

Class Diagram

Canvas Rendering Context

Skier
position: Vector velocity: Vector type: number colour: string constructor(size: number, -position: number) move(-time slice: number): void draw(): void

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

Canvas Rendering Context

Snowflake
position: Vector velocity: Vector type: number constructor(size: number, -position: number) move(-time slice: number): void draw(): void

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

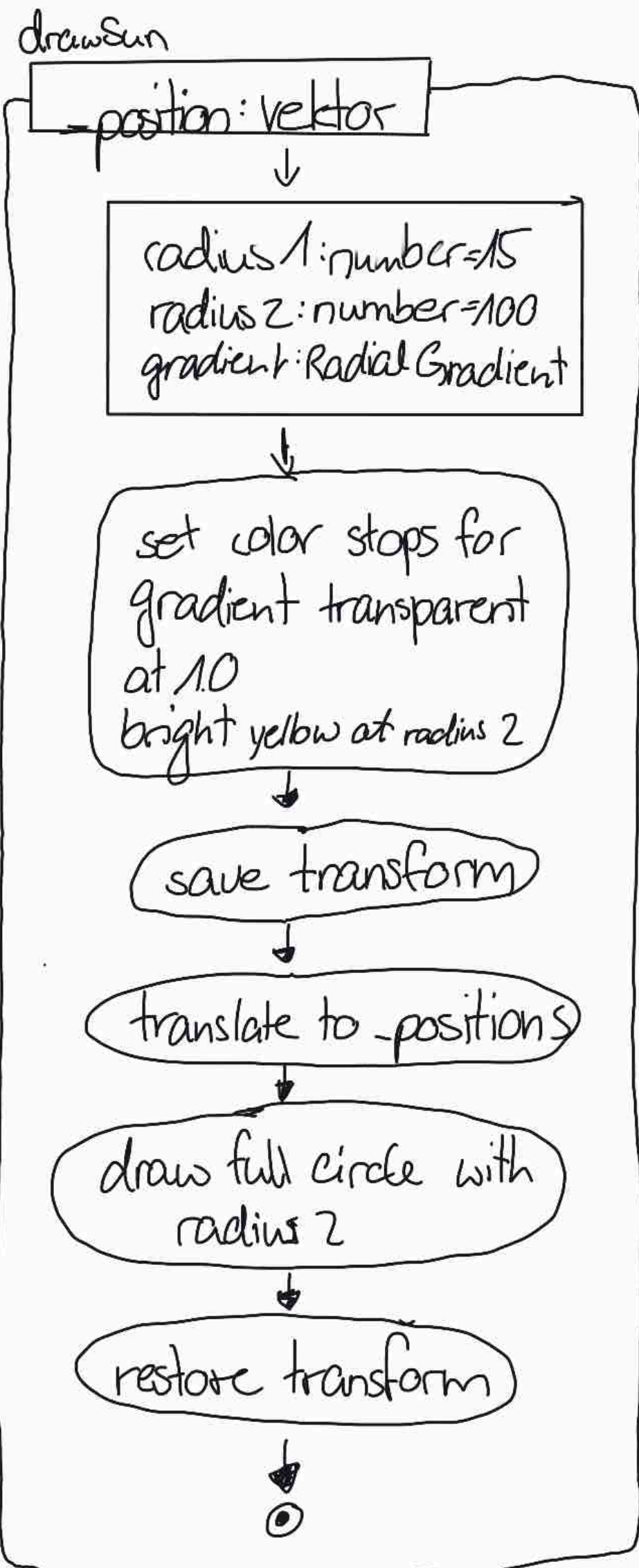
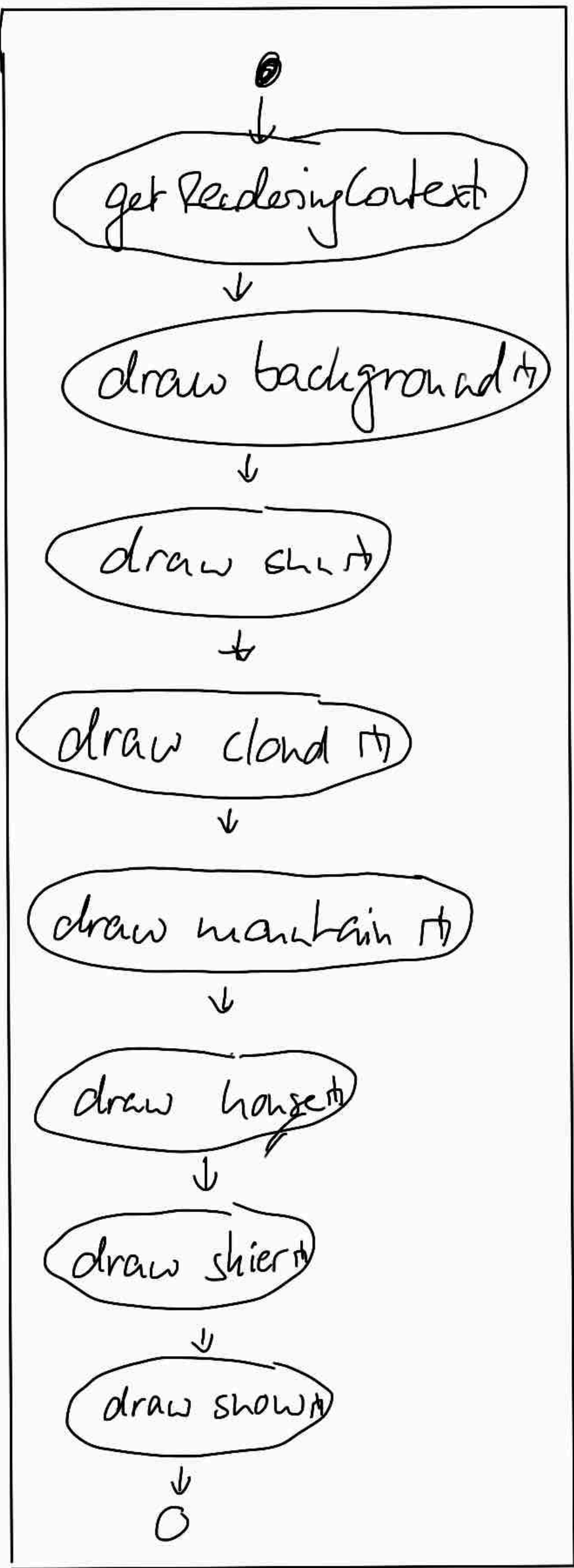
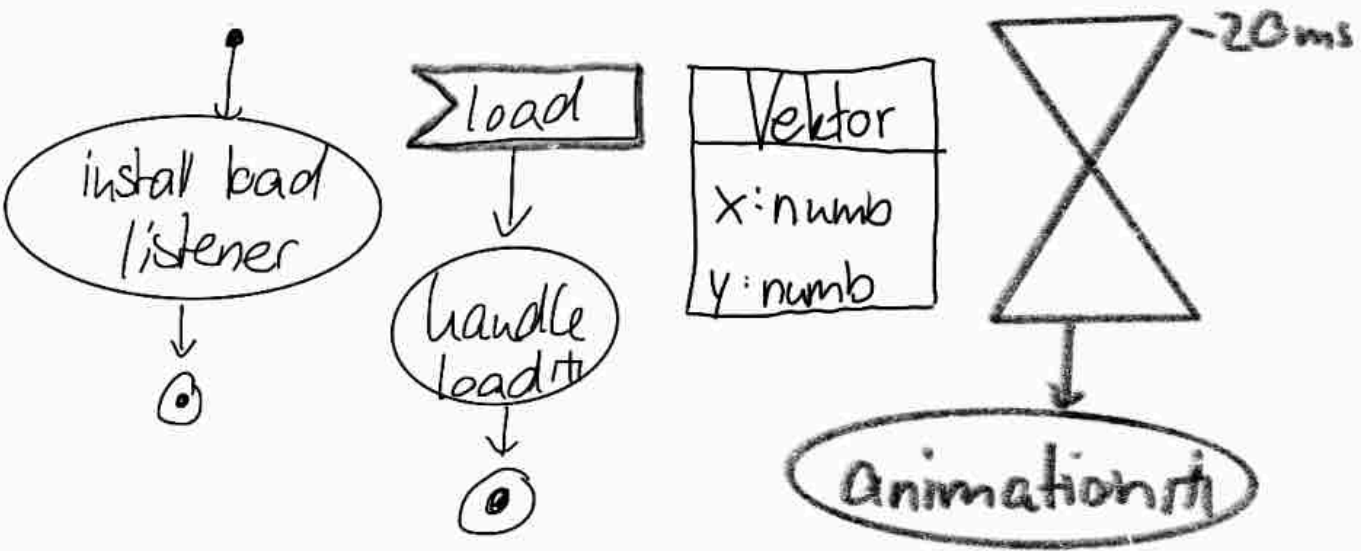
Canvas Rendering Context

