

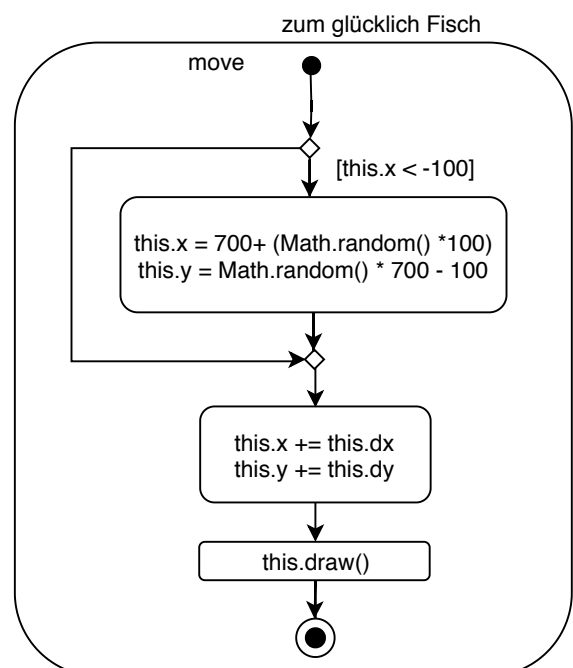
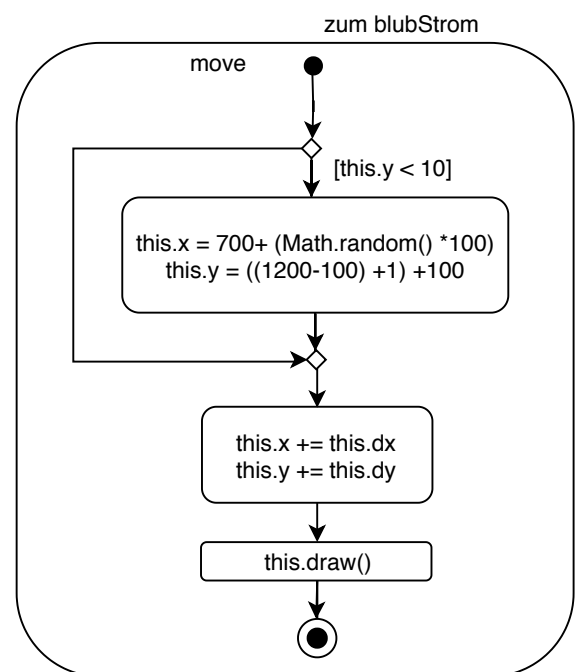
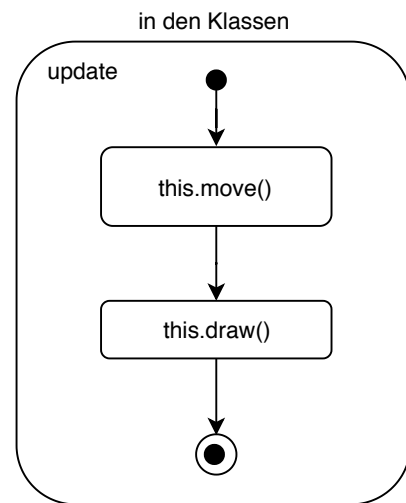
gluecklich
x : number y : number dx : number dy : number
draw() : void move() : void update() : void

