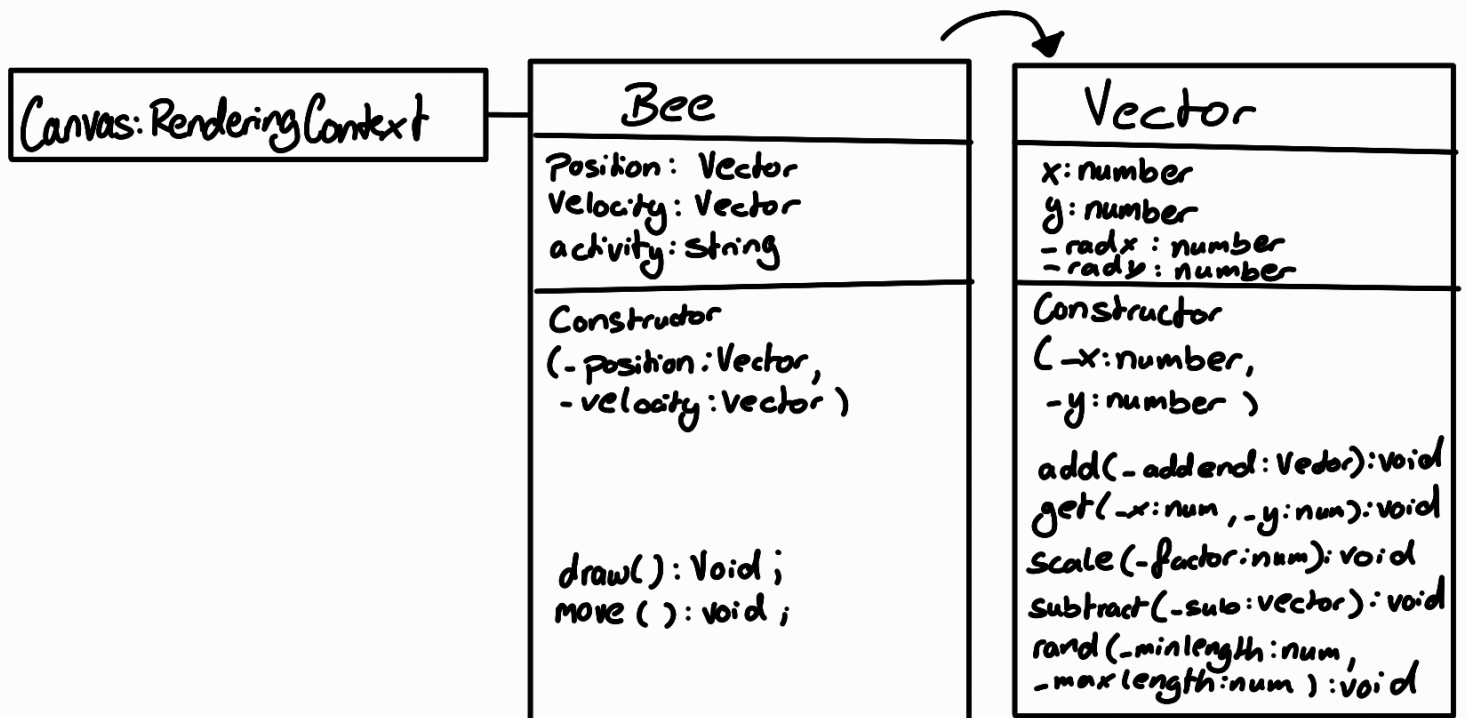
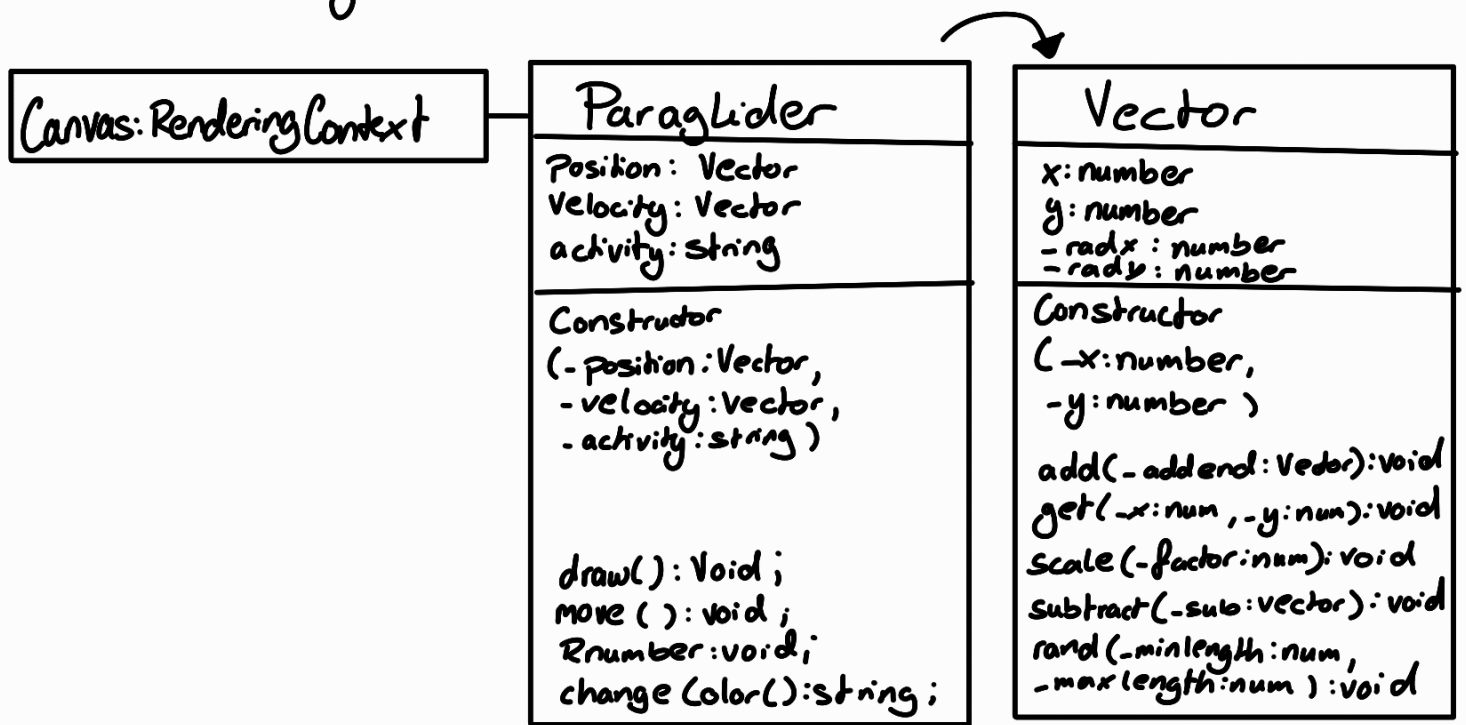
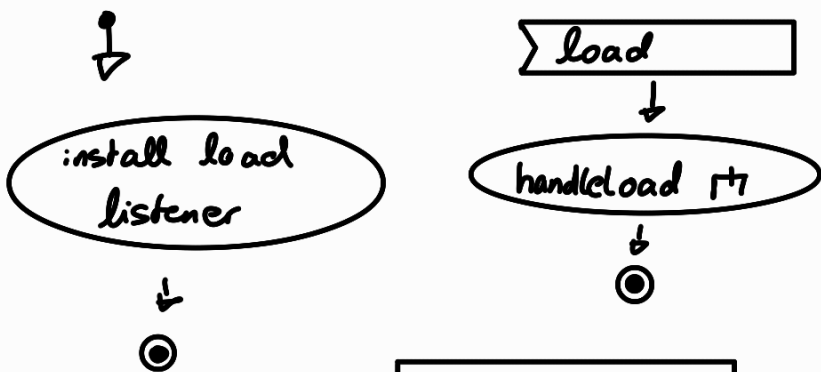


AD & Klassendiagramm





-event: Event

handleload



declare Rendering Context
ctx2

draw background.ts
↳ konzept 8.2

declare img Data

create Flying Person r7

set interval for flying
Person r7

Create Bee r7

set Interval for
animate Bee r7



Flying Person



for loop through Flying Person
Array

declare Paraglider

Push Paraglider in Array



Bee



for loop through
Insect Array

declare Bee

Push Bee in Array



animate
Flying Person



clear Rect ()

Put Image Data ()

for-loop, Paraglider from Array
gets drawn and moved



animate
Bee



clear Rect ()

Put Image Data ()

for-loop, Bee from Array
gets drawn & moved



Flying Person.ts AD

-velocity: Vector, -position: Vector,
- activity: string

Constructor



set velocity direction to
landing area



set activity from
Paraglider



set position



- position: vector
- size: vector

draw



save transform



translate position



draw path of paraglider



if-function with activities
that say what kind of
draw() to use



-timeslice: number

move



add Velocity \times timeslice
to position



[flystart > y.ground]



set activity
to walking



adjust velocity
for walking

[walking > x.ground]



set activity to
hiking



adjust
velocity
for hiking

[flystart = flyground]



set activity
to flying

