Aktivitātsaiag ramm Samstag, 28. Mai 2022 _timeslice:number _size:number} draw move constructor position to (0,0) (add velocity times _timeslice save transform of every object set velocity to random direction and random length (translate to position position coponant> canvas dimension] choose random type canvas dimension to component subtract canvas dimension from component (scale to size (set size to -size draw path representing choosen type restore transformation