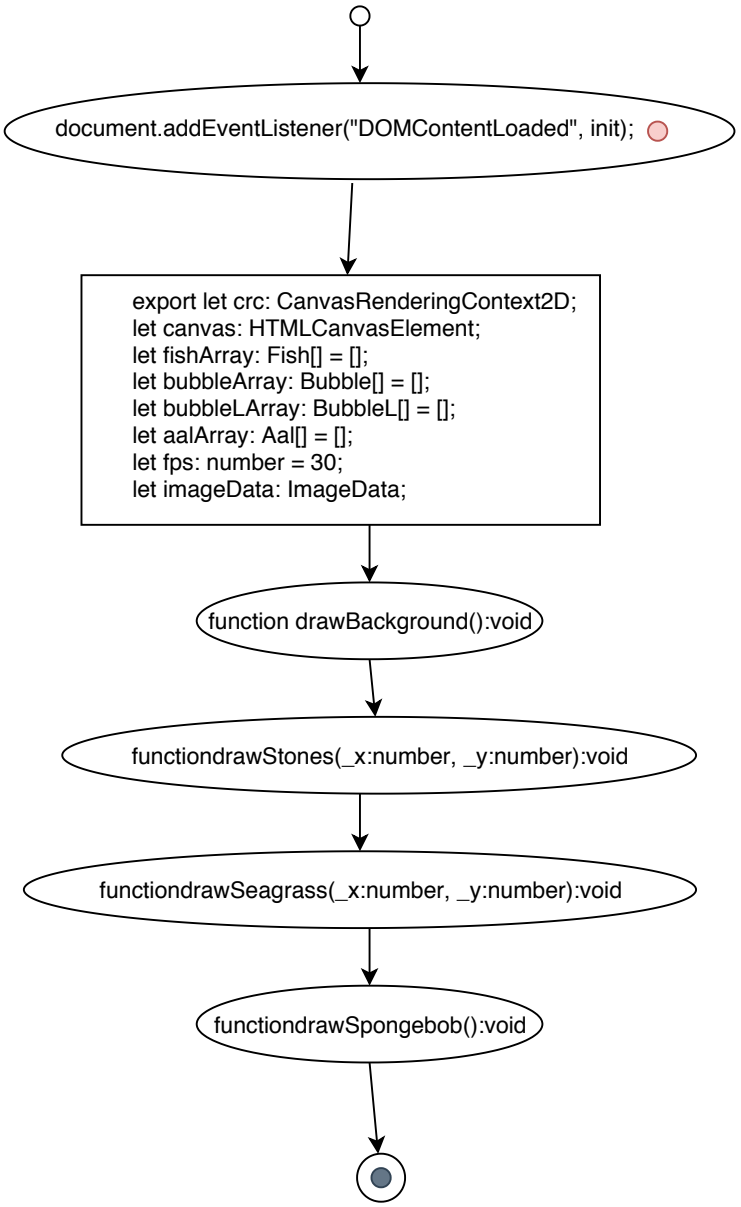
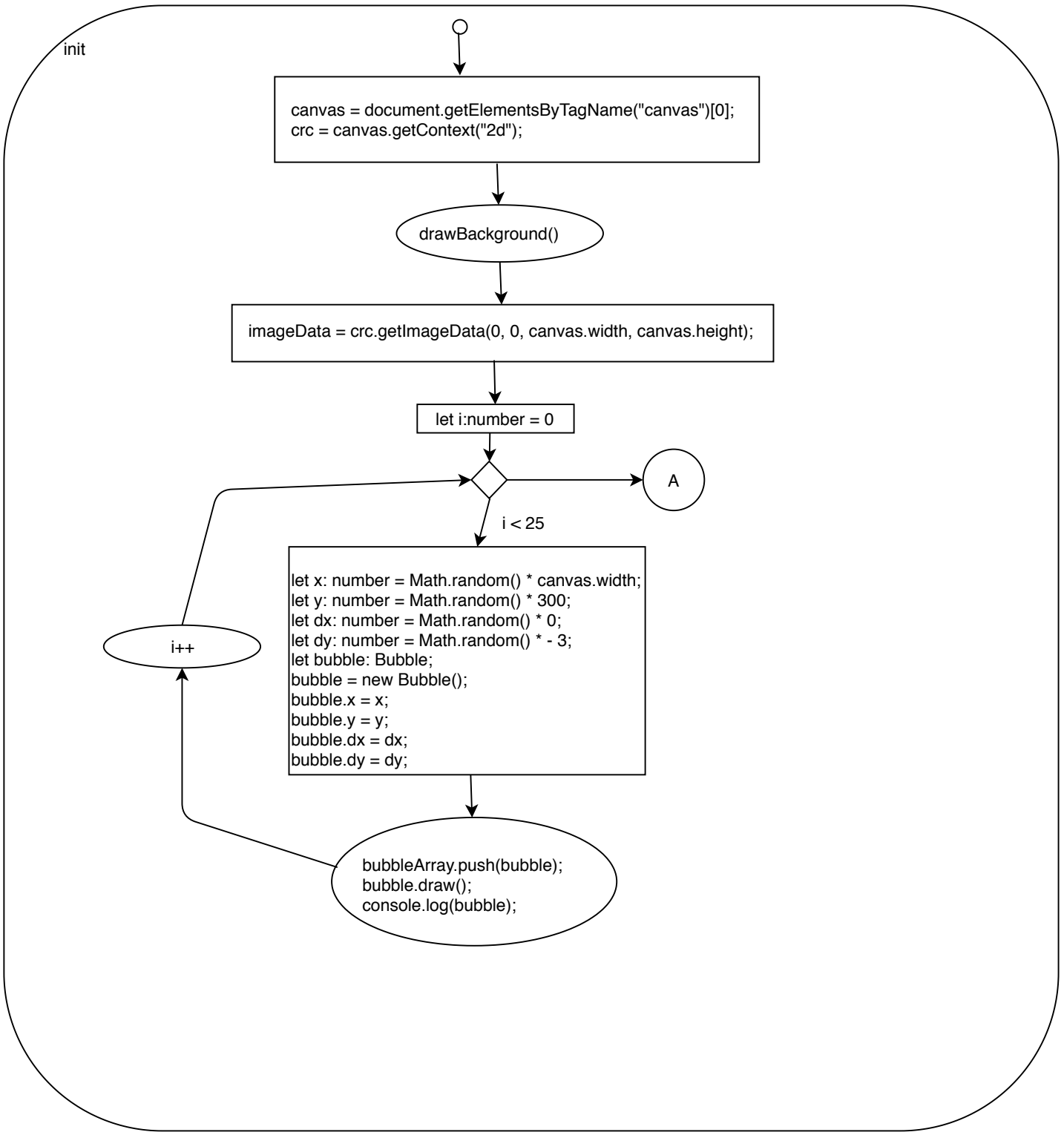
