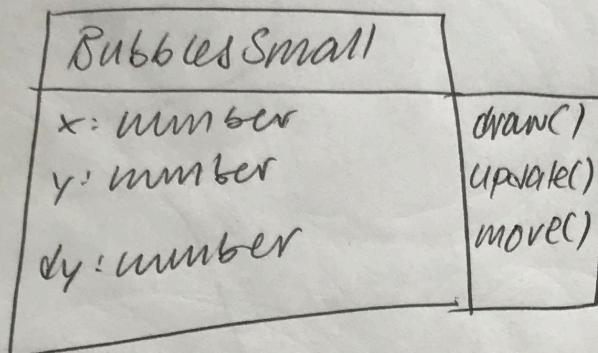
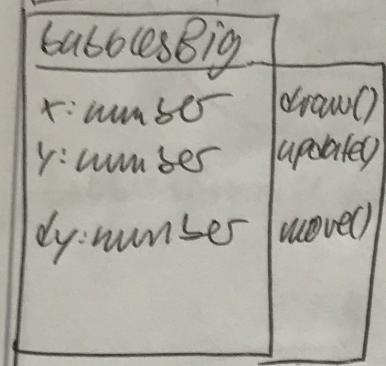
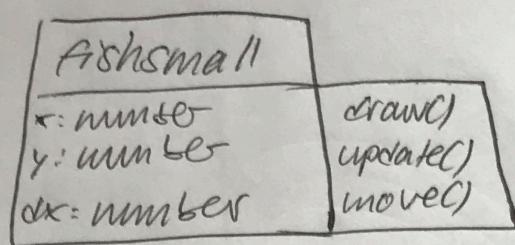
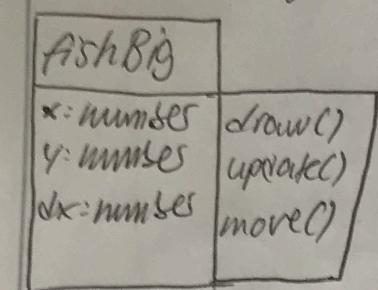
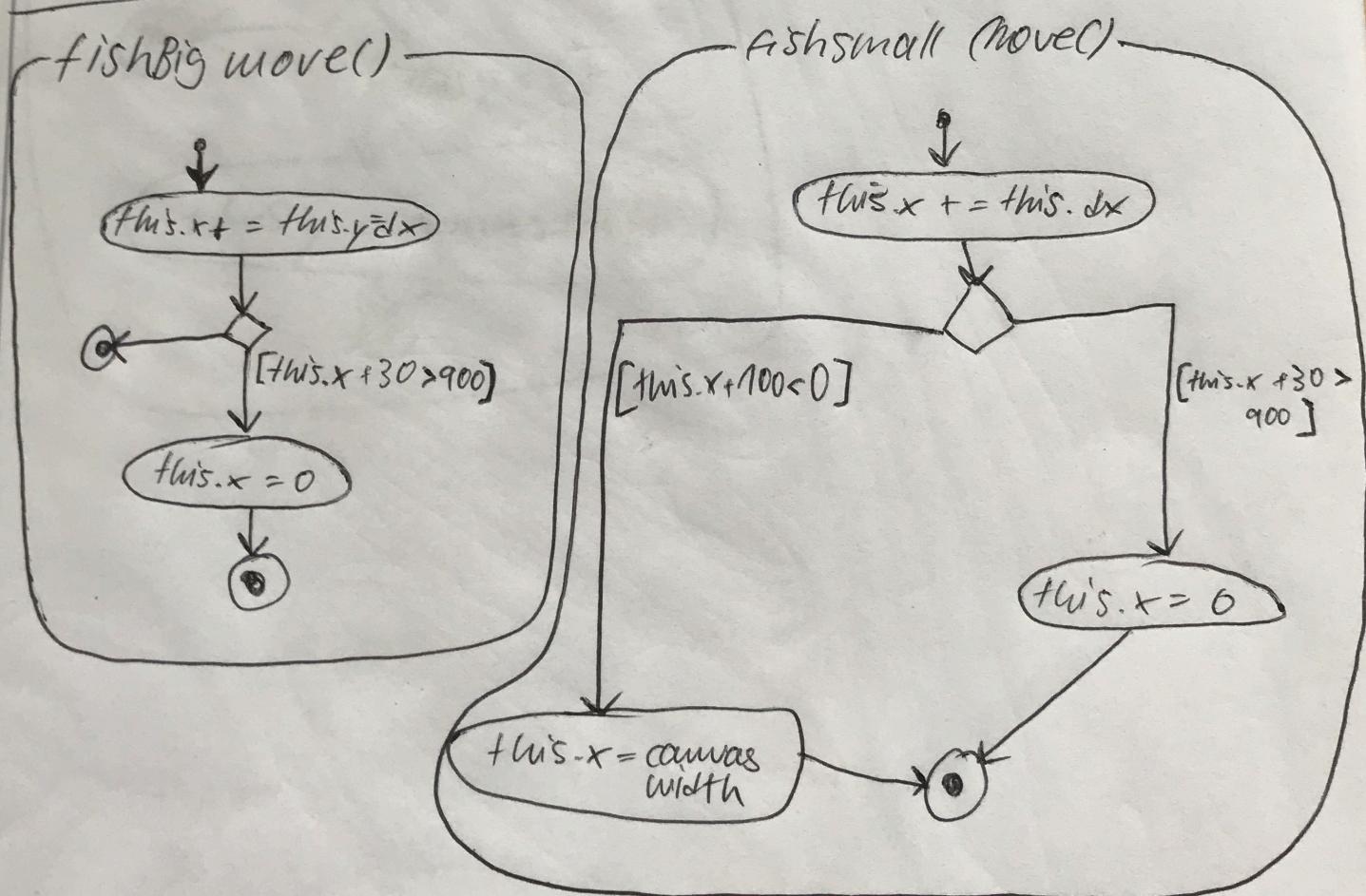


