## Luftfahrt Polymorphie

canvas Rendering Context

Moveable

position: Vector velocity: Vector

more Reson(): Usid
more Parachute(): Void
draw Parachute(): Void

Vector

y: number

add (-x:number, -y:number):void

Scate (-x:number, -y:number):void

Constructor (-x:number, -y:number):void

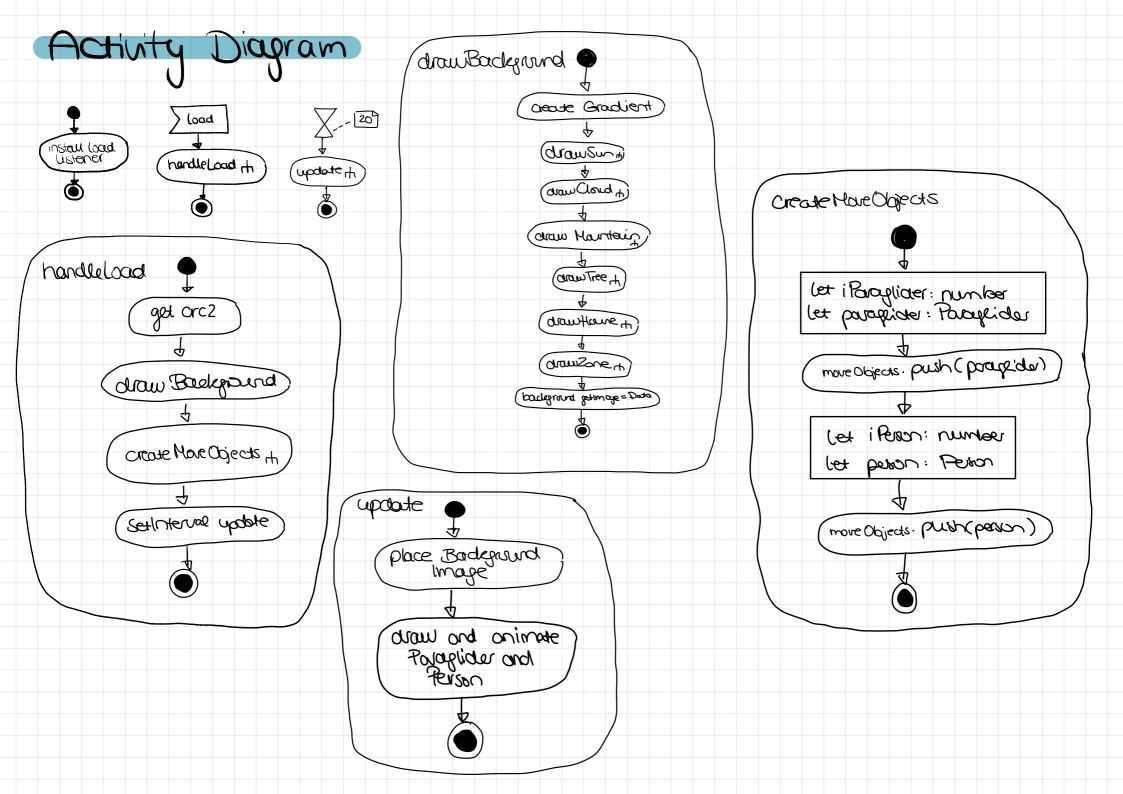
Paraglider

move Parachuta (\_timestice:runder): Wid

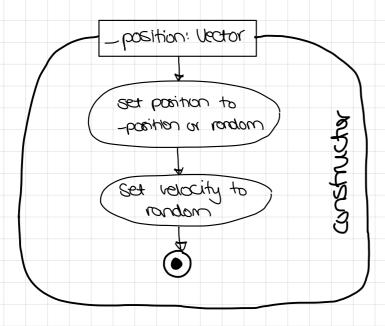
Person

color: String type: String

constructor (\_ color: string)
move Person (\_timeslice: number): void
draw Person (): Void

