Virus: Class Diagram

convas: Rendering Context

Position: Vector

velocity: Vector

type: number

s: ze: number

constructor (-size: humber)

move (-timeslice: number): void

draw(): void

Vector

X: number

Y: number

Constructor (-X: number, -y: number)

Set (-x: humber, -y: number)

Scale (-factor: number): Void

add (-oddend: Vector): Void

Virus: AD