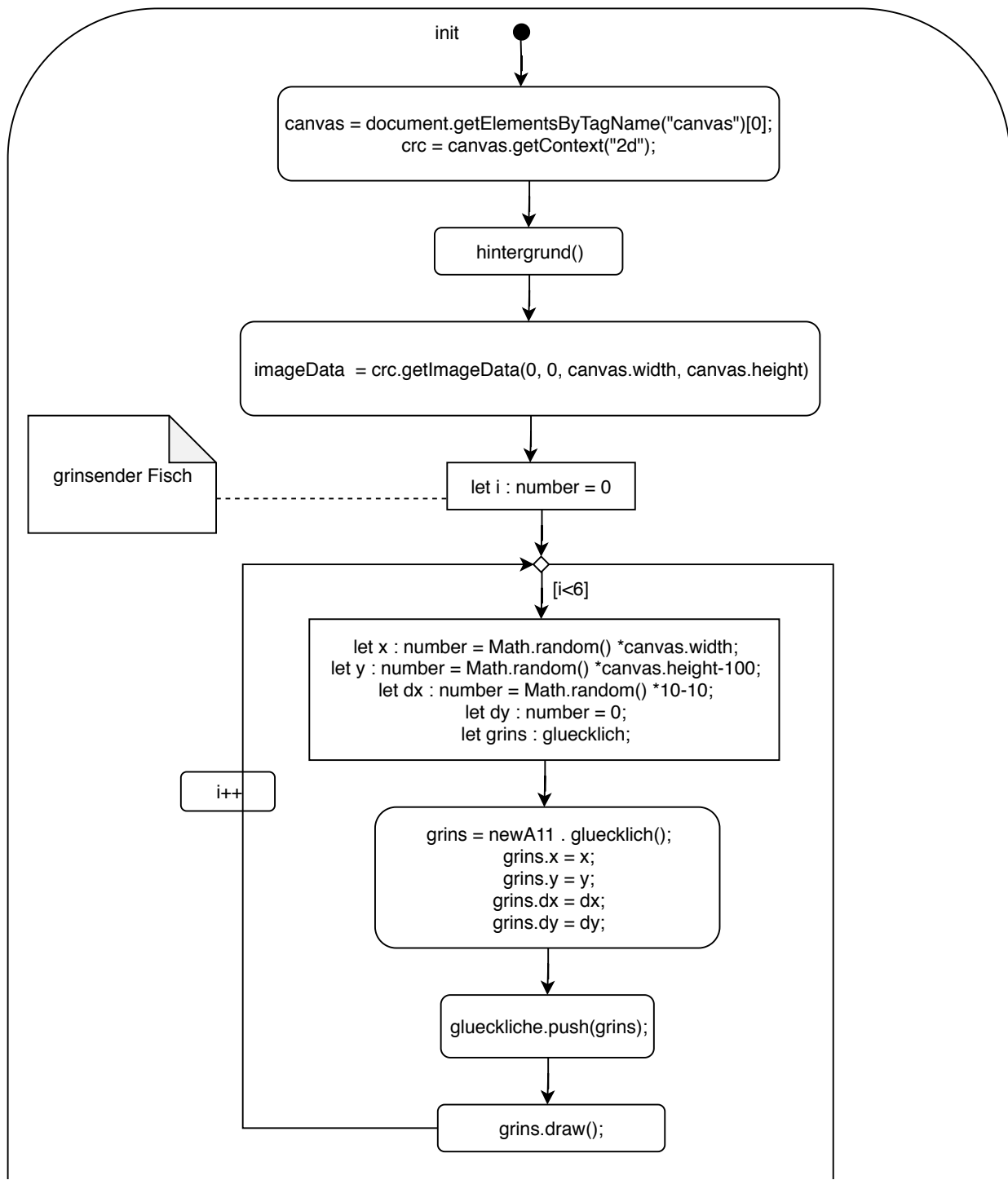
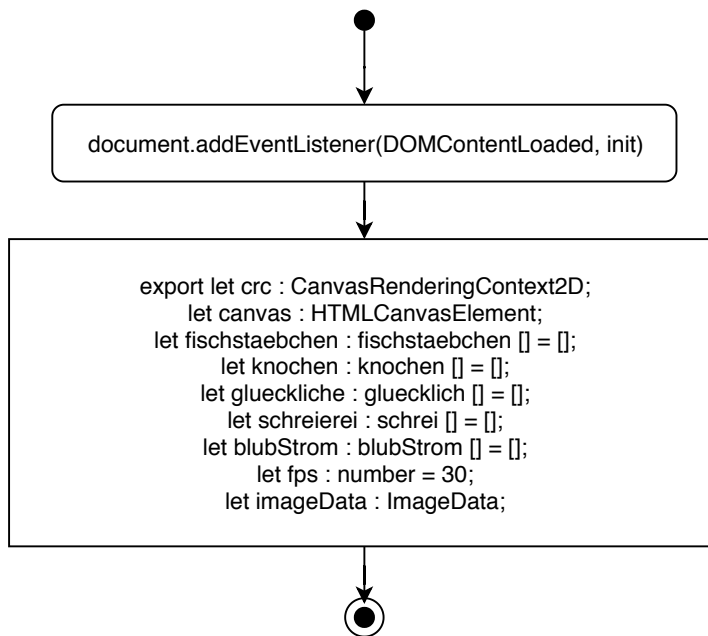
schrei
x : number y : number dx : number dy : number
draw() : void move() : void update() : void