Lift
position: Vector velocity: Vector type: number constructor(size: number, -position: number) move(-time slice: number): void draw(): void

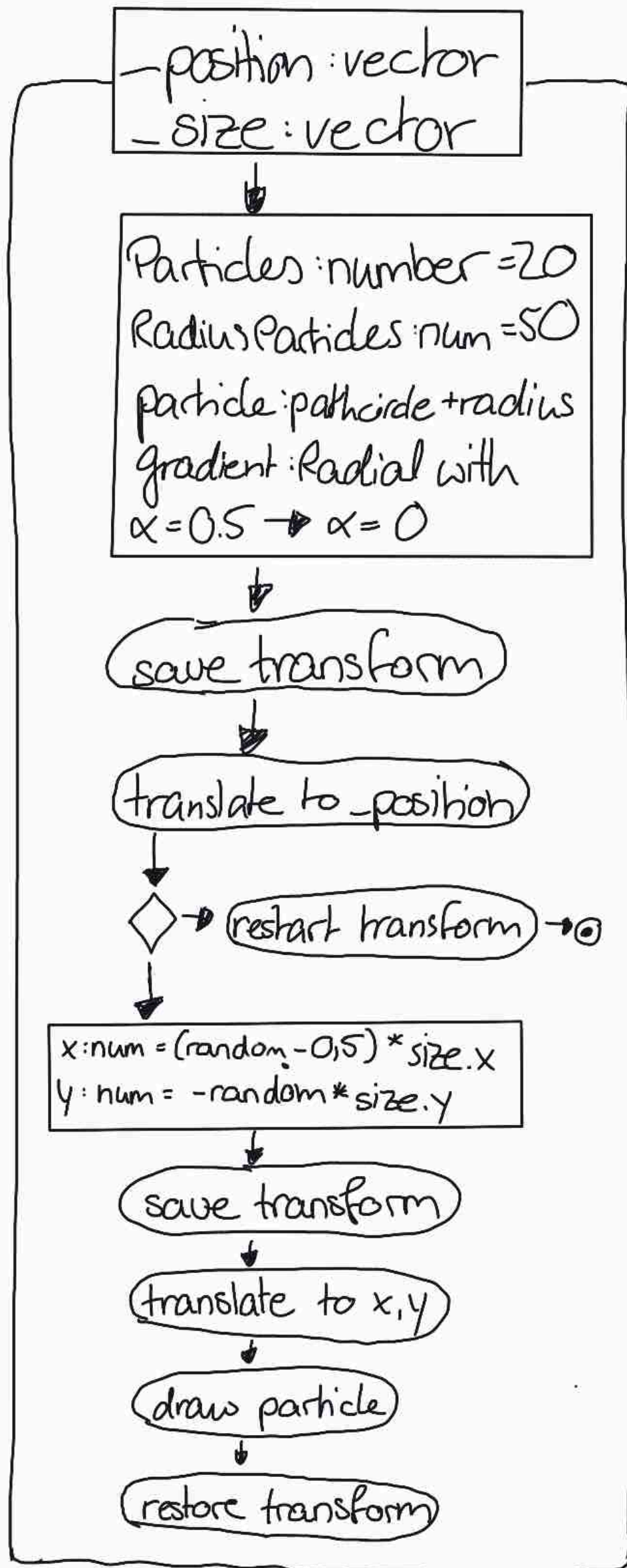
Vector
x: number y: number constructor(-x: number, -y: number) set(-x: number, -y: number): void scale(-factor: number): void add(-addend: Vector): void random(x: number, y: number): void

