

virus - class diagramm

CanvasRenderingContext

Vector
x: number y: number
constructor(_x: number, _y: number) set(_x: number, _y: number) scale(_factor: number) add(_addend: Vector) random(_minLength: number, _maxLength: number)

Cell
position: Vector velocity: Vector
constructor(_position: Vector) draw(_position: Vector)

Virus
position: Vector velocity: Vector
constructor(_position: Vector) draw(_position: Vector) move(_timeslice: number)

Macrophage
position: Vector velocity: Vector
constructor(_position: Vector) draw(_position: Vector)

Particle
position: Vector velocity: Vector
constructor(_position: Vector) draw(_position: Vector) move(_timeslice: number)

PlasmaCell
position: Vector velocity: Vector
constructor(_position: Vector) draw(_position: Vector)