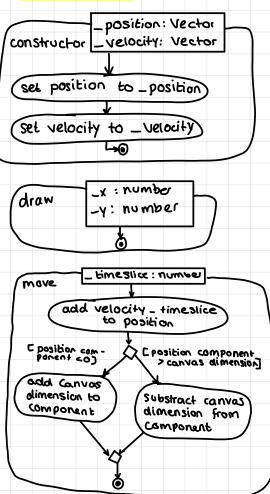
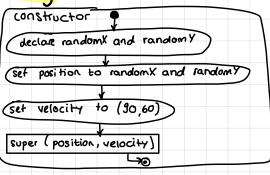
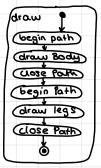
L10.2 Luftfahrt Polymorphie Klassendiagramm Canvas Rendering Context Moveable Vector position: Vector x: number y: number velocity: Vector constructor (- position: Vector, Set (_x:number, -Y: Number) - velocity: vector move (-times lice: number) scale (_factor:numbe) draw (-x: number, -y: number) add(_addend: Vector) Paraglider activity: String Constructor () Cloud Bug draw(): void constructor (_ position X: number, _ position Y: number) constructor () move (_timeslice: draw(): Void number) draw (_X: number , _y: number): void

Moveable

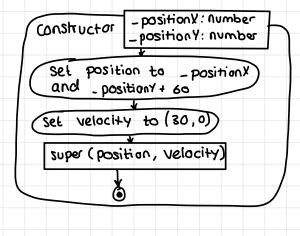


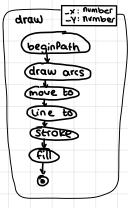
Bug



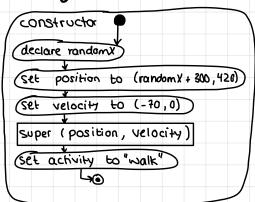


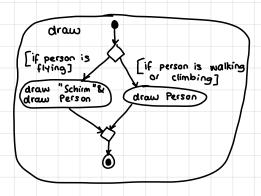
Cloud

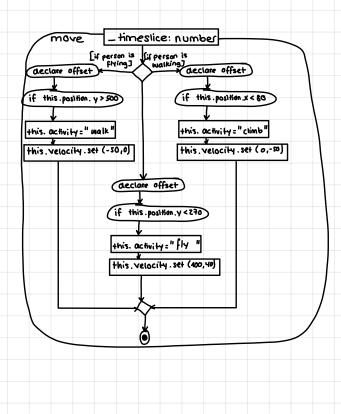




Paraglider







Luftfahrt

