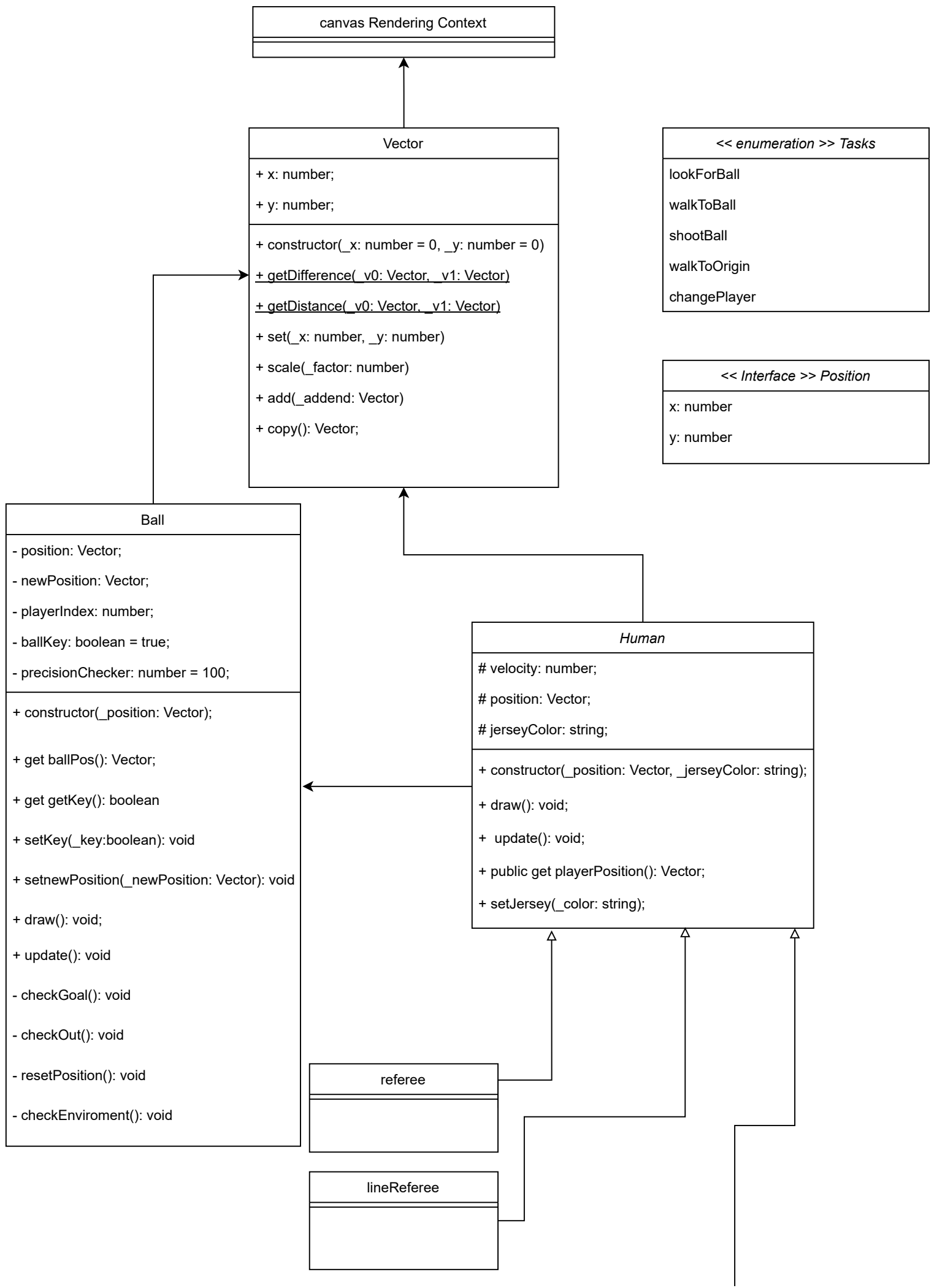


Klassendiagramm- Ball



Player
<div>- task: Task; - origin: Vector; - precision: number; - radius: number = 80; - jerseyNumber: number; - distancePlayerBall: number; - onField: boolean;</div>
<div>+ constructor(_position: Vector, _onField: boolean, _jerseyColor: string, _team: string) + get jerseyNumberPlayer(): number + get playerSpeed(): number + get distance(): number + get playerPrecision(): number + get playerOnField(): number + get playerTeam(): number + setOnField(_onField): void + setProperties(_minSpeed: number, _maxSpeed: number, _minPrecision: number, _maxPrecision: number): void + setDistance(): void + drawRadius(): void - movePlayer(_position: Vector): void</div>