

## Canvas Rendering Context

### NoDraw

+position : Vector  
+velocity : Vector  
+size : number  
-radius : number

constructor (-position ?: Vector)  
+move (\_timeStep: number): void  
+draw (): void

### Cellular

+infected: boolean = false

constructor (-size: number,  
-position ?: Vector)

+draw (): void  
+drawCellColor (): void  
+isCellInfected (): void

### Virus

constructor (-size: number,  
-position?: Vector)

+draw (): void

### BloodCell

constructor (-size: number,  
-position ?: Vector)

+draw (): void

### Vector

+x: number  
+y: number

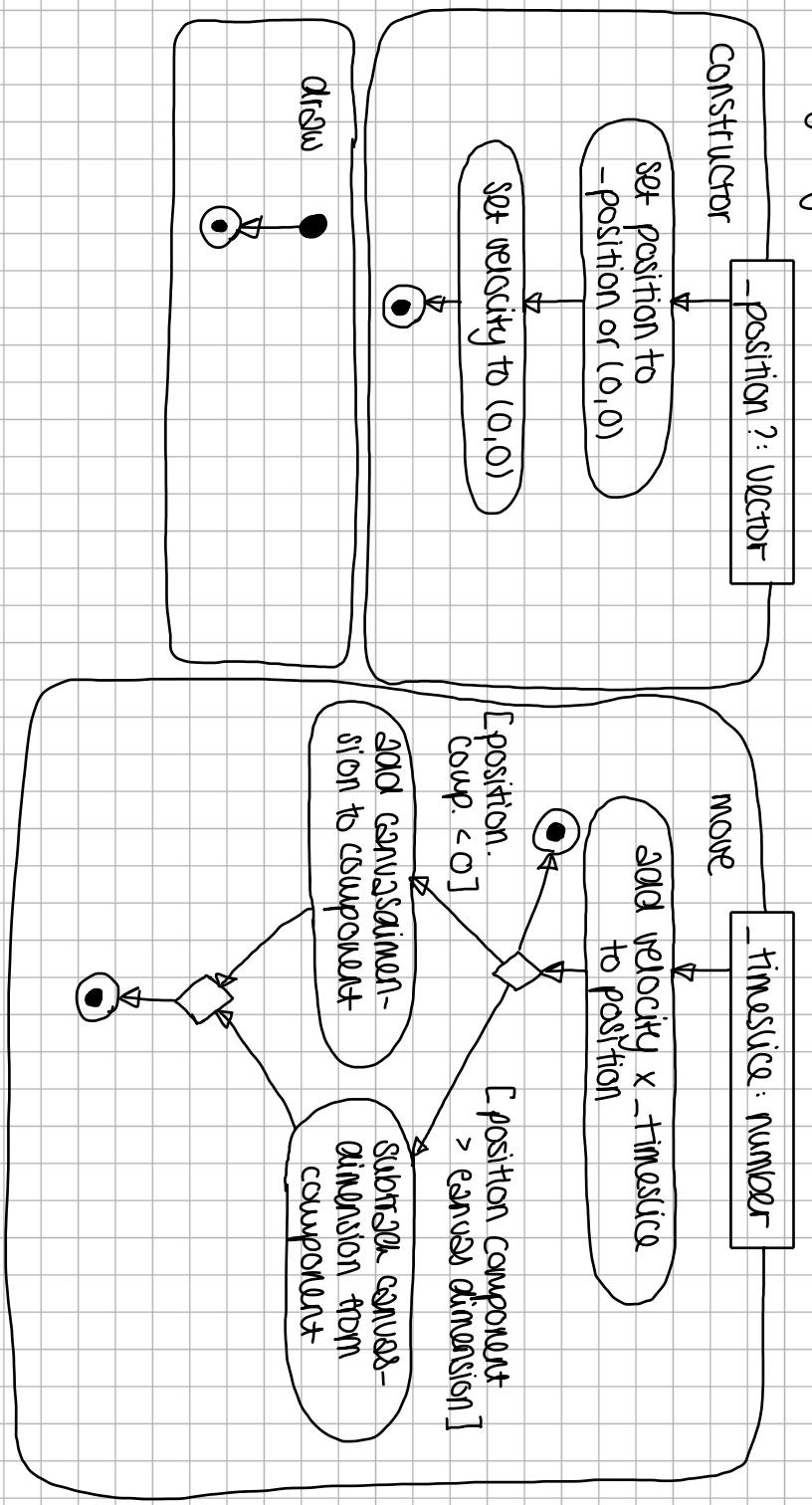
constructor (-x: number, -y: number)  
+set (\_x: number, \_y: number): void  
+scale (\_factor: number): void  
+add (\_addend: Vector): void  
+copy (): Vector  
+getDifference (v0: Vector, v1: Vector): Vector

