

LOG - Classes class-Diagram

Canvas Rendering Context

Vector

x: number
y: number

constructor(-x: number, -y: number): void
set(x: number, y: number): void
scale(-factor: number): void
add(-addend: Vector): void

Antibodies

position: Vector color: string
velocity: Vector
type: number
size: number

draw(): void

Virus

color: string
position: Vector
velocity: Vector
type: number
size: number

constructor(-size: number)
move(-timelife: number): void
draw(): void

blood

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

constructor(-size: number)
move(-timelife: number): void
draw(): void

Killercells

position: Vector
velocity: Vector
type: number
size: number
color: string

draw(): void

lung

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

draw(): void

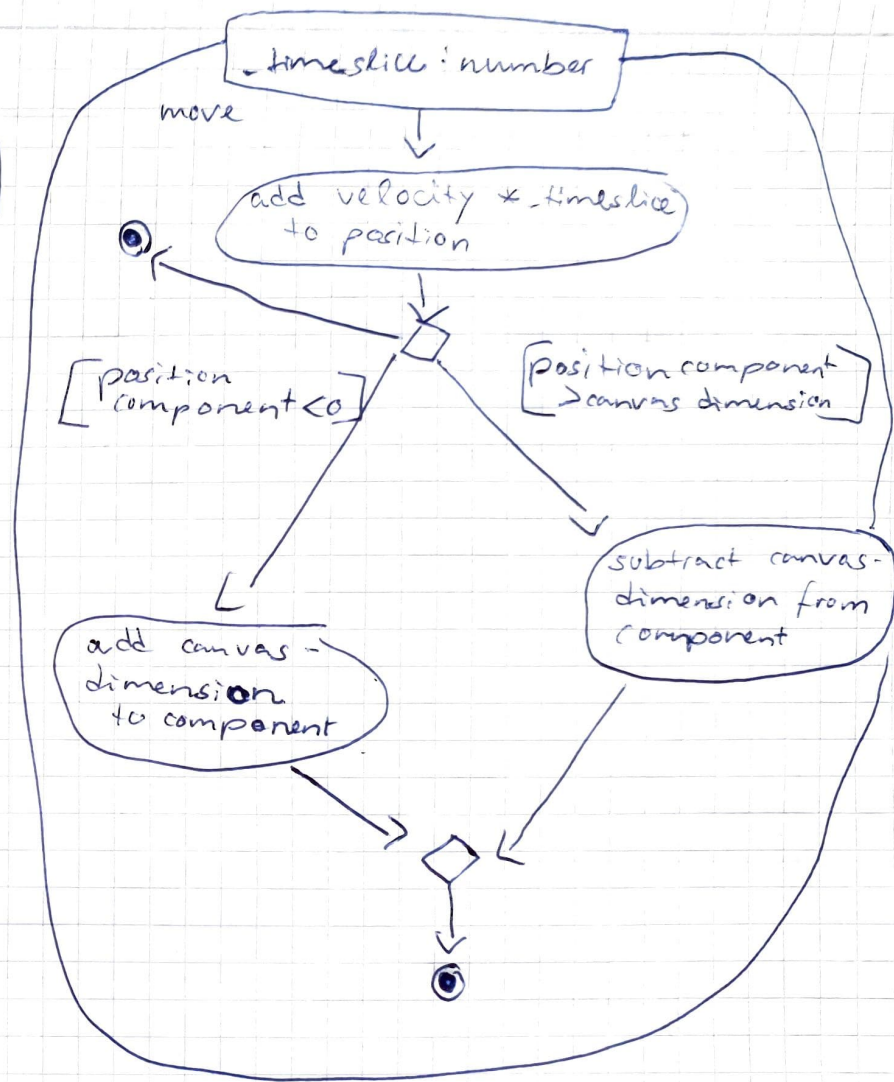
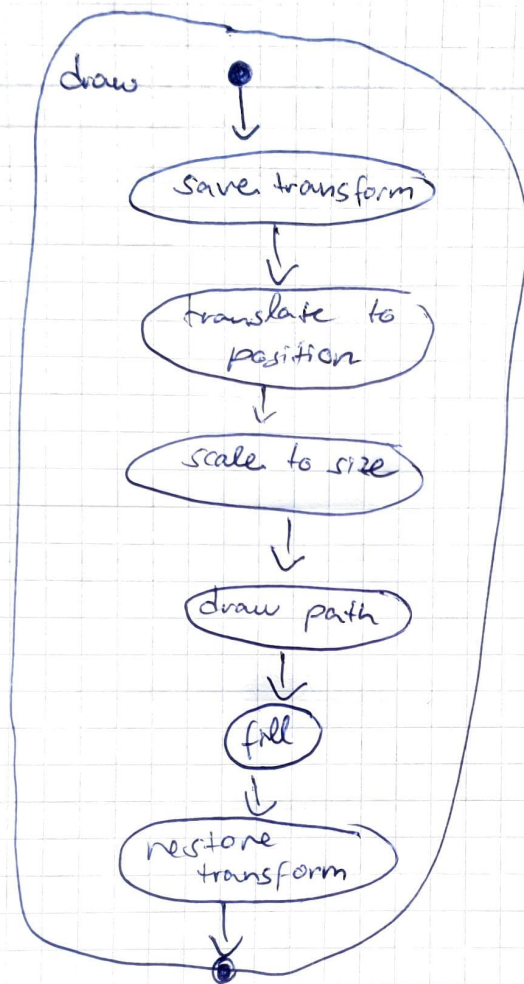
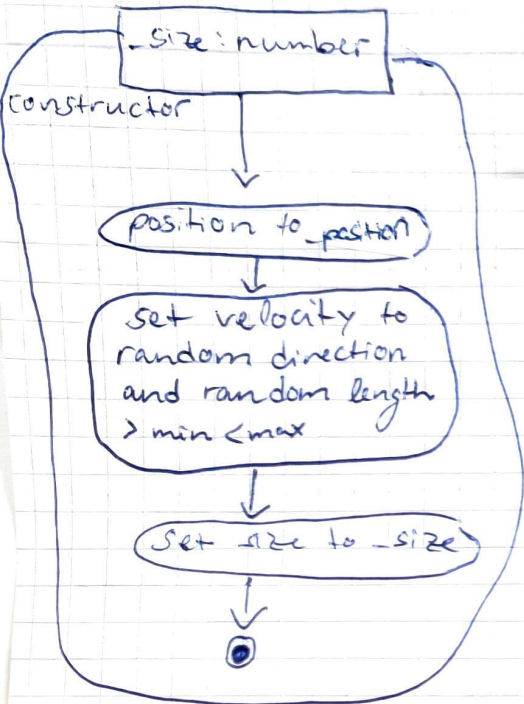
cells

