

AD

Canvas class

Constructor

- position: vec.
- size: num.

position to 0,0

Set velocity to
random direction
and random
length $> \text{min} < \text{max}$

Set radius

move

- timeslice: number
- position: vector

add velocity = -timeslice
to position $[\text{Position Component} > \text{Canvas dimension}]$ Add canvas
dimension
to ComponentSubtract canvas dimension
from Component

draw

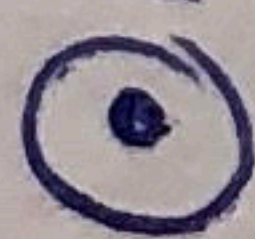
Save transform

translate to position

Scale to size

draw Path

restor Transform



Corona Class Diagram

Canvas Rendering Context

Human cells
Position: Vec
velocity: Vec
sit: num.

Constructor (-site
move (-timeslice)
draw ()

Antibody
Position: vector
velocity: vector

move (-timeslice: num
draw ()
move to (-position.corona

Corona
position: vector
velocity: vector
site: number

move (-timeslice: num
Constructor (-site)
draw ()
move to (-position.cells)
change (-site. Antibody)

Vector
x: number
y: number

Constructor (-x: num, -y: num)
Set (-x: num, -y: num)
Scale (-factor: number)
add (-added: vector)

