AD Vector

Vector

+ x: number
+ y: number
+ size: number
+ position: Vector
+ velocity: Vector

+ constructor (_x: number, _y: number)
+ set (_x: number, _y: number)
+ scale (_factor)
+ add (_addend: Vector)
+ copy ()
+ move (_timeslice)
+ draw ()
+ getType()

constructor

_x: number, _y: number

this.set (_x, _y)

set

_x: number, _y: number

this.x = _x

this.y = _y

scale

_x: number, _y: number

this.x = _x

this.y = _y

add

_addend: Vector

this.x += _addend.x

this.y += _addend.y

copy

return new Vector (this.x, this.y)

move

_timeslice: number

return

draw

return

getType

return " "