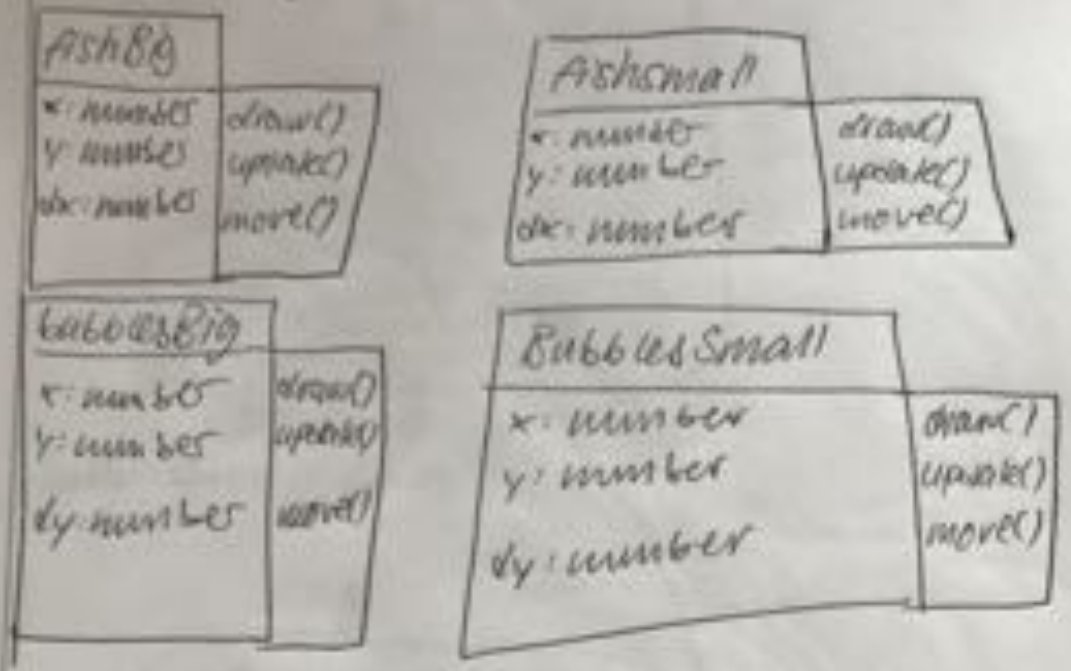
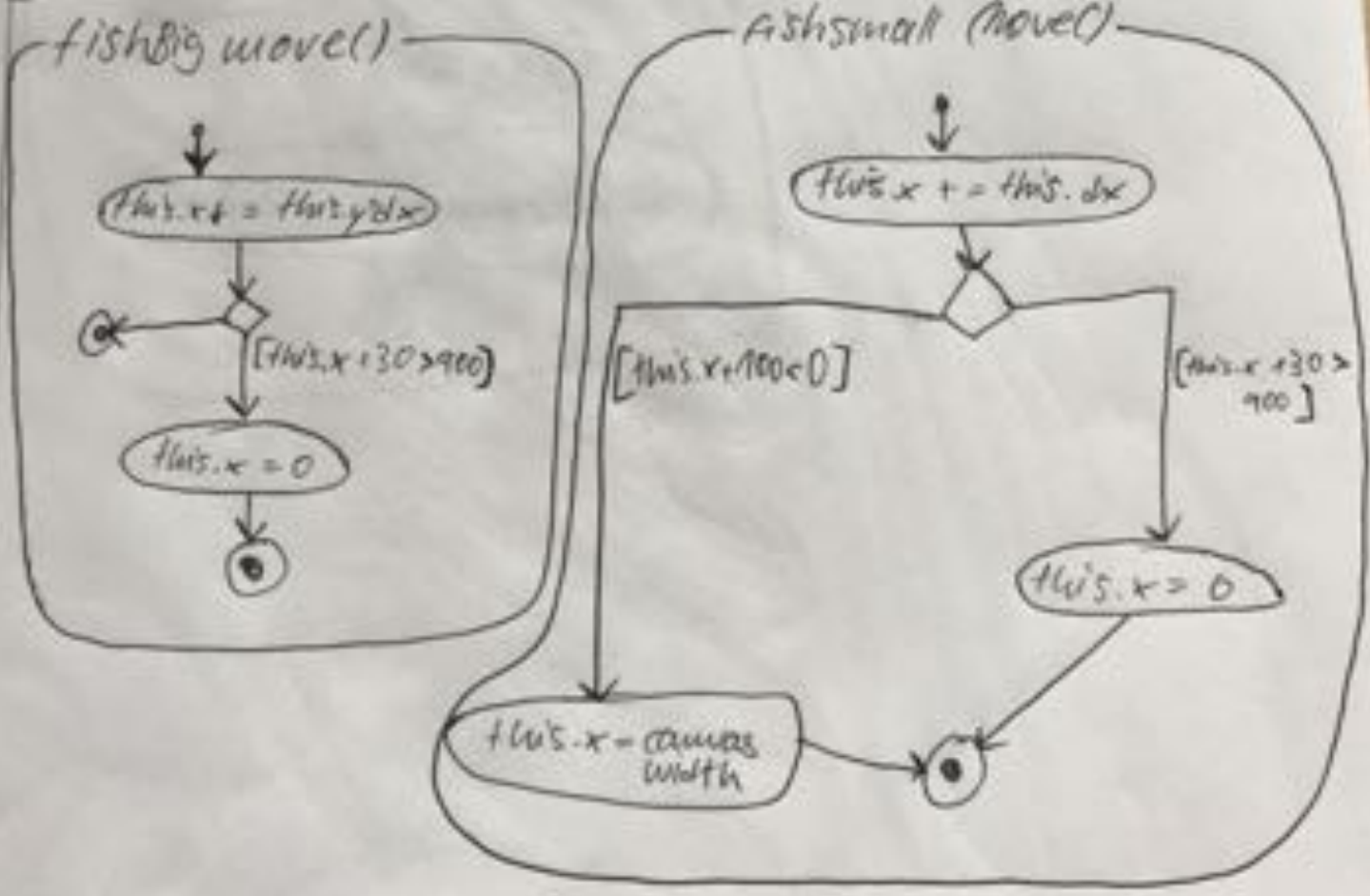
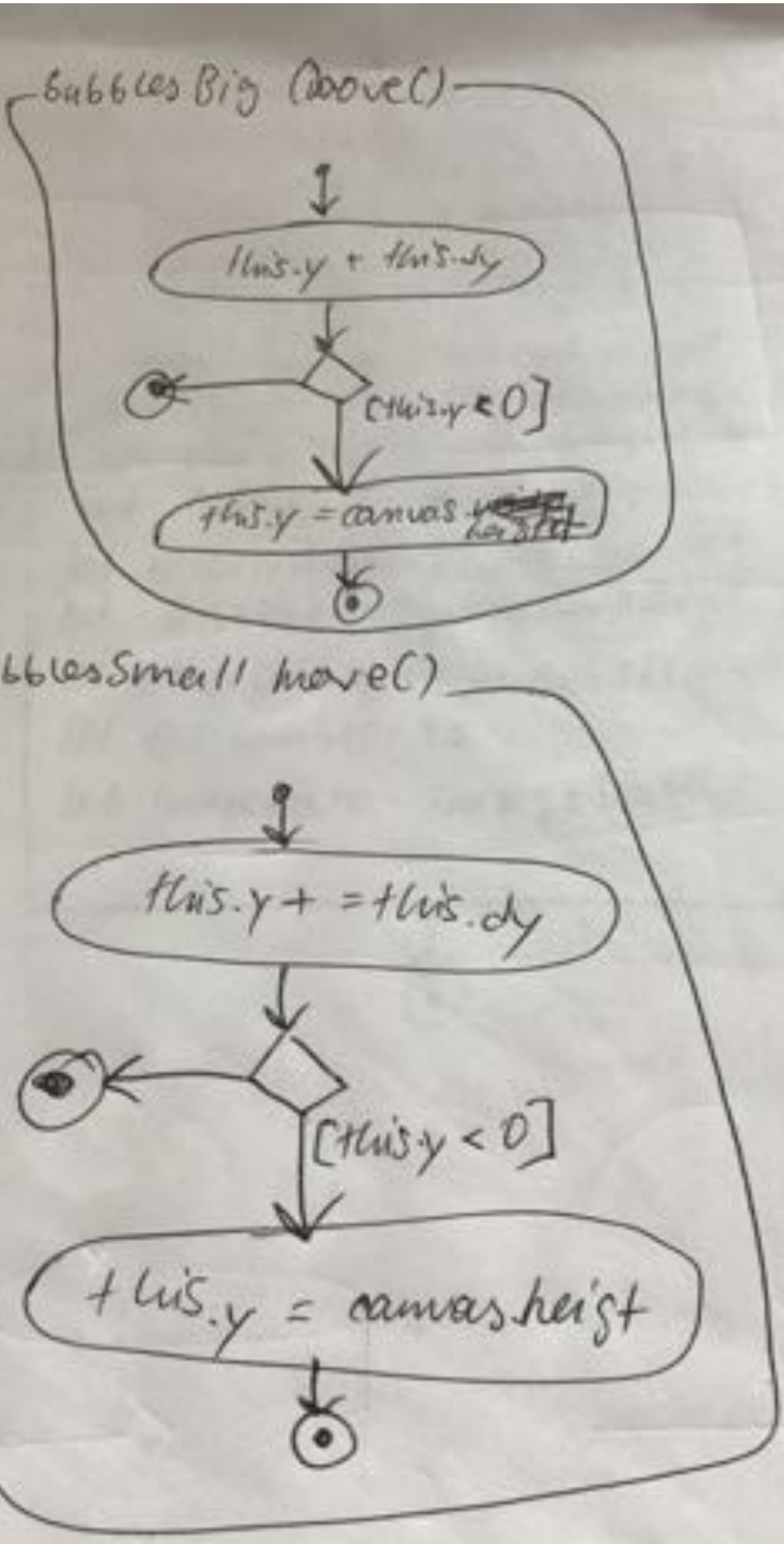
EIA Aufgabe 11 Konzept

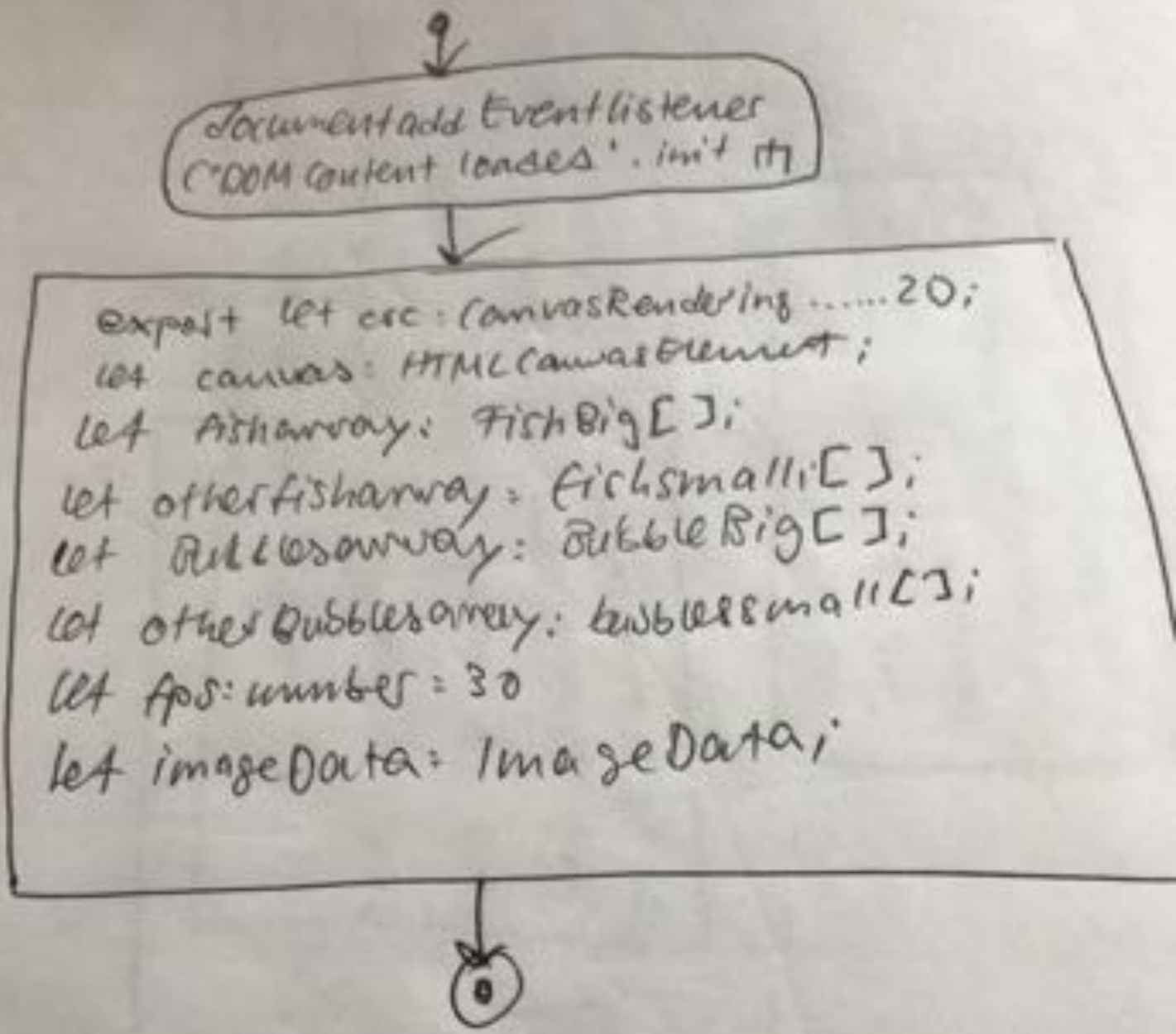
Klassendiagramme:

