Kunde Projekt Datum Seite

Klassendiagramme

Pish 1

X: Mumber

Y: Number

dx: number

move ()

draw ()

updale ()

Pish?

X: number

y: number

dx: number

move ()

draw ()

update)

bubble 1

x: number

y-number

dy number

Move (

draw ()

update ()

bulble 2

X : Number

y : number

dy- humber

move ()

diaw ()

apolate)

move

this move () th

this update() the

updale

this.x += this.dx

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MARKE, KREATION, DIGITAL,

LV I			
Kunde	Projekt	D-4	0 '1

Aktivitätsdiggramme zum Hauptprogramm

document add Event Listener ("DOM Content Logolet", ini- thi")

export Let crc: (anvas Rendering (antent 2D)

let convas: HTML Convas Element

let fish 1 Array: fish 1 [] = []

let fish 2 Array: fish 2 [] = []

let bubble 1 Array: bubble 1 [] = []

let bubble 2 Array: bubble 2 [] = []

let fps: Number = 30

let image Data: Image Data

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Kunde Projekt Datum Seite Mit comos = document - get Element By Tag Name ("ranvas") [0] cvc = canvas . get Confext ("2d") draw Environment (image Data = cvc get mage Data (O, O, convaso with, canvas-height let i Pranter let := number = 0 > let i : number = 0 eti: Mumber = 0 Let x: number = Math-randon Let x-number = Moth random Let x : number = Math. random Let x = number = Month condom * COMMOS MILLS A convers - Width 4 CONVOS - Wid4/ # carryas width lety- Downber - Mally Tondom let yinumber = Math-rondom Rty: number = Math. random Let x: number = Math. random + ramos height * carry as length onuas heigh *Can Vos. height Let dx: number = Math-random let dy: number: Math. random let dy:number = Mathrandom Let Fish! Fish 1 let fish 2 = fish 2 let pubbles : pubbles let bubble 1: bubble 1 fish 1 = new fish 1 Pish2 = Mew Pach2 humble 1 - year Dubblet Lubble 2 - Hour bolde 2 fish 1.x = x 4-42.x=x buildle 1. x = x Fichling = y bubble 1. y = y Figh I.X = Y Fish 2-dx dx Rish 1 dx = dx bullet 1. dy = dy bullble 2. dy dy Fish 1 Array push (Rish 1) fish? Array, push (Ash) Dubble 1 Arron push (bubble 1) bubble? Array. push bubble? Fish 2 - draw () bulleted-dienel) bulble 2. dravel) 1++ update it

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