## Luftfahret: Classes

Camvas Rendering Context Partiglider

activity: Vector position: Vector

constructor ( position) move ( timeslice : draw () : void

roch

constructor (-position) position: Vector slice: number) draw: void

Vector

X:number 4: mmber

constuctor ( - Y'number,

- 4: manbar)

scale ( - factor: number ) add C\_addend: Vector set ( - x: number, - y: rumber): roid

tot Air Balloon

position: Vector relocity: Vector

start C-timeslice : number move ( - tincalice: number) constructor ( - position) draw ():void