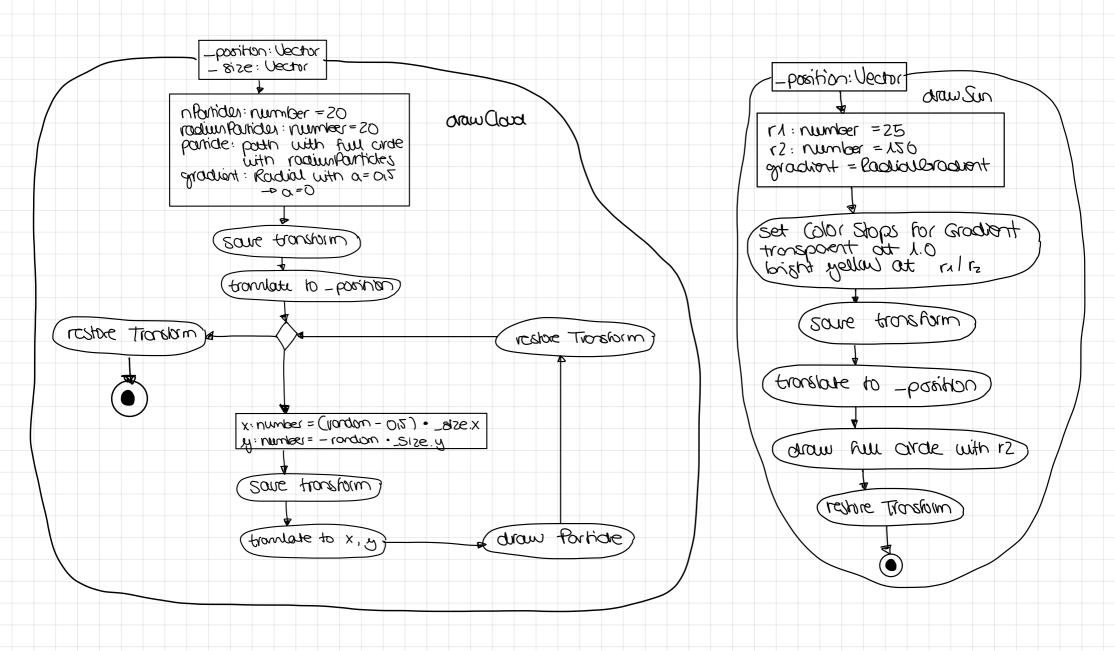


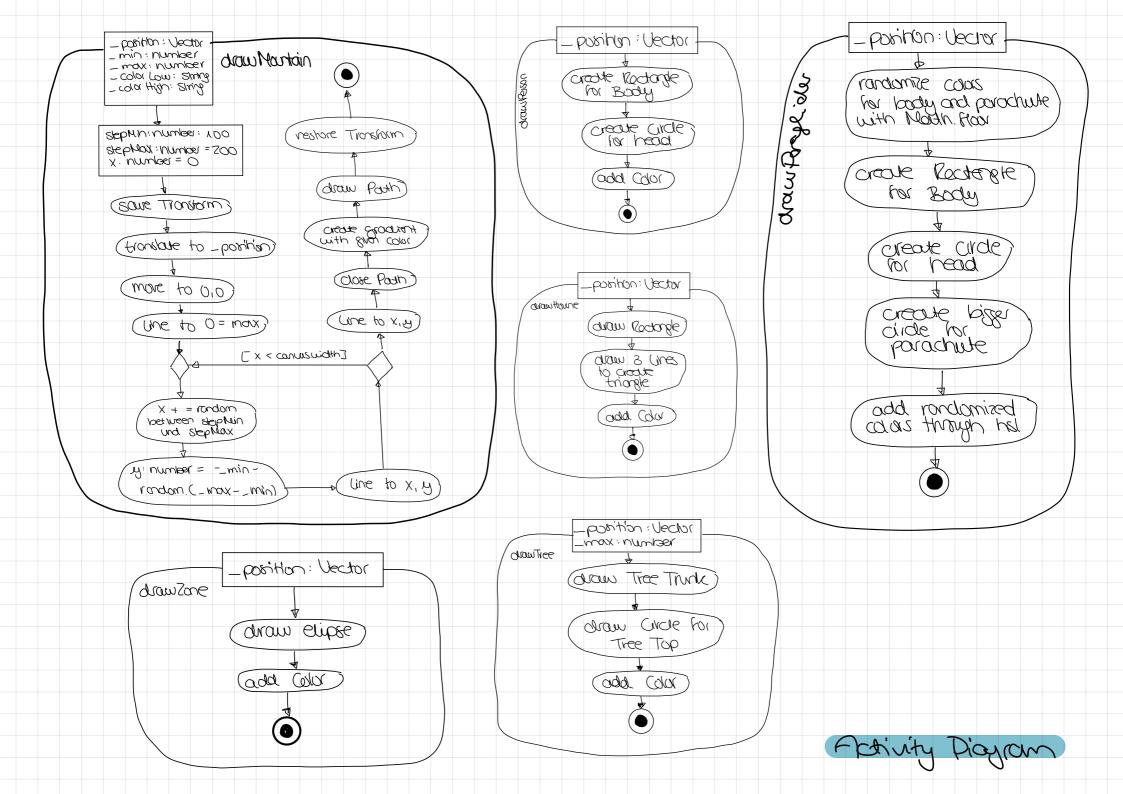
## Activity Diagram



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## Activity Diagram





Acthity Diagram

