

Konzept LO9

StrafahnerInfo Σ

x: number;
y: number;
dx: number;
dy: number;
color: string;

```
Constructor (-x: number, ...)  $\Sigma$   
  this.x = -x;  
  ...  
  move(): void  $\Sigma$ ;  
  draw(): void  $\Sigma$ ;  
  update(): void  $\Sigma$ ;  
  this.move();  
  this.draw();  
}
```

SnowflakeInfo Σ

x: number;
y: number;

```
Constructor (-x: number, ...)  $\Sigma$   
  this.x = -x;  
  ...  
  move(): void  $\Sigma$ ;  
  draw(): void  $\Sigma$ ;  
  update(): void  $\Sigma$ ;  
  this.move();  
  this.draw();  
}
```

CloudInfo Σ

x: number;
y: number;

```
Constructor (-x: number, ...)  $\Sigma$   
  this.x = -x;  
  ...  
  move(): void  $\Sigma$ ;  
  draw(): void  $\Sigma$ ;  
  update(): void  $\Sigma$ ;  
  this.move();  
  this.draw();  
}
```