EIA Aufgabe 11 Konzept

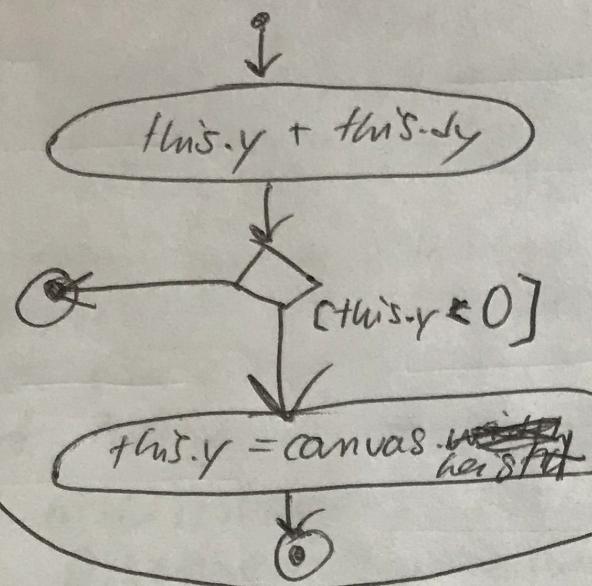
Klassendiagramme:



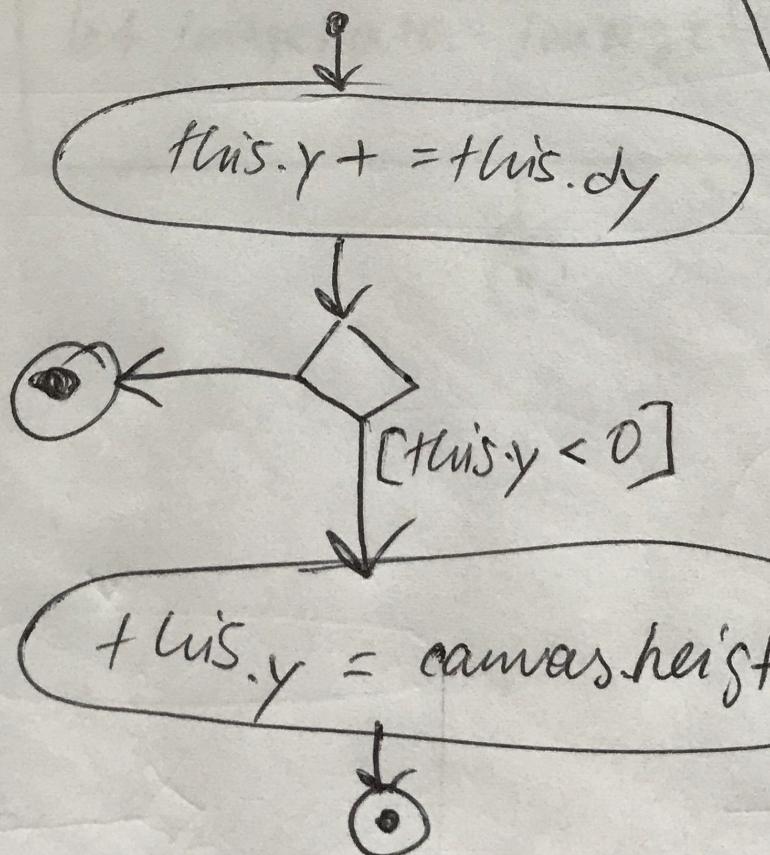
ADS



bubblesBig (above)



bubblesSmall move()



document.addEventListener
("DOM content loads", init)

```
export let crc: CanvasRenderingContext2D;  
let canvas: HTMLCanvasElement;  
let fisharray: FishBig[];  
let otherfisharray: FishSmall[];  
let bubblesarray: BubbleBig[];  
let otherbubblesarray: BubbleSmall[];  
let fps: number = 30;  
let imageData: ImageData;
```

update

```
window.setInterval(update, 100/fps)  
crc.clearRect(0, 0, canvas.width, canvas.height)  
crc.putImageData(imageData, 0, 0);
```

```
let i: number = 0
```

gleiche
Vorschreibe
wie fishr



```
otherfisharray[i].update()
```

i++

