Klassendiagramme

Fisch

let x : number;
let y : number;
let dx : number;
let dy : number;
let colors : string[];

draw()

move()

Bubbles

let x : number;
let y : number;
let dx : number;
let dy : number;
let colors : string[];

draw()

move()

Algen

let x : number;
let y : number;
let dx : number;
let dy : number;
let colors : string[];

draw()

move()

Aktivitätsdiagramme









