

Aktivitätsdiagramme

Entwick. Bewegungsmethoden

Duck

constructor:

x: number y: number
color: string inPond: boolean

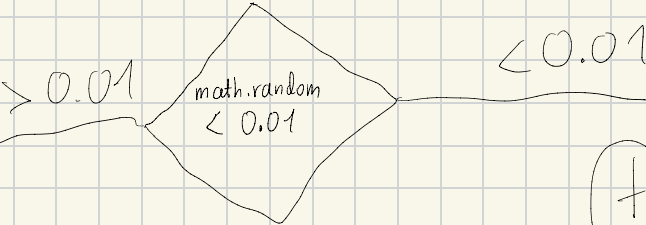
x, y to this.x/y

this.color/inPond to color/inPond



move

this.x/y = Math.random * 2 - 1



this.y += 30

this.x/y = Math.random * 2 - 1



cloud

constructor

$x: \text{number}$ $y: \text{number}$

x, y to $\text{this}.x / y$



move

$\text{this}.x += 1$

$\text{this}.x > \text{crc2}$

$\text{this}.x = -50$



Bee

constructor

x: number y: number

this.x/y to x/y

move

this.x/y = Math.random() * 4 - 2