### Antibody

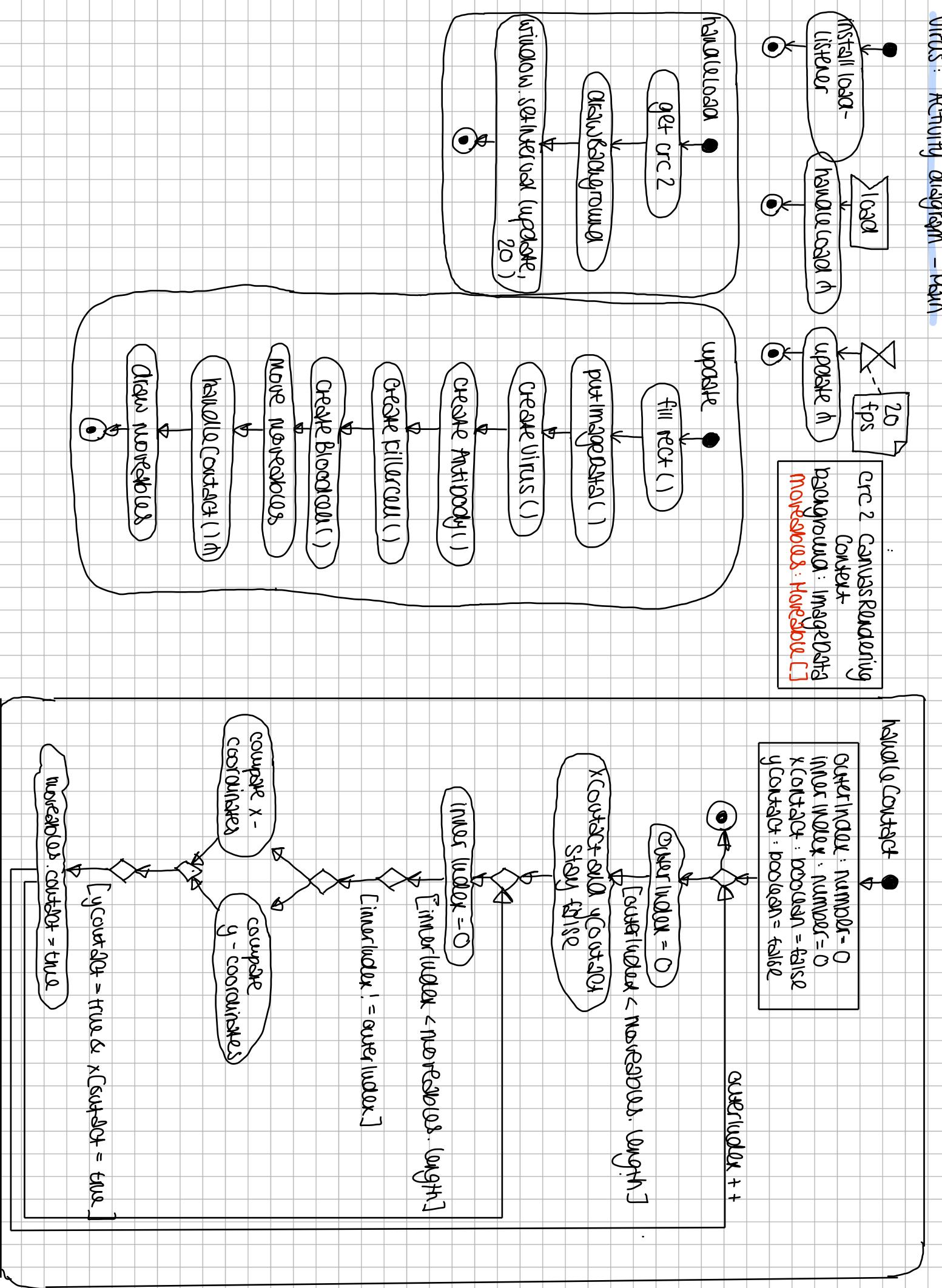
constructor (-size: number,  
-position ?: Vector)

