209_ Classes Class-Diagram

Vector Canvas Rendering Context x: number y: number constructor(-x:number,-y:number) set(x:number,-y:number): void Virus scale (factor, number) void position . Vector add (- addend: Vector): void velocity: Vector type: number size: number bood constructor (size number) move (timelte: number): void position Vector color string draw (1, void relocity: vector type: number size: number constructor (size number) word - timelive : number) void draw (): void

Antibodies

position: Vector doring
velocity: Vector string
type: number

size: number

draulivoid

Villeralls

position: Vector

velocity: Vector

pe: number

size: number

color: string

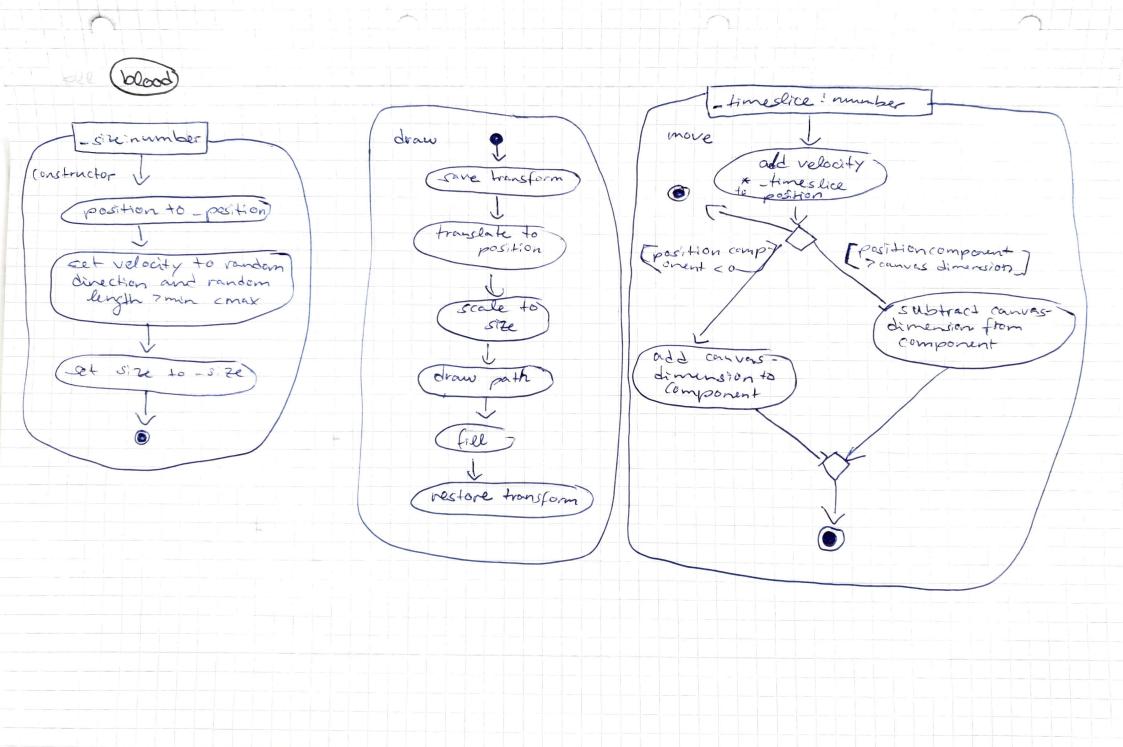
draw(): void

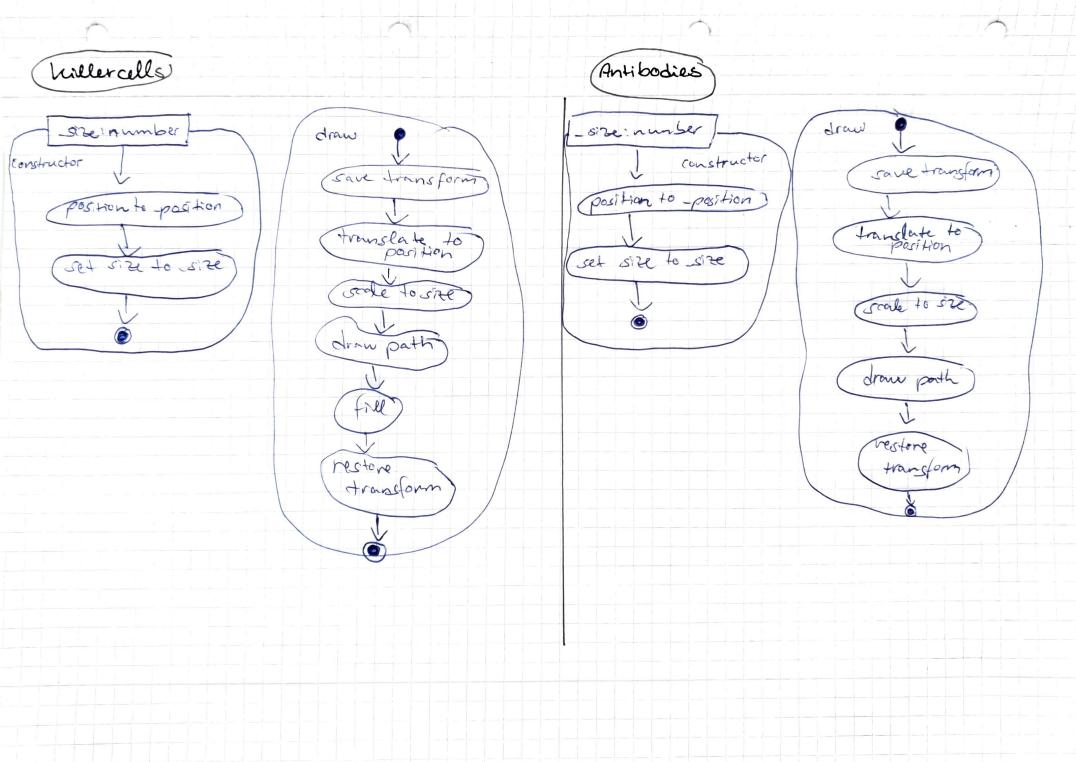
lung
position: Vector
velocity: vector string
type: number
size: number

cells
pasition: Vector
vector vector
velocity: vector velor:
type: number string
size: number

i)
draudivoid

LOg_ classes Activity Diagram Virus - Size: number draw timeslice number constructor move save transform position to position add velocity * timeslice) to position Franslate to set relocity to position random direction and random length position component [pasition component co] scale to size 2 canvas dimension I min cmax (Set se to size draw path subtract convasdimension from add comvas (omponent dimension. to component restore transform (6)





Cells Constructor

size in umber parition to position) set size to size draw rave transform Franclate to position (Trale to size) draw path frel restore transform 100