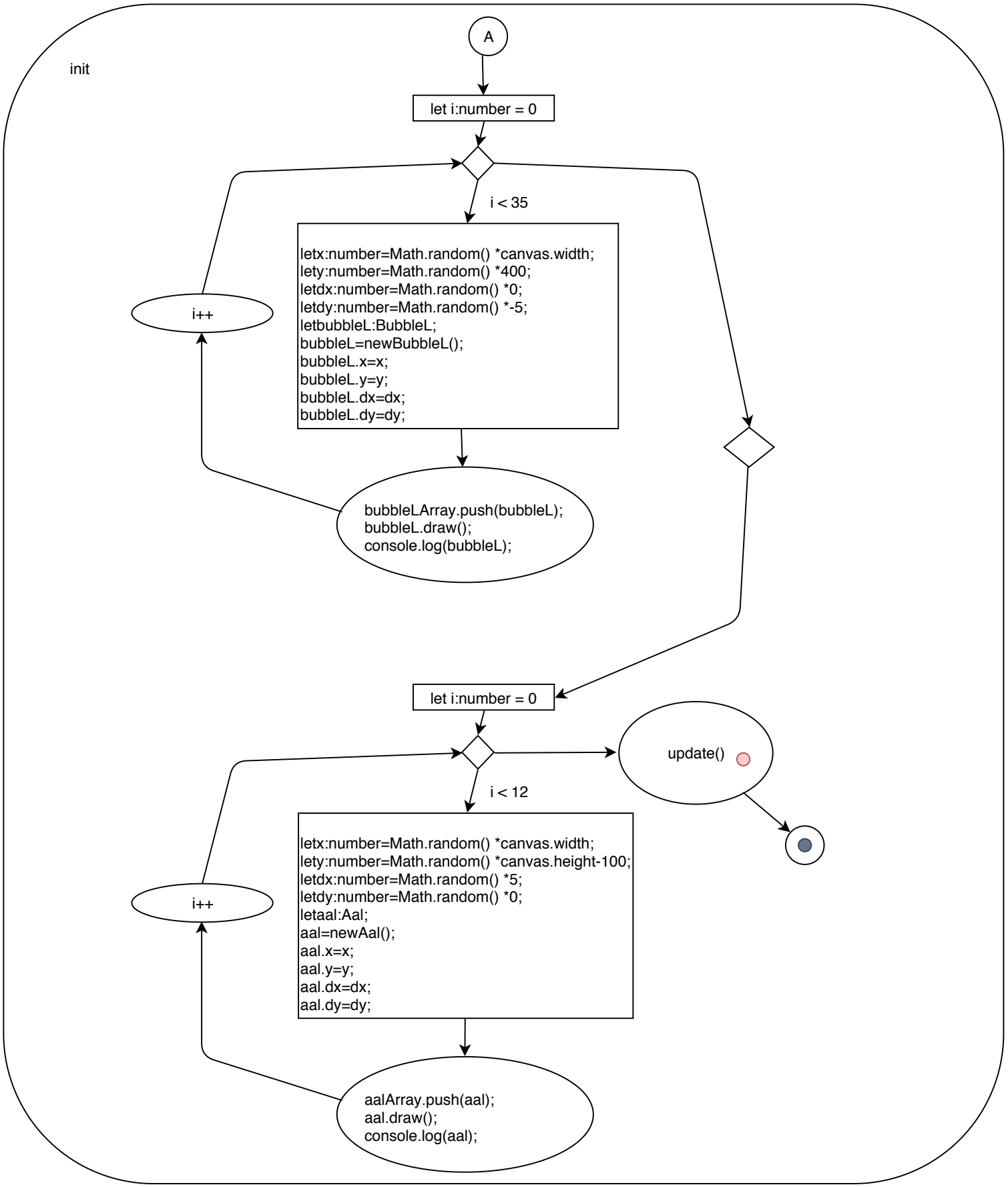
canvas.ts