Activity Diagram

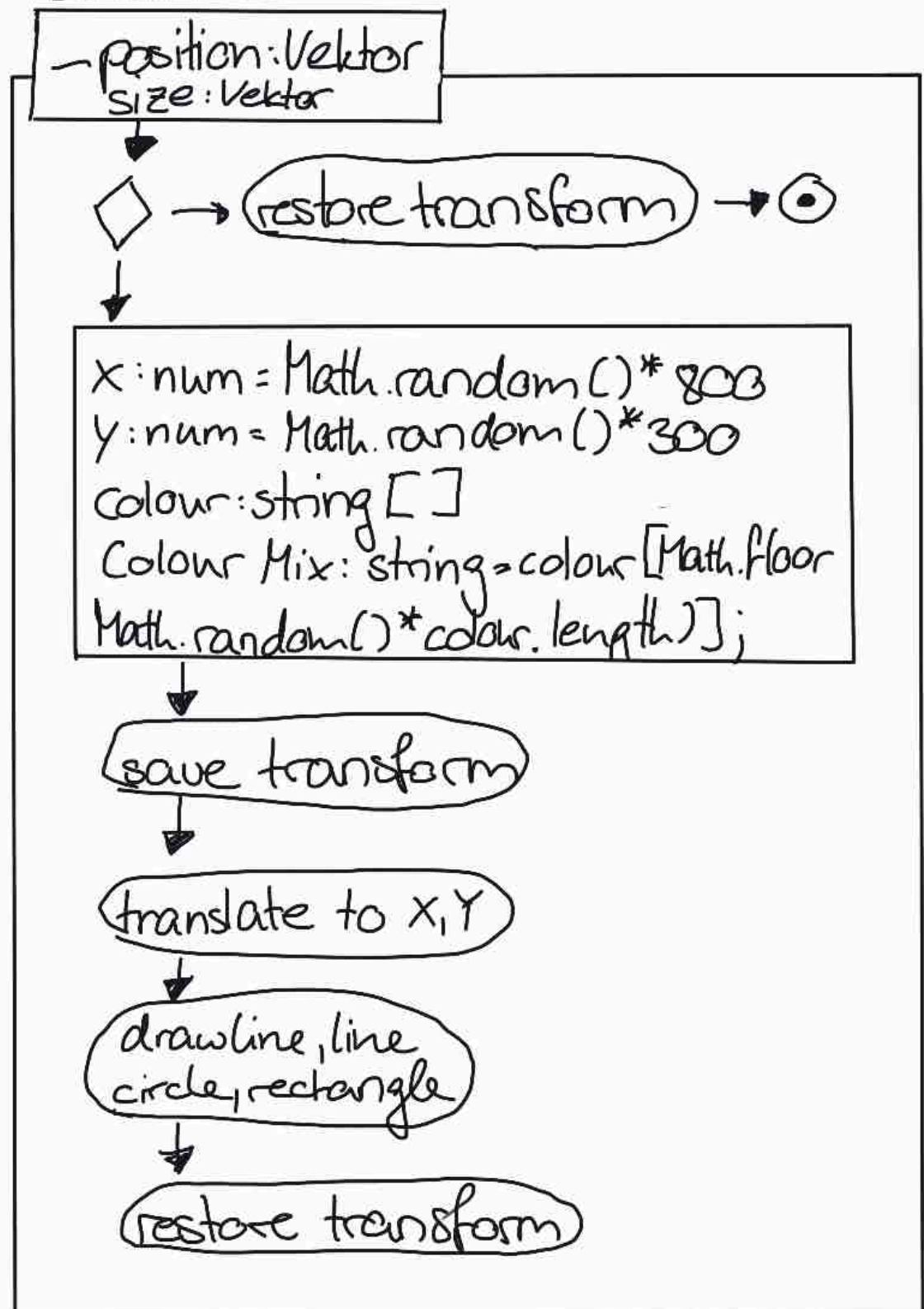
handle load



drawCloud



drawSkier



drawSnow

