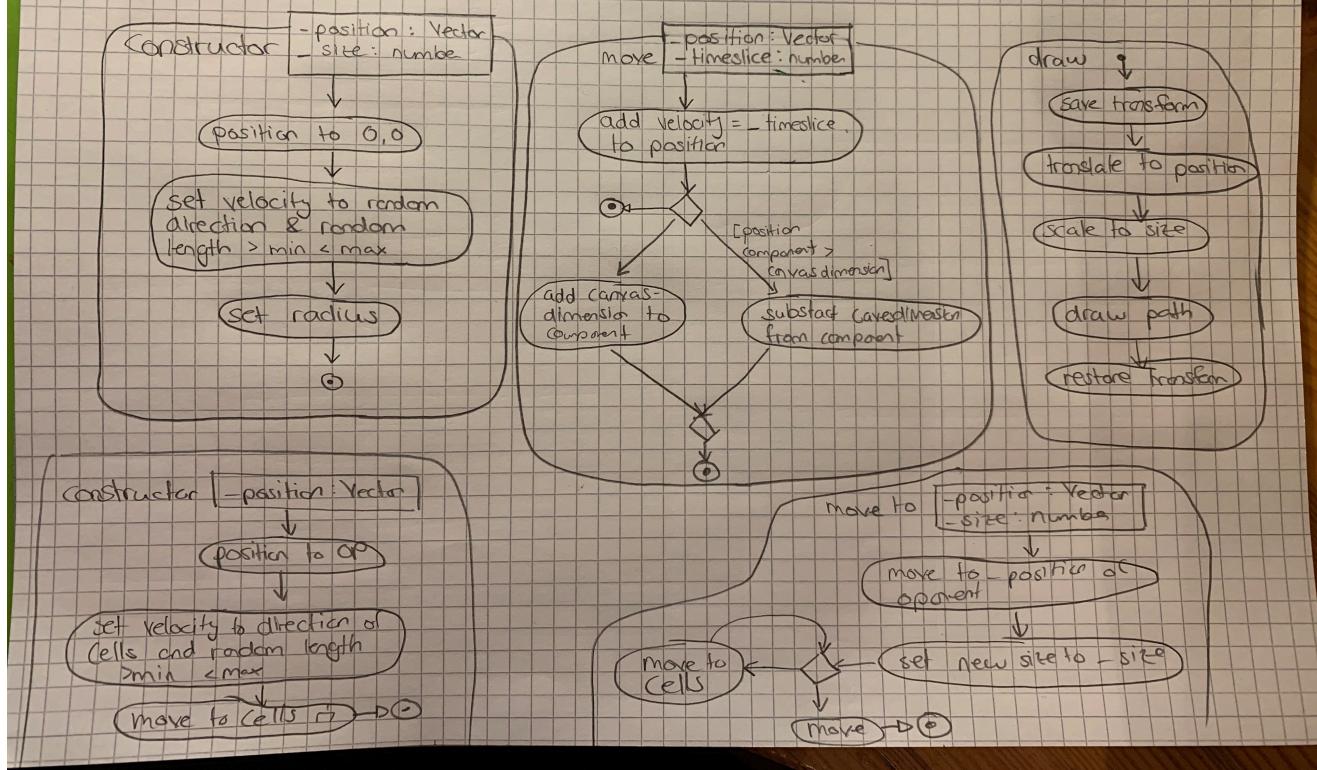


Coronavirus - Activity Diagram



Coronavirus - Class Diagram

Canvas Rendering Context

Cells

- position: Vector
- velocity: Vector
- size: Number
- Constructor (- size)
- move (- timeslice: number): void
- draw (): void

Anti

- position: Vector
- velocity: Vector
- move (- timeslice: number): void
- draw (): void
- moveTo (- position: Vector, virus: Vector): void

Killer

- position: Vector
- velocity: Vector
- move (- timeslice: number): void
- draw (): void
- moveTo (- position: Vector, virus: Vector): void
- change (- size: number, virus: number): void

Virus

- position: Vector
- velocity: Vector
- size: Number
- move (- timeslice: number): void
- Constructor (- size)
- draw (): void
- moveTo (- position: Vector, cells: Vector): void
- change (- size: number, killer: number): void

Vector

- X: number
- Y: number
- Constructor (-x: number, -y: number)
- set (x: number, y: number): void
- scale (- factor: number): void
- add (- addend: Vector): void

Particles

- position: Vector
- velocity: Vector
- move (- timeslice: number): void
- draw (): void