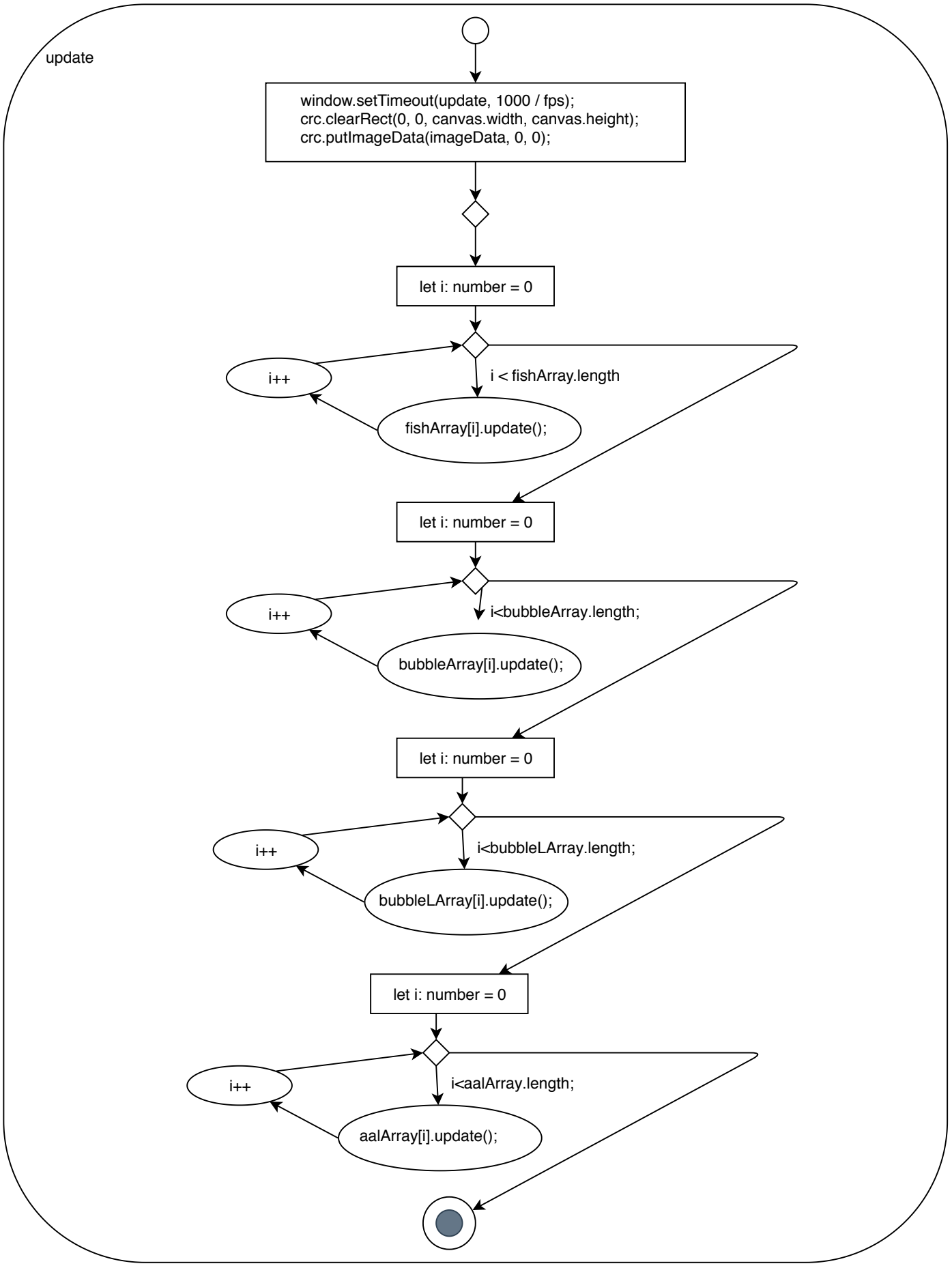
Gabel



canvas.ts


init
canvas = document.getElementsByTagName("canvas")[0];
crc = canvas.getContext("2d");
drawBackground()
imageData = crc.getImageData(0, 0, canvas.width, canvas.height);
let i:number = 0
A
i < 25
let x: number = Math.random() * canvas.width;
let y: number = Math.random() * 300;
let dx: number = Math.random() * 0;
let dy: number = Math.random() * - 3;
let bubble: Bubble;
bubble = new Bubble();
bubble.x = x;
bubble.y = y;
bubble.dx = dx;
bubble.dy = dy;
i++
bubbleArray.push(bubble);
bubble.draw();
console.log(bubble);

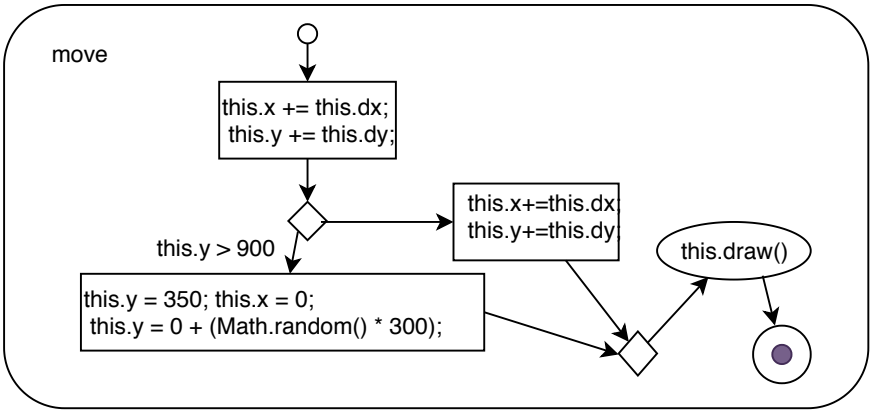

init
A
let i:number = 0
i < 35
letx:number=Math.random() *canvas.width;
lety:number=Math.random() *400;
letdx:number=Math.random() *0;
letdy:number=Math.random() *-5;
letbubbleL:BubbleL;
bubbleL=newBubbleL();
bubbleL.x=x;
bubbleL.y=y;
bubbleL.dx=dx;
bubbleL.dy=dy;
i++
bubbleLArray.push(bubbleL);
bubbleL.draw();
console.log(bubbleL);
let i:number = 0
update()
i < 12
letx:number=Math.random() *canvas.width;
lety:number=Math.random() *canvas.height-100;
letdx:number=Math.random() *5;
letdy:number=Math.random() *0;
letaal:Aal;
aal=newAal();
aal.x=x;
aal.y=y;
aal.dx=dx;
aal.dy=dy;
i++
aalArray.push(aal);
aal.draw();
console.log(aal);


update
window.setTimeout(update, 1000 / fps);
crc.clearRect(0, 0, canvas.width, canvas.height);
crc.putImageData(imageData, 0, 0);
let i: number = 0
i++
i < fishArray.length
fishArray[i].update();
let i: number = 0
i++
i<bubbleArray.length;
bubbleArray[i].update();
let i: number = 0
i++
i<bubbleLArray.length;
bubbleLArray[i].update();
let i: number = 0
i++
i<aalArray.length;
aalArray[i].update();