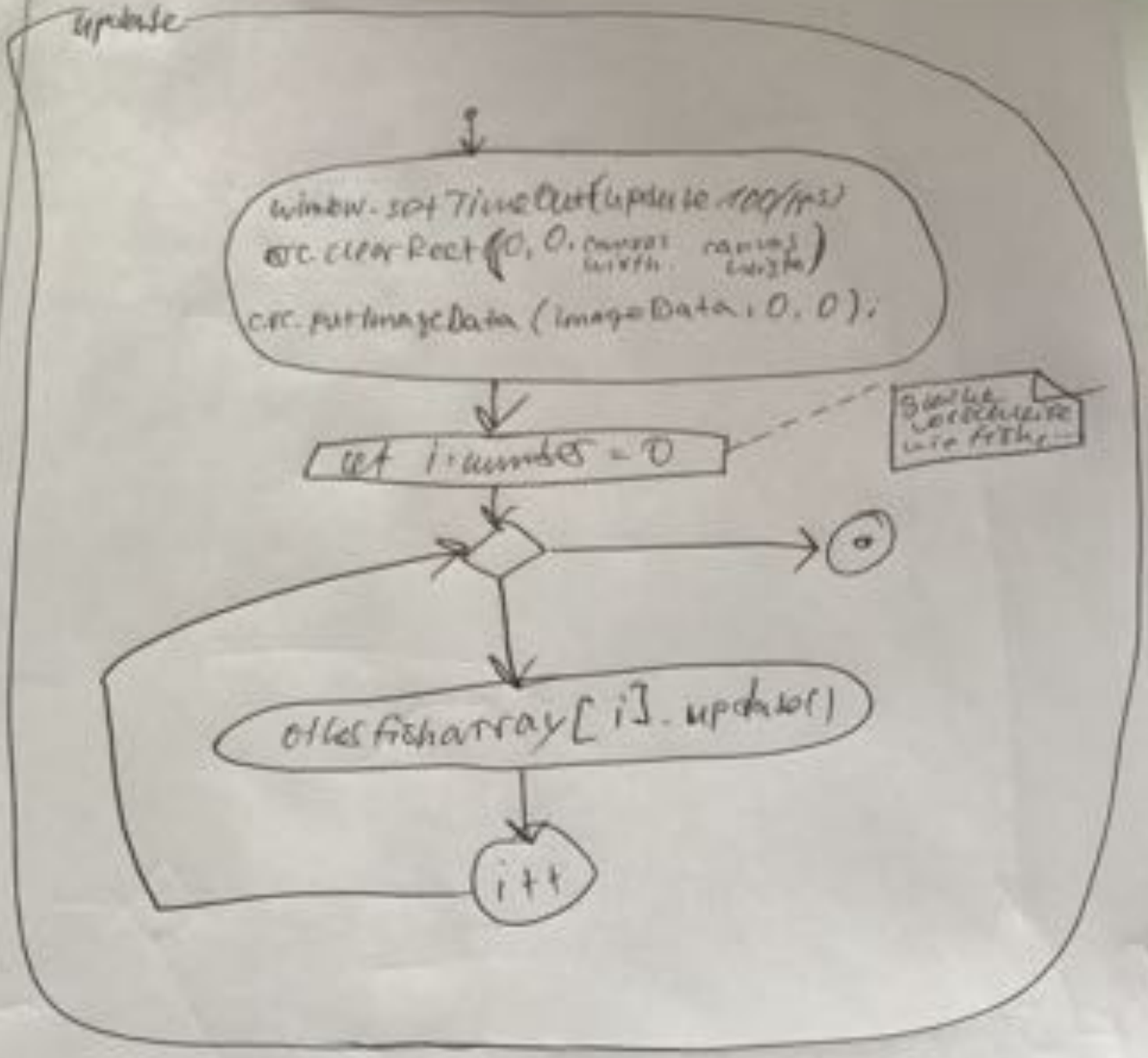


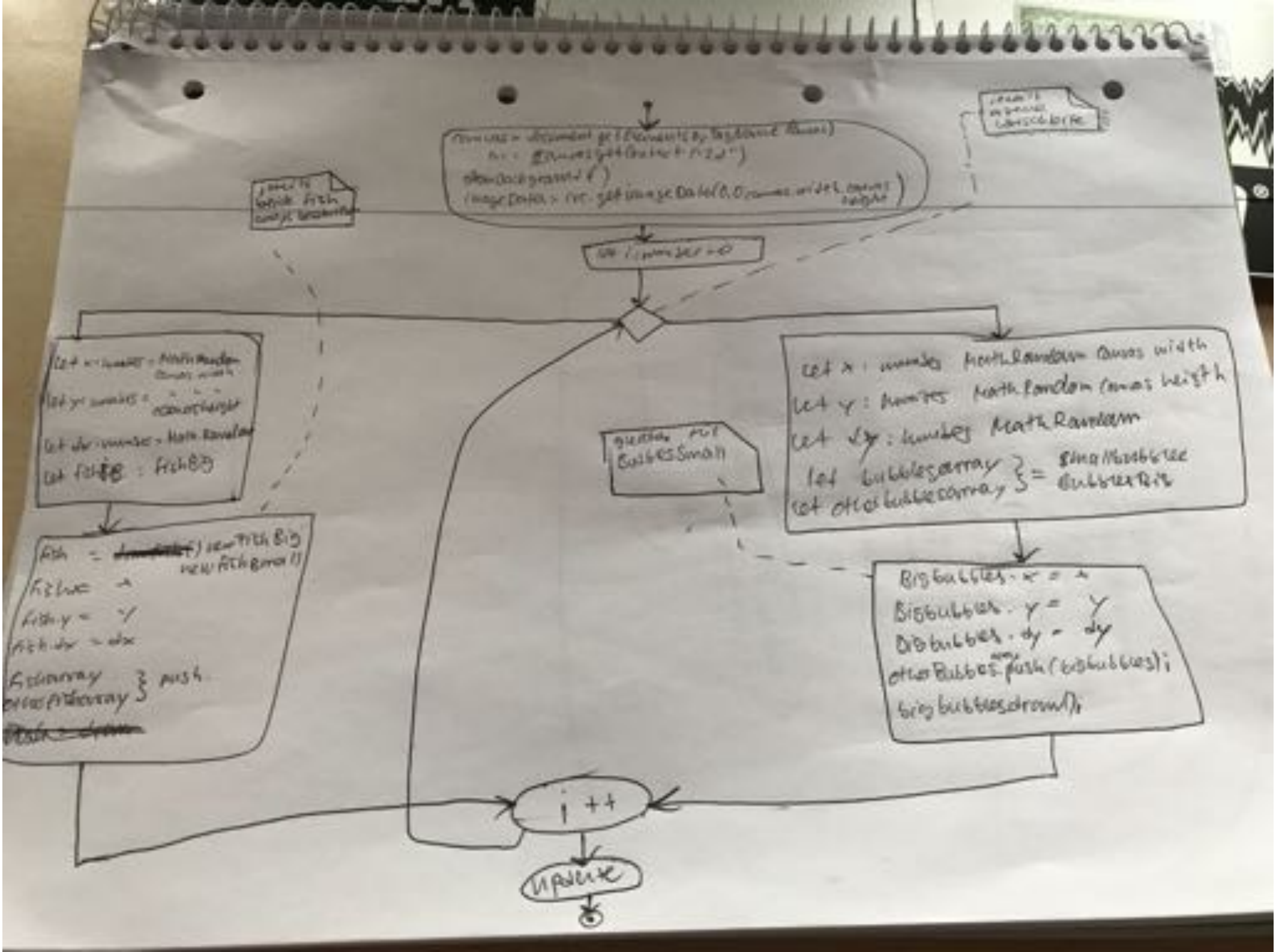
AD's




bubblesBig moveO
this.y + this.dy
[this.y < 0]
this.y = canvas
bubblesSmall moveO
this.y + = this.dy
[this.y < 0]
this.y = canvas.height


document.addEventListener
('DOMContentLoaded', init);
export let crc: CanvasRendering.....2D;
let canvas: HTMLCanvasElement;
let fisharray: FishBig[];
let otherfisharray: Fishsmall[];
let Bubblesarray: BubbleBig[];
let otherBubblesarray: BubbleSmall[];
let fps: number = 30
let imageData: ImageData;


update
window.setTimeout(update, 100/fps)
ctx.clearRect(0, 0, canvas width, canvas height)
ctx.putImageData(imageData, 0, 0);
let i = number = 0
i++



let x : numbers Math Random Canvas width
let y : numbers Math Random Canvas height
let dy : numbers Math Random
let bubblesarray
let otherbubblesarray
= Smallbubbles
Bubbles Big
Bigbubbles.x = x
Bigbubbles.y = y
Bigbubbles.dy = dy
otherBubbles.push(bigbubbles);
bigbubblesdrawn();
Bubbles Small
fish = new Fish Big
new Fish Small
fish.x = x
fish.y = y
fish.dx = dx
fisharray
otherfisharray
push
i ++
update