Klassendiagramm

Freitag, 27. Mai 2022

16:25

canvaskendering: context

Vogel

type=number; size=number; velocity=vector; oosition=vector;

constructor (-size: number) move (-timestice: number):void draw();

Schiff

type=number; size=number; velocity=vector; position=vector;

constructor (-size: number) move (-timestice: number):void draw();

Wolke

type=number; size=number; velocity=vector; position=vector;

constructor (-size: number) move (-timestice: number):void draw();

vector

x:number y:number

constructor(
_x:number;
_y:number):void
scale(_factor:
number):void
add(_addend:
vector):void