## teufels

MARKE, KREATION, DIGITAL.

Kunde EHZ Aufgabe 12 (Conzept 22.06.19 Datum Seite

Aktivitatsdiagramme

add Event Lictener ("click", throw Food)

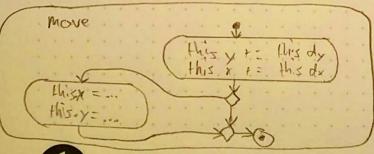
throw Food \_\_event: Mark Event

let x: number = \_event. client X

let y: number = \_event dient X

let food: Food = new Food ()

food Arroy. Duch (bood)



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EW2 Aufgabe 12 Konzept 21.06.19
Projekt Klassendiagramme Objekt Fish Fish x: number dx: number y: number move ( draw () Bubble Fishi updale () dy humber MOVE Food Bubble 1 dx: number dy: number move () move ( Bulle 2 move () Bubble 3 MOVE



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