

## Klassenvererbung

Superklasse

bewegteDinge

x: number  
y: number  
dx: number  
dy: number

draw(): void  
update(): void  
move(): void

Fish2

cx: number  
dy: number  
draw(): void  
move(): void

Fish1

cx: number  
dy: number  
draw()

Pfeidchen

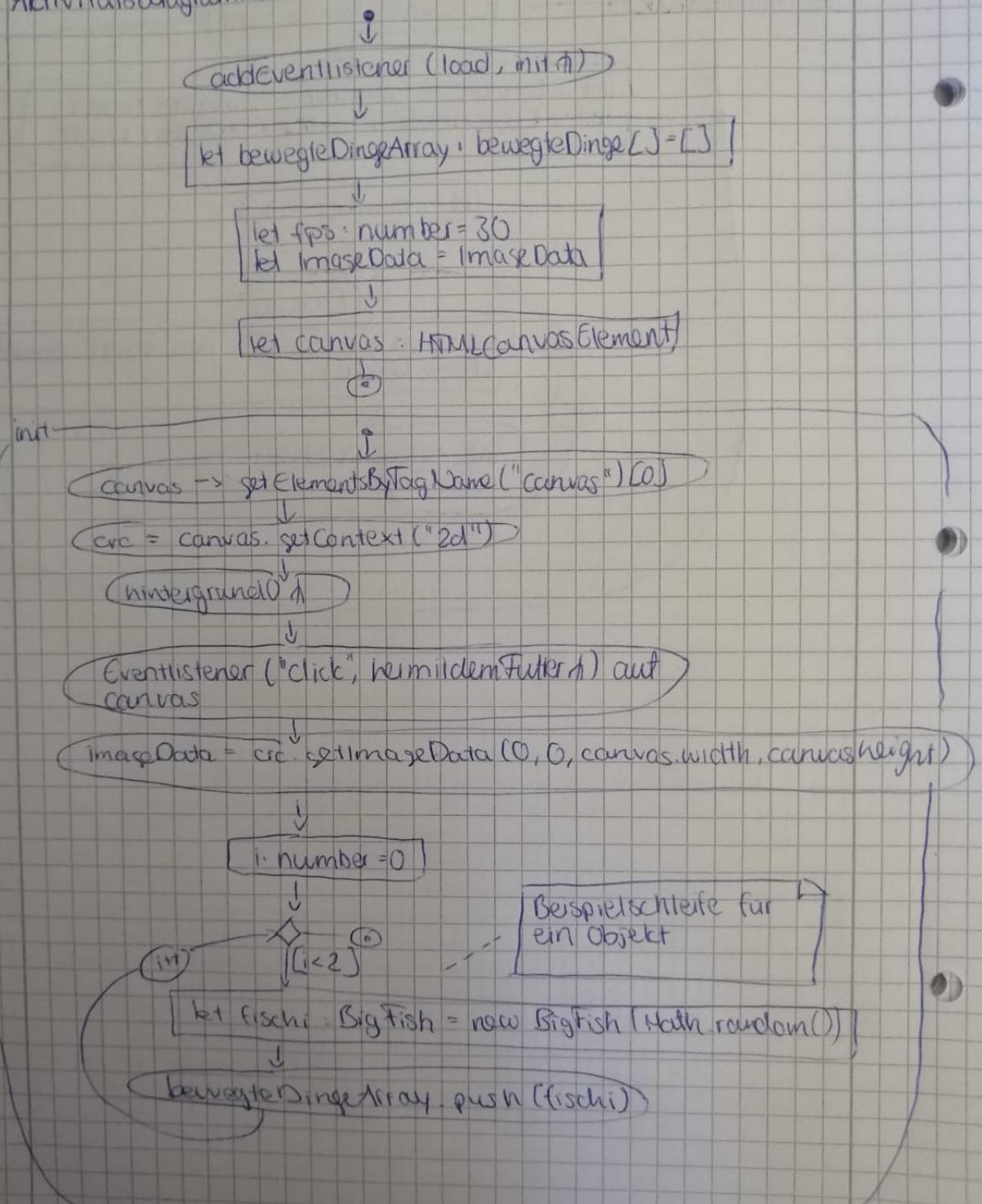
dx: number  
dy: number  
draw()  
move()

Food

cx: number  
dy: number  
draw(): void  
move(): void

Klassen

## Aktivitätsdiagramm



AD init mit beispielhafter Schleife

her mit dem Futter

- event: MouseEvent

let xKoordinate: number = event.clientX;  
let yKoordinate: number = event.clientY;

let i: number = 0

i < 10

let NormNom: Food = new Food(xKoordinate, yKoordinate)

has Array pushen

Futterfunktion