Klassendiagramme

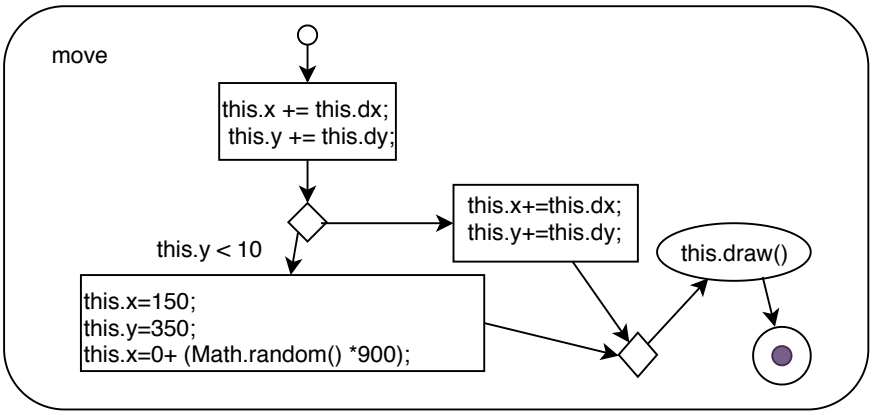
Aal
x: number; y: number; dx: number; dy: number;

draw();
update();
move();



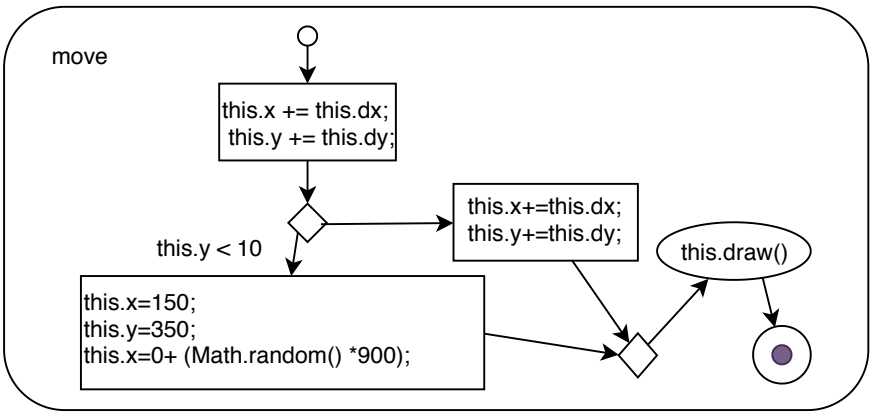
Bubble
x: number; y: number; dx: number; dy: number;

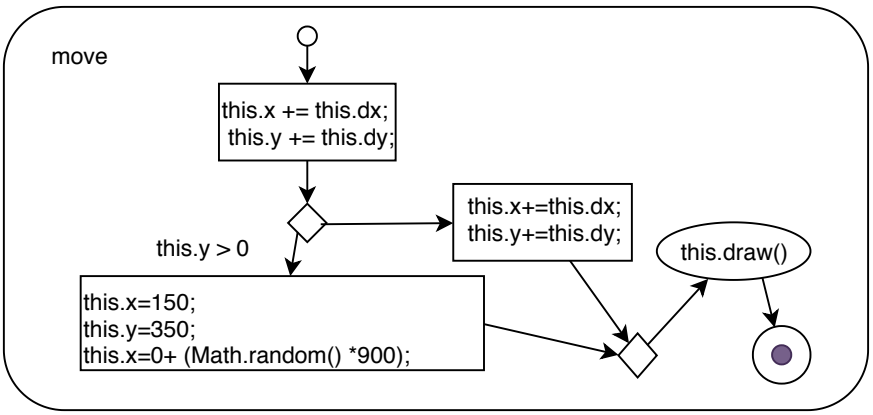
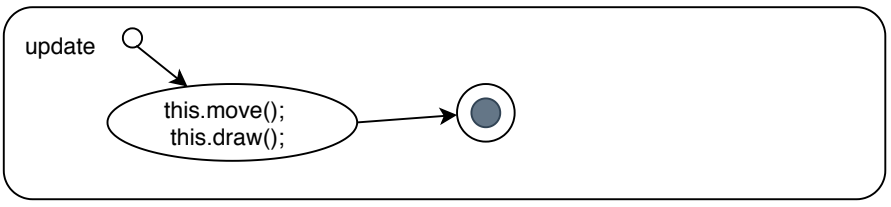
draw();
update();
move();



BubbleL
x: number; y: number; dx: number; dy: number;

draw();
update();
move();



Fish
x: number; y: number; dx: number; dy: number;

draw();
update();
move();