position: Vector
velocity: Vector color: string
type: number
size: number

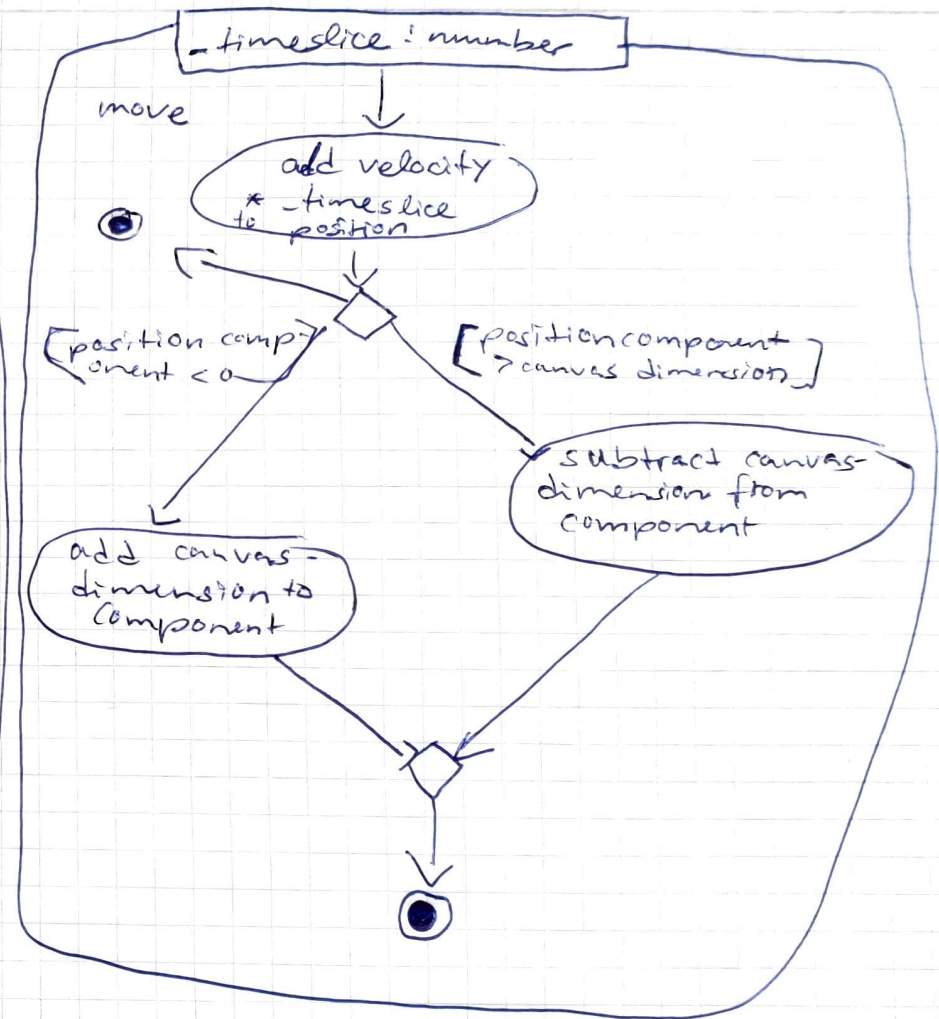
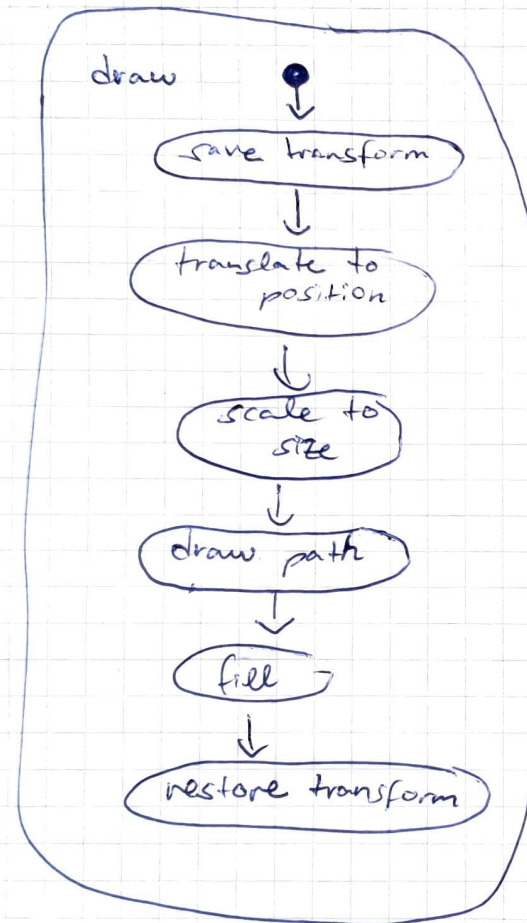
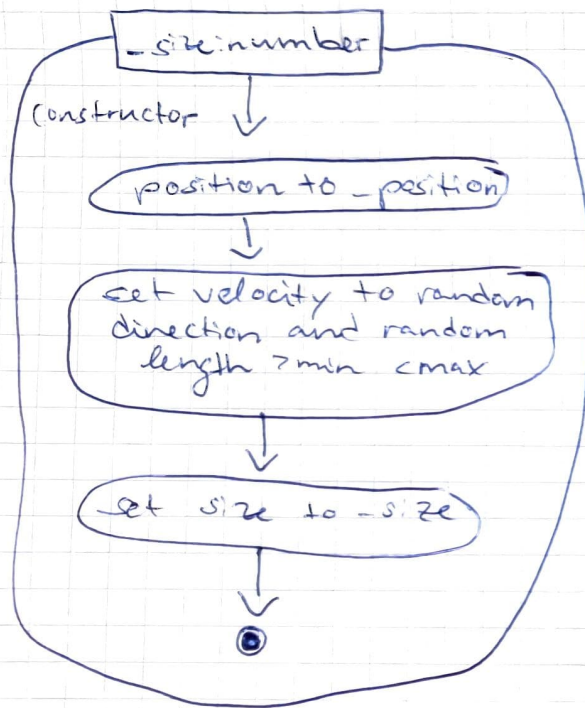
draw(): void

