ДОРОБИТИ

<!DOCTYPE html>

<html lang="en" xmlns="http://www.w3.org/1999/xhtml">

<head>

<meta charset="utf-8" />

<title></title>

<script>

class Bacteria {

constructor(minStartRadius, maxStartRadius, maxDirection, minSpeed,maxSpeed) //Що треба знати при створенні об"єкта

{

//Опис властивостей

this.Radius = Math.floor(minStartRadius + Math.random() \* (maxStartRadius - minStartRadius + 1));

this.directionX = parseInt(-maxDirection + Math.random() \* (2 \* maxDirection + 1)) || 5;

this.directionY = parseInt(-maxDirection + Math.random() \* (2 \* maxDirection + 1)) || 5;

this.X = parseInt(Math.random() \* window.innerWidth);

this.Y = parseInt(Math.random() \* window.innerHeight);

this.Speed = parseInt(minSpeed + Math.random() \* (maxSpeed - minSpeed + 1));

this.Timer = null;

this.IsAlive = true;

this.Color= ......

}

onTick()

{

}

move()

{

}

isIntersection(otherBacteria)

{

}

isGreateThan(otherBacteria) {

}

eat(otherBacteria) {

}

stop()

{

}

remove()

{

}

render(containerId)

{

var btn = document.createElement("button");

//.... генеруємо розмітку

if (containerId) {

document.getElementById(containerId).appendChild(btn);

}

else

document.body.appendChild(btn);

this.Timer = setInterval(this.onTick.bind(this), this.Speed);

}

}

</script>

</head>

<body>

</body>

</html>