

Helff danken!

Klasse 1

~~Schneeflocke~~
Snowflakes

①

Schnee
lässt sich
zeichnen

position: Vector
velocity: Vector
~~type: number~~
Size: number

Constructor(-size: number)
move(-timeslice: number): void
draw(): void

Canvas RenderingContext

Vector

x: number
y: number

Constructor(x: number, y: number)
set(-x: number, -y: number): void
Scale(-factor: number): void
add(-addend: Vector): void

Klasse 2

~~Vector~~
Bilder

②

position: Vector
velocity: Vector

move(-timeslice: number): void
draw(): void

Vector

x: number
y: number

set_x: number, -y: number
.void
Scale(-factor: number): void
add(-addend: Vector): void

+ x/y

Activity Diagram:-

Helf den Vögeln

Snowflakes
Vogel
Birds