Log-classes Activity Diagram

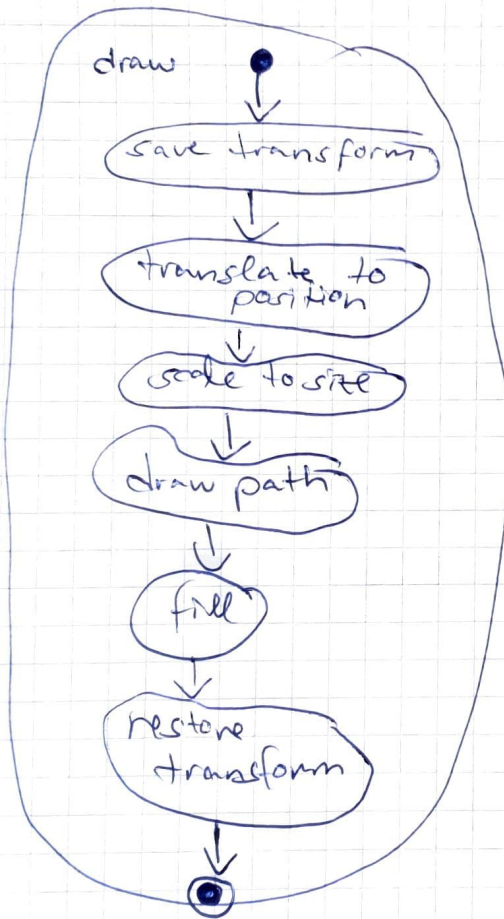
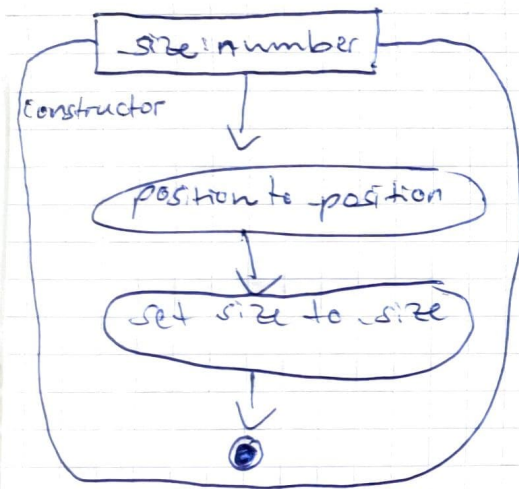
Virus