knochen
x : number y : number dx : number dy : number
draw() : void move() : void update() : void

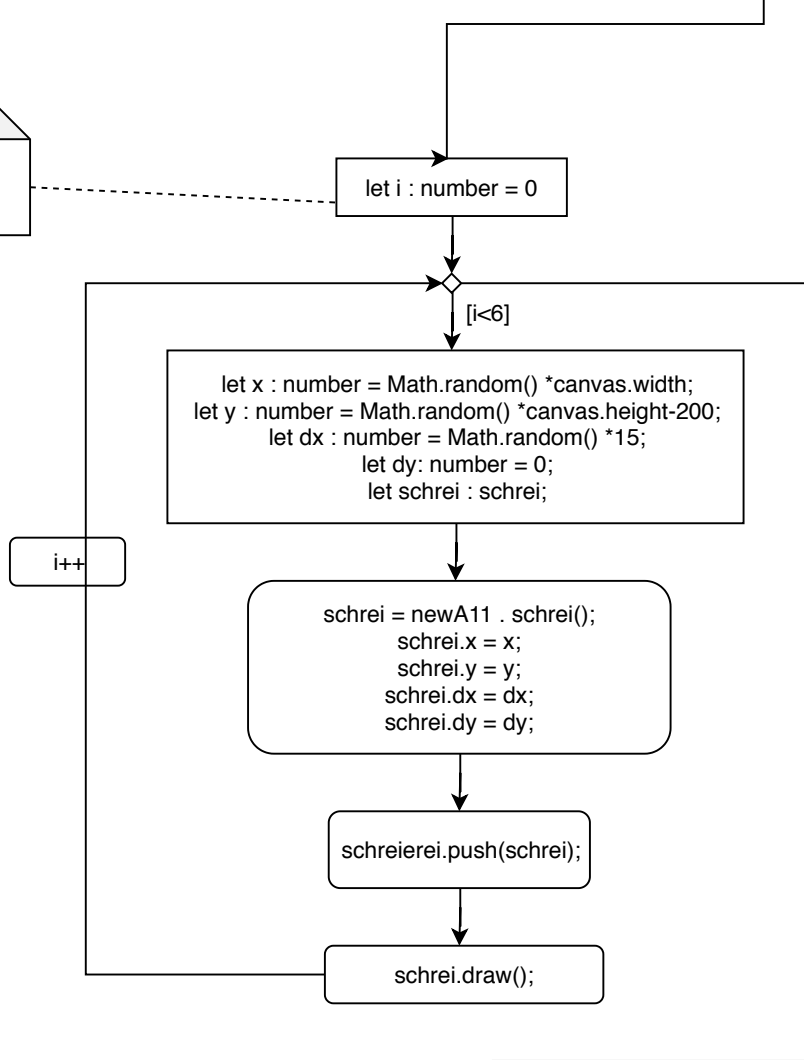
fischstaebchen
x : number y : number dx : number dy : number
draw() : void move() : void update() : void

blubStrom
x : number y : number dx : number dy : number
draw() : void move() : void update() : void

