LOG_ Classes class-Diagram Canvas Rendering Context Vector +x: number Antibody +y: number tonstructor(xnumber,-y:number) + (clor: string Moveable + set(x:number,-y:number): void Ascale (factor, number) void -type: number position . Vector tadd (- addend: Vector): void + size : number relocity: Vector constructor (size numbers)
+ drawlivoid + speed intimber constructor (position Veder) Drop move (timelte: number): void Static draw (1: void abstract + color: string position: Vector - yre: number - velocity : Vector +size: number constructor (size in unber, pesition: Vector)
throve(-timelive: number): void -D constructor: (_position: vector) +draw (): void y draw (); void abstract cell 4- in Rected reding number Killercell Virus type: number - type: number +color: string Lung + Size: number +size: number + color: string constructor (-size: number)
position: vector
draul) void ms infected is other - Type: number + size: number + color: string type: number +draw (): void + Size: number constructor (-size: number constructor (-size number) Constructor (-size inumbe) +crow () void position vetor tdraw (): void

Virus draw - size: number / -position: vector Constructor save transform super (-position) Franslate to position set relocity to random direction and random length scale to size I min < max Set are to size draw path fill restore infect | speed: number transform more slow