Vector Movable conves rentering (x: number position vector y: number velocity: vector construction (x:number, y=number) set (x:number y:number)
scale (factor:number)
add (added: Vector)
ramdon (min length:number, max leg/fachung)
Copy: Vector constructor (position?, vector) more (timestice number) drow: void Coud Bees position vector position vector ve County: vector ve louity : vector size : vector size: vector constructor (si 20 2 vector, position? vector) constructor: (prisipe ? vector, position? move (time slice, number) draw void draw - vo. o J



