

Jass Dagram

SKE

position: Veltor relocity: Vektor

Danuas Kendenne Contrat

type number

dour stang

more (\_timeslice rrumber) : void constructor(size :number, -position:number)

draw():void

random(x : number, y number) void

SnowHake

type number position: Veletor relocaty: Velebor

draw() void constructor(size:number,-position:number) more ( timeslice number) word

Canvas Kenderon Context

にす

position: Veldor velocity: Veldor

type inumber

draw()-void more (-timeslice number) : uoid constructor(size :number, -position:number)

Velypr

constructor (\_x:number, -y:num)

set (\_x:number, -y:number):void

scale (\_factor:number):void

add (\_addend:Vector):void y-number x:number

random (x : number , y : number): world add (Laddend: Vector): void constructor (-x:number) y :num)
Set (-x:number, -y:number) vaid x :number y-number constructor(\_ Velypr

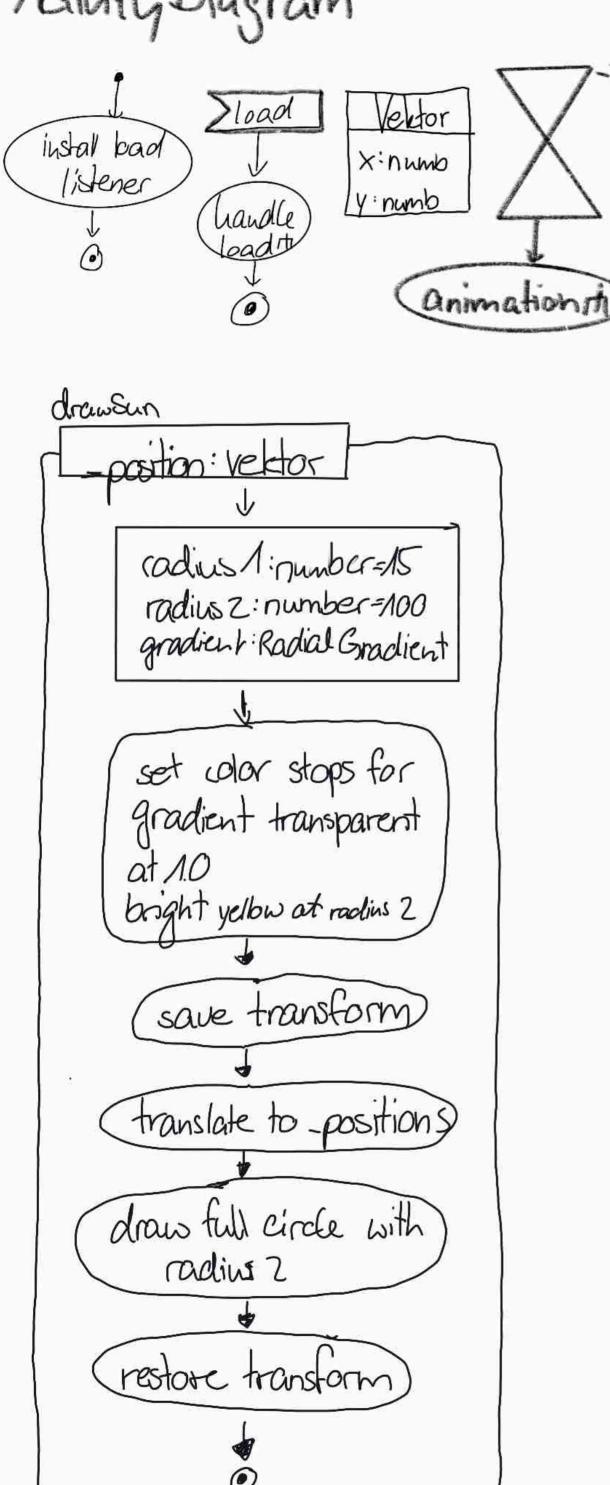
Velibor

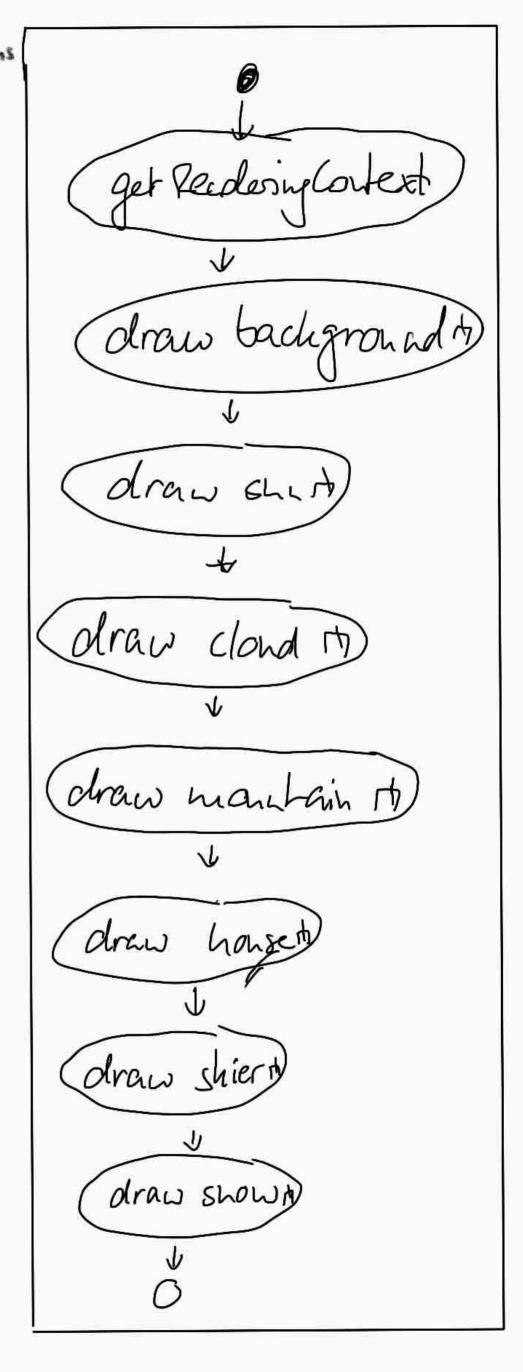
constructor (\_x:number, \_y:num)
set (\_x:number, \_y:number):void
scale (\_factor:number):void
add (\_addend:Vector):void x:number y-number

promover - Logumos - Junopolos

Activity Diagram

handle load





drawCloud -position vector \_size: vector Particles: number = 20 Radius Partides: num =50 particle: pathoide +radius gradient : Radial with x=0.5 → x=0 save transform (translate to position) \* (restart transform) -0 x:num = (randon - 0,5) \* size.x y: num = -random \* size.y save transform (translate to x,y)

draw particle

restore transform