+draw (): void

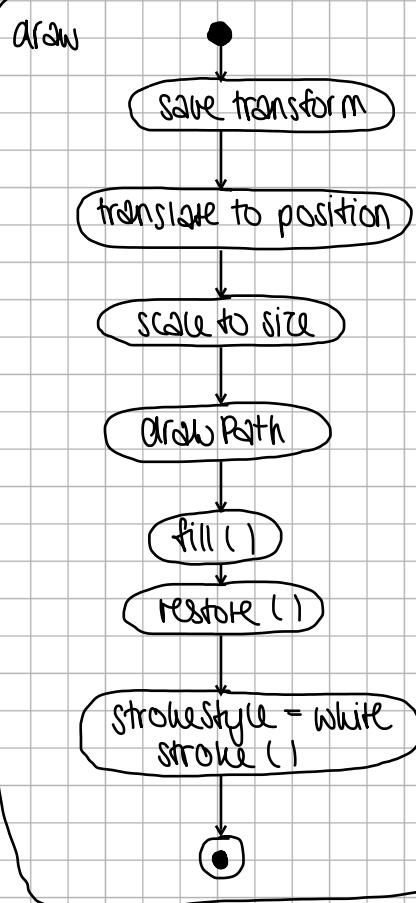
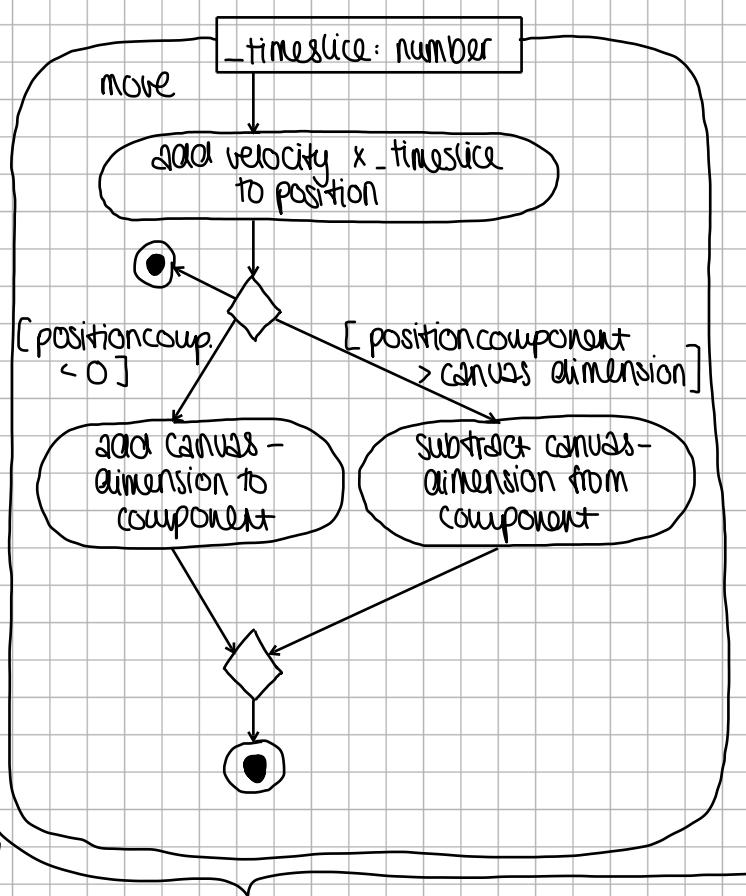
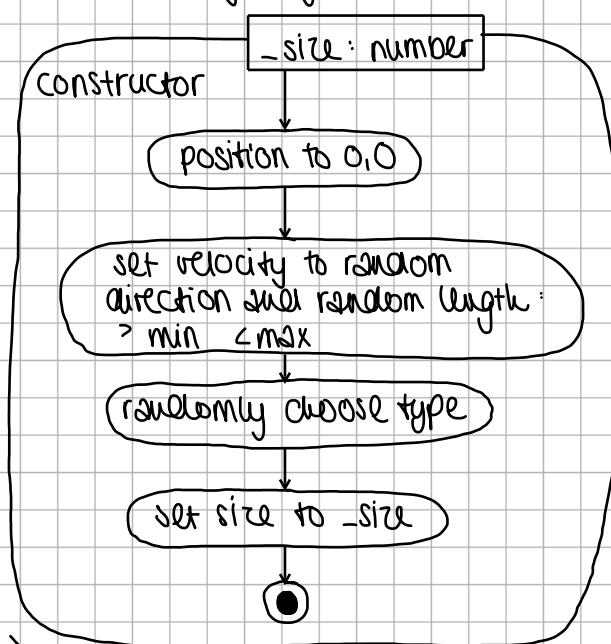
# Activity diagram - Moveable