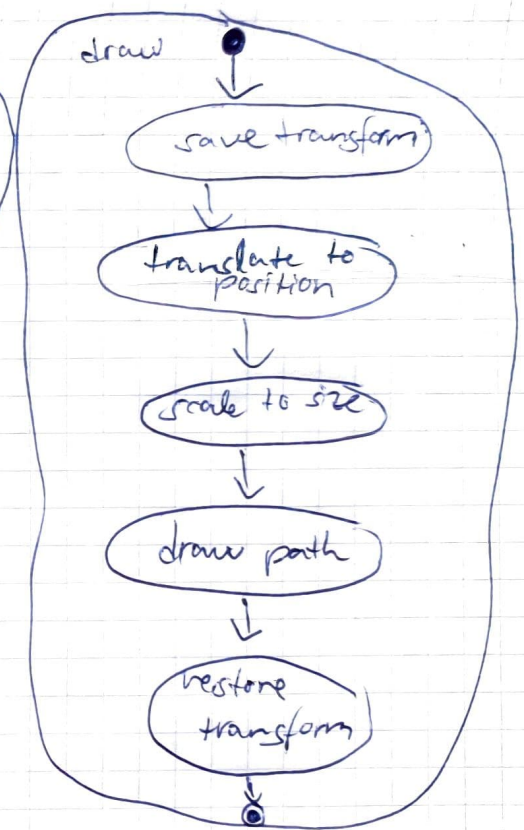
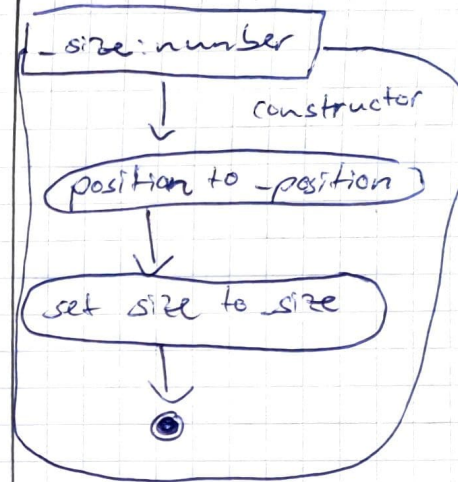
cell blood



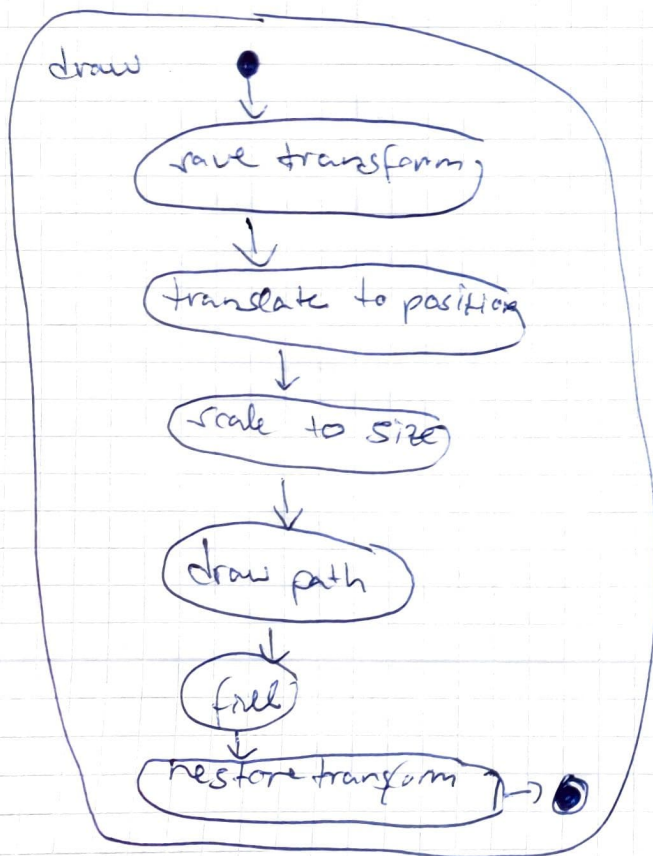
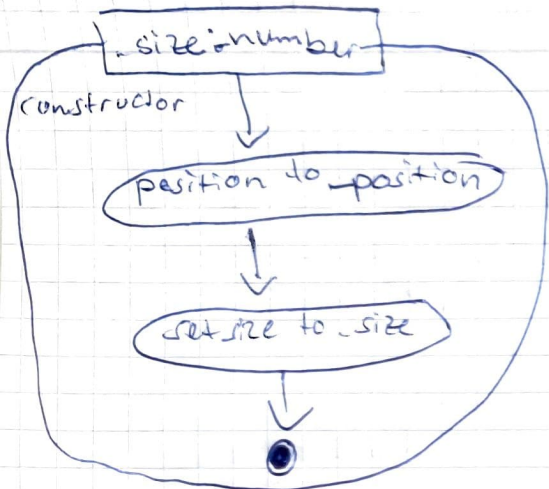
Killercells



