

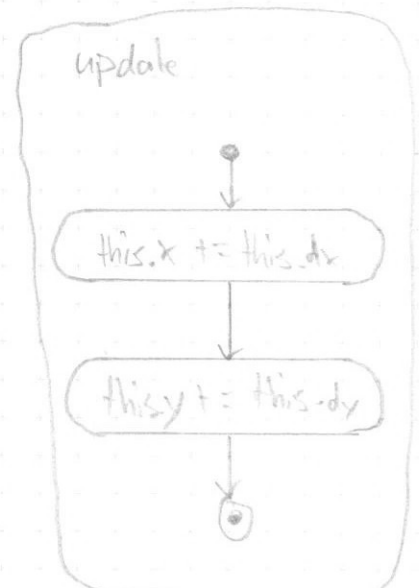
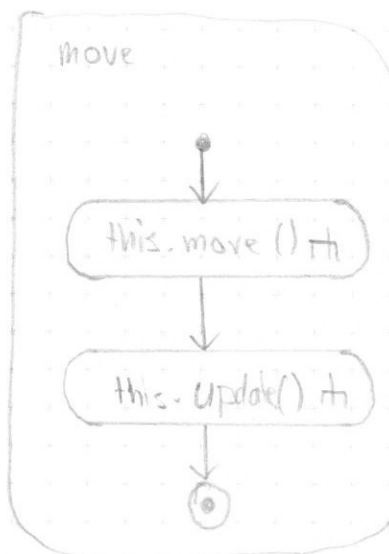
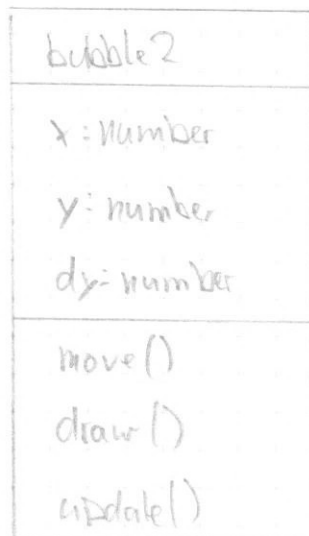
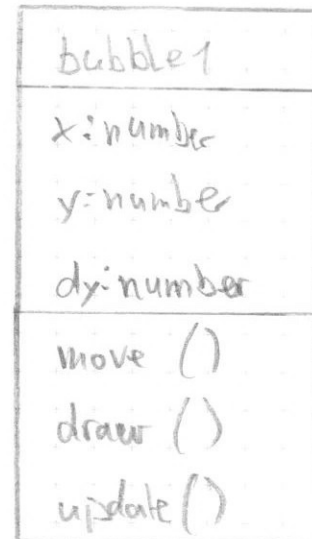
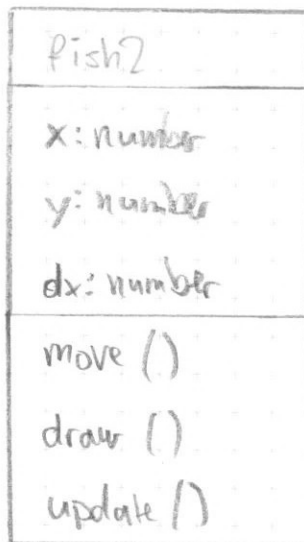
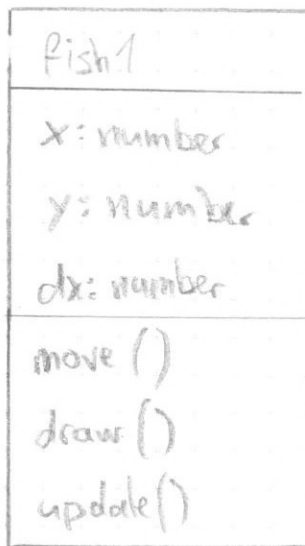
Kunde