## Virus: Activity diagram - Main

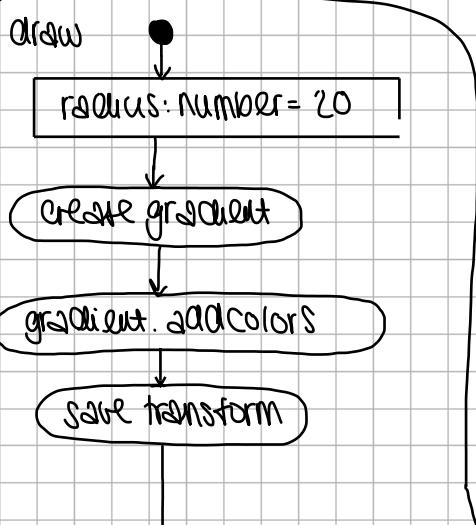


## Virus : Activity Diagram

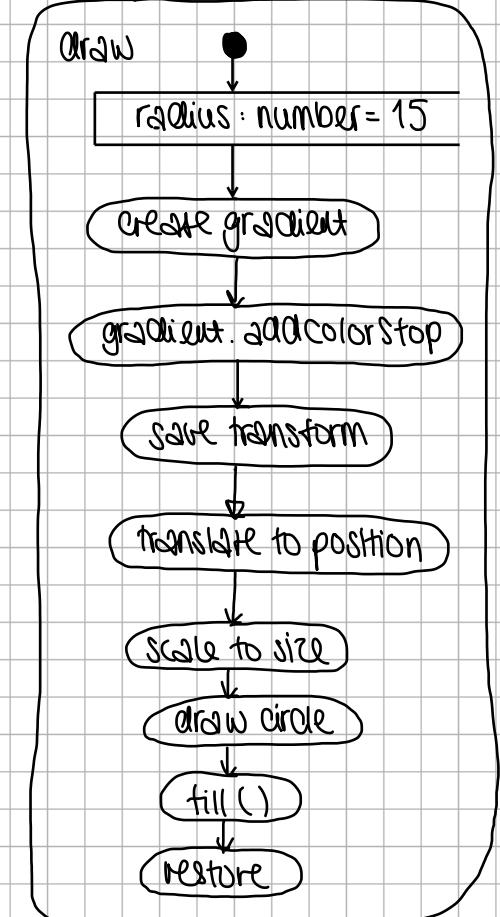
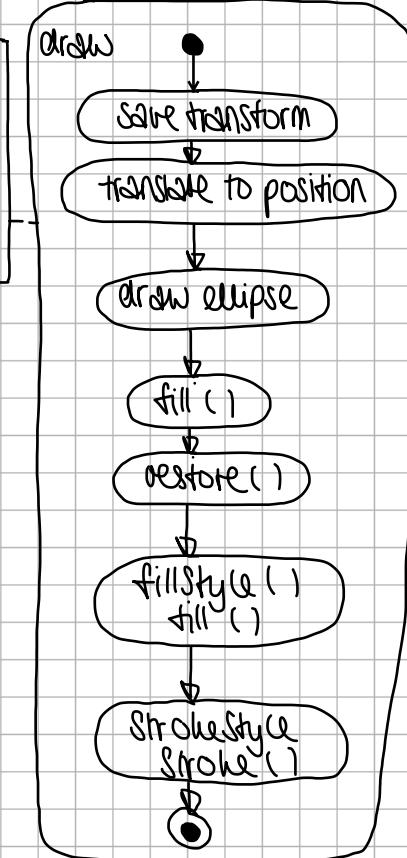


Anti-body.ts

constructor & move sind für Antibody.ts, Bloodcell.Virus.ts und KillerCell.ts gleich, daher gleiten die oben gemalten Diagramme für alle



Virus.ts



KillerCell.ts