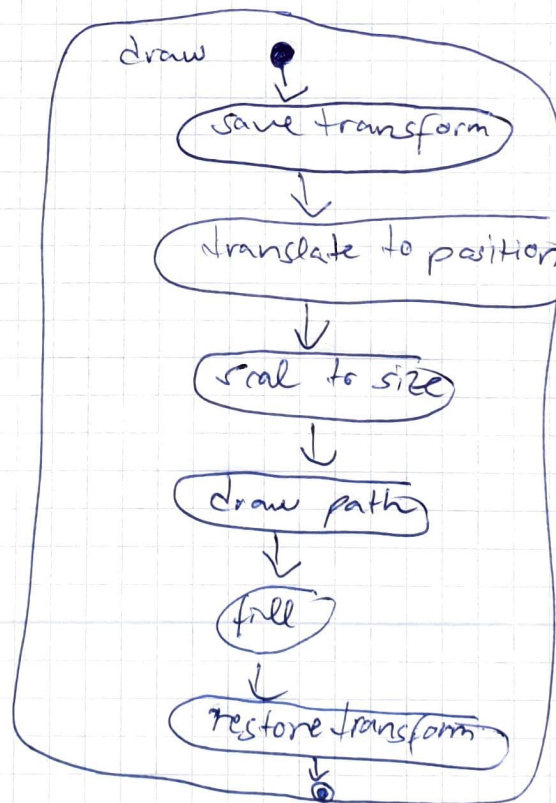
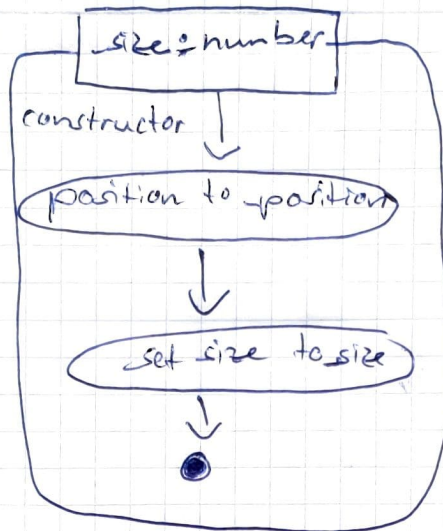
Antibodies



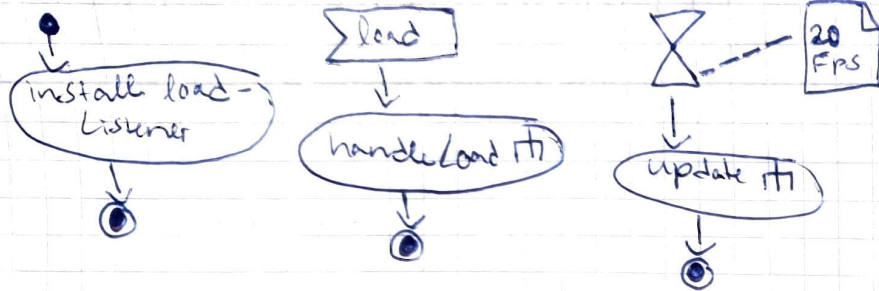
Cells



lung



Log - Classes Main



crc2
virus: Virus[]
Cells: Cells[]
background: background
Antibodies: Antibodies[]
lung: lung[]
blood: blood[]