Projekt

Datum

Seite

Klassendiagramme



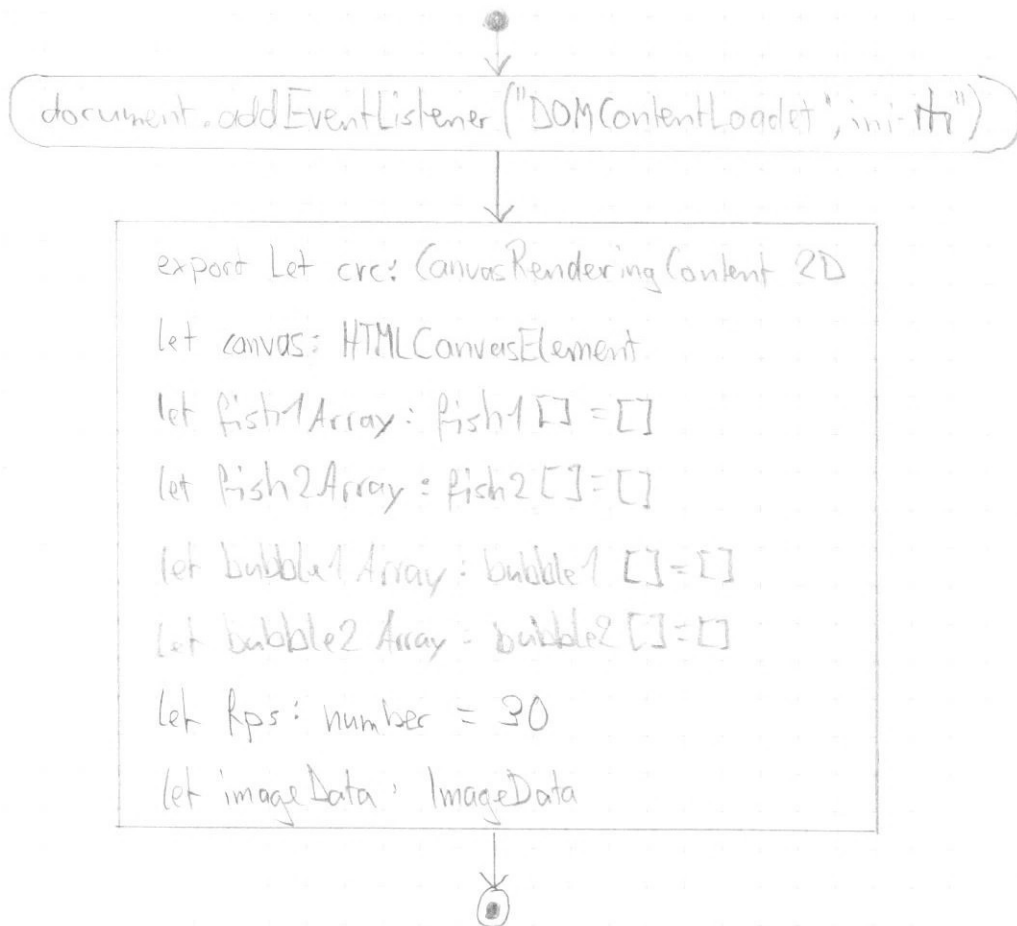
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Aktivitätsdiagramme zum Hauptprogramm



Kunde

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init

```
canvas = document.getElementById("canvas")[0]
cvc = canvas.getContext("2d")
```

drawEnvironment()

```
imageData = cvc.getImageData(0, 0, canvas.width, canvas.height)
```

let i: number = 0

A

B

C

D

E

```
let x: number = Math.random() * canvas.width
let y: number = Math.random() * canvas.height
let dx: number = Math.random()
```

let fish1: Fish1

```
fish1 = new Fish1
fish1.x = x
fish1.y = y
fish1.dx = dx
fish1Array.push(fish1)
fish1.draw()
```

i++

A

```
let x: number = Math.random() * canvas.width
let y: number = Math.random() * canvas.height
let dx: number = Math.random()
```

let fish2: Fish2

```
fish2 = new Fish2
fish2.x = x
fish2.y = y
fish2.dx = dx
fish2Array.push(fish2)
fish2.draw()
```

i++

B

```
let x: number = Math.random() * canvas.width
let y: number = Math.random() * canvas.height
let dy: number = Math.random()
```

let bubble1: bubble1

```
bubble1 = new bubble1
bubble1.x = x
bubble1.y = y
bubble1.dy = dy
bubble1Array.push(bubble1)
bubble1.draw()
```

i++

C

```
let y: number = Math.random() * canvas.height
let x: number = Math.random() * canvas.width
let dy: number = Math.random()
```

let bubble2: bubble2

```
bubble2 = new bubble2
bubble2.x = x
bubble2.y = y
bubble2.dy = dy
bubble2Array.push(bubble2)
bubble2.draw()
```

i++

D

E → update →



