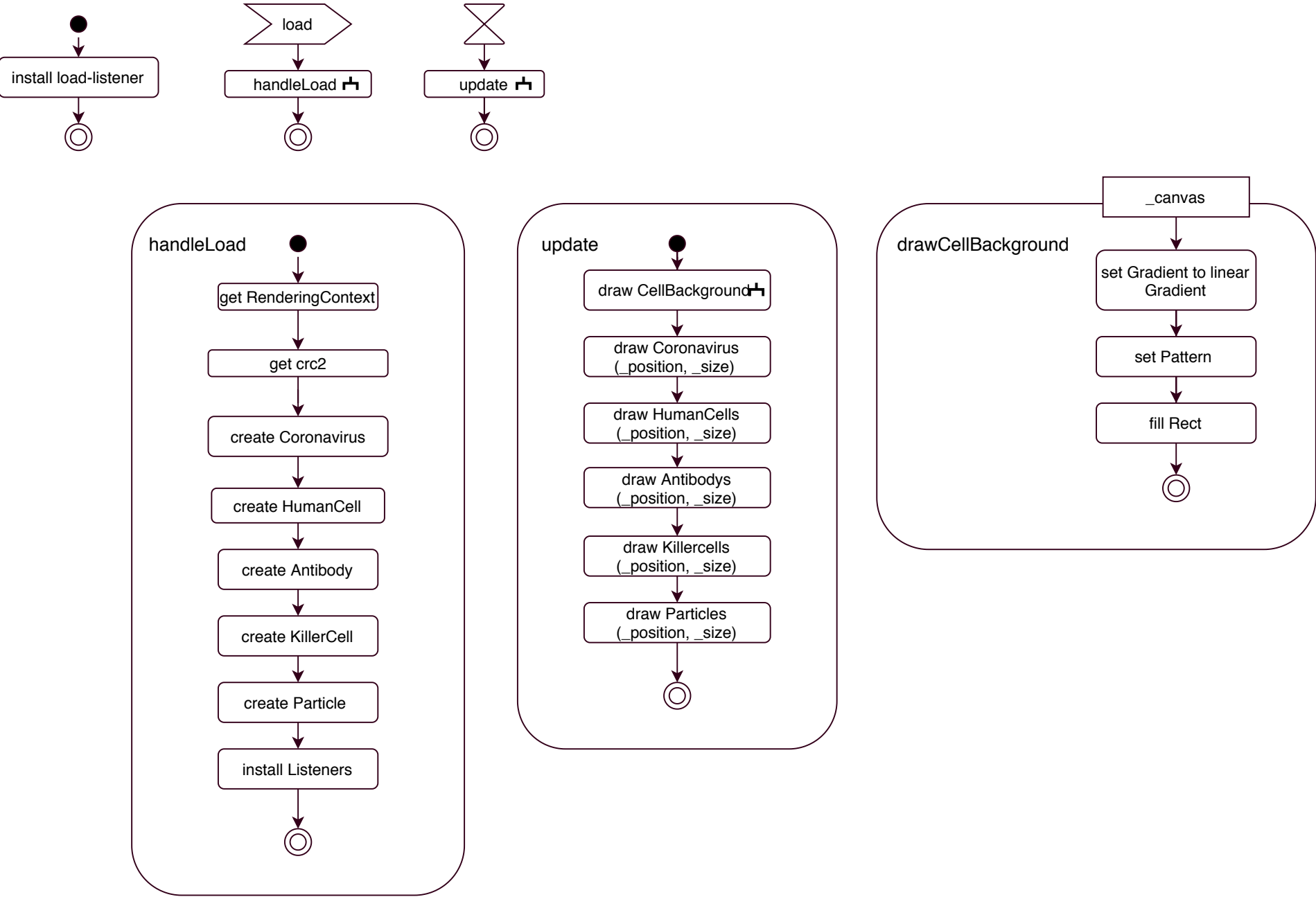


L09 Classes: Main-Aktivitätsdiagramm



L09: Klassendiagramm

CanvasRenderingContext

Antibody
position: Vector velocity: Vector size: number
constructor (_size: number) move (_timeslice: number) : void draw(): void

Vector
x: number y: number
constructor (_x: number, _y: number) set (_x:number, _y: number): void add (_addend: Vector): void

KillerCell
position: Vector velocity: Vector size: number
constructor (_size: number) move (_timeslice: number) : void draw(): void

CoronaVirus
position: Vector velocity: Vector size: number target: HumanCell
constructor (_size: number) move (_timeslice: number) : void draw(): void

Partice
position: Vector velocity: Vector size: number
constructor (_size: number) move (_timeslice: number) : void draw(): void

HumanCell
position: Vector velocity: Vector size: number
constructor (_size: number) move (_timeslice: number) : void draw(): void

