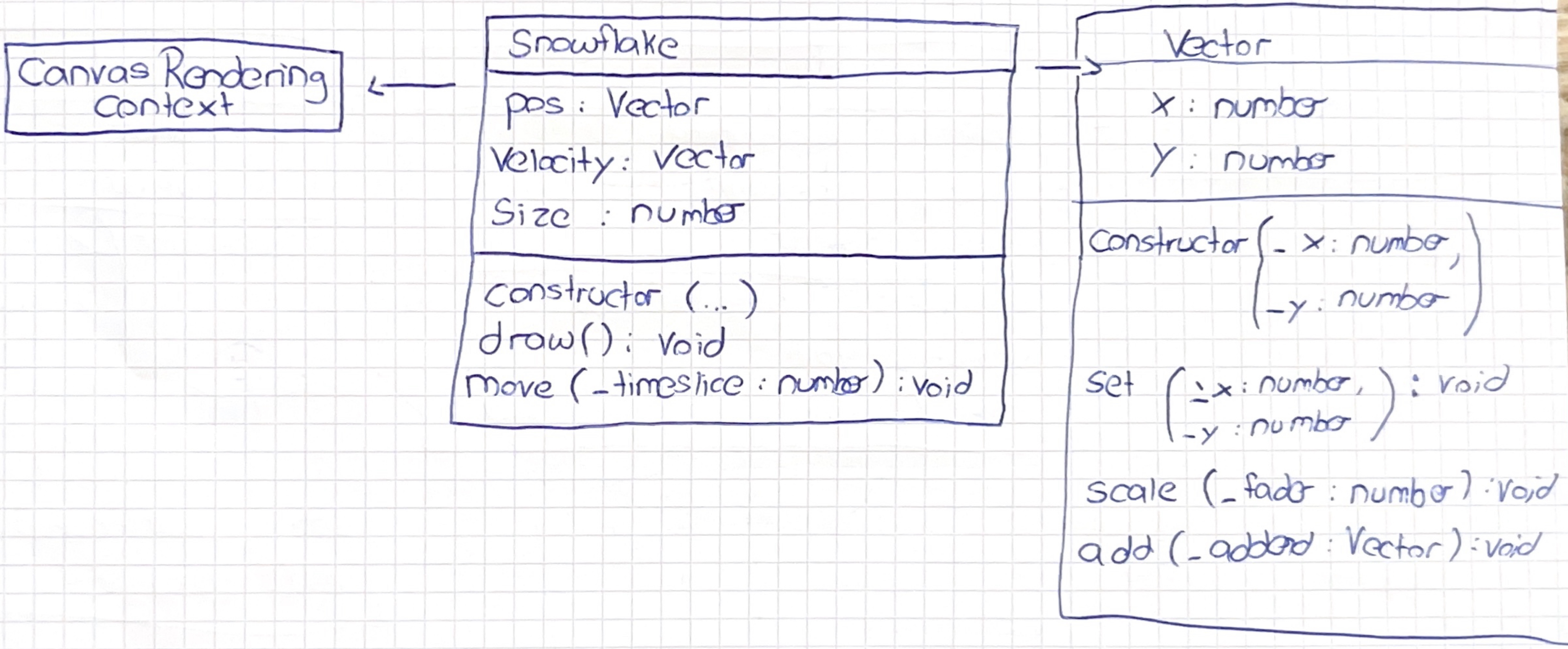
Snowflake/snow.ts

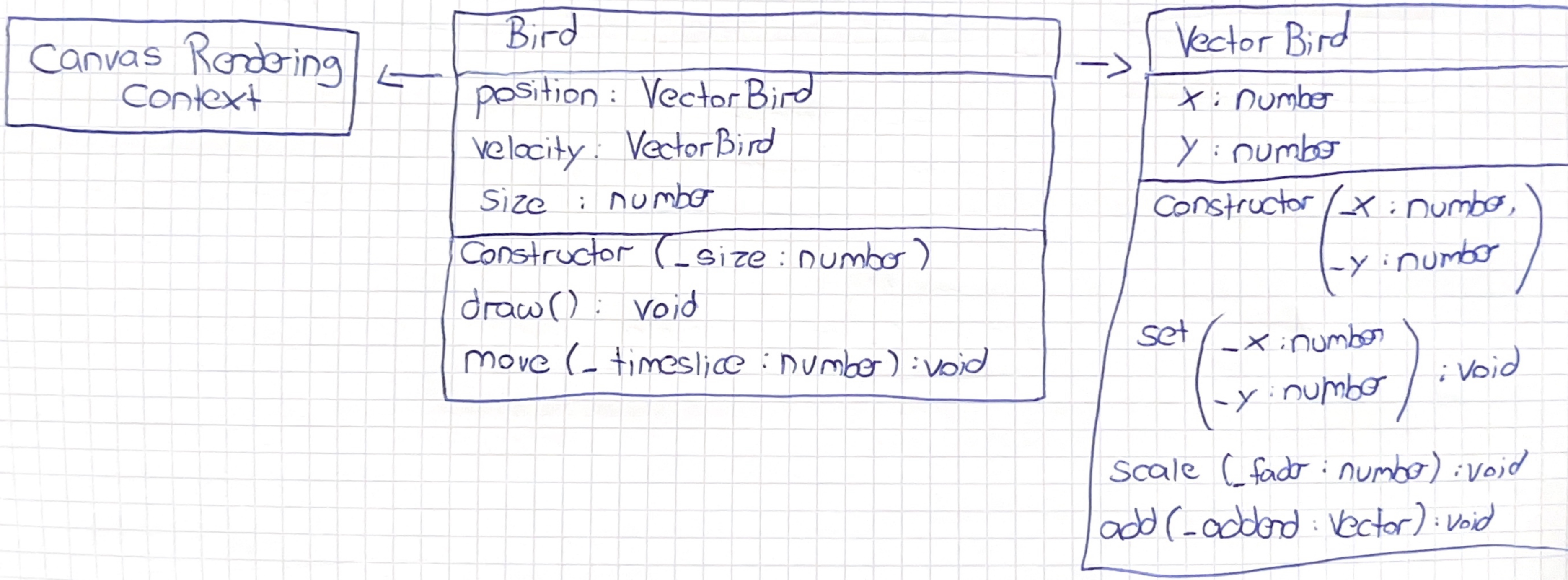





_timeslice : number
moveBy
> set offset to this.velocity.y and this.velocity.x
> scale offset (-timeslice)
> add offset to position
[pos. < 0]
[pos > canvas dimension]
add canvas dimension to snowflake
subtract canvas - dimension from snowflake

A9.2 Class diagramm




Canvas Rendering Context
Bird
position : VectorBird
velocity : VectorBird
size : number
Constructor (_size : number)
draw() : void
move (_timeslice : number) : void
Vector Bird
x : number
y : number
Constructor (_x : number, _y : number)
set (_x : number, _y : number) : void
scale (_factor : number) : void
add (_addend : Vector) : void