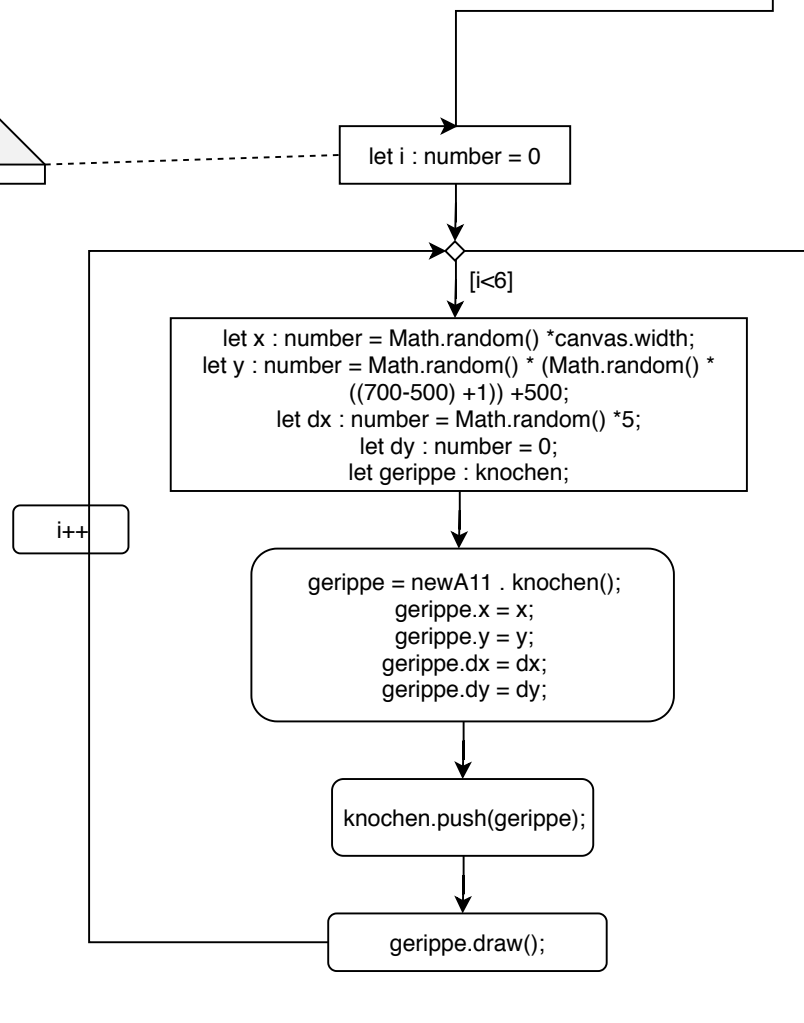




Schrei Fisch



Gerippe



Fischstäbchen

let i : number = 0

[i<6]

```
let x : number = Math.random() * canvas.width;  
let y : number = Math.random() * canvas.height-300;  
let dx : number = Math.random() * 10-10;  
let dy : number = 0;  
let fischstab : fischstaebchen;
```

i++

```
fischstab = newA11.fischstaebchen();  
fischstab.x = x;  
fischstab.y = y;  
fischstab.dx = dx;  
fischstab.dy = dy;
```

fischstaebchen.push(fischstab);

fischstab.draw();

blubStrom

let i : number = 0

[i<6]

```
letx:number=Math.random() * (Math.random() * ((1200-  
1000) +1)) +700;  
lety:number=Math.random() * (Math.random() * ((700-20)  
+1)) +20;  
letr:number=Math.random() * (Math.random() *20);  
letdx:number=Math.random() *0;  
letdy:number=Math.random()*5-5;  
letblubBlub:blubStrom;
```

i++

```
blubBlub=newA11.blubStrom();  
blubBlub.x=x;  
blubBlub.y=y;  
blubBlub.r=r;  
blubBlub.dx=dx;  
blubBlub.dy=dy;
```

blubStrom.push(blubBlub);

blubBlub.draw();

update()



