Virus : Class Diagram

Hoveable Canua Rendering Context Vector position: Vector x: number velocity: Vector Site: number y: number constructor (-x: number, -y: number) constructor: (_ size: number) move (): void Blood Cells Corona Cell position : vector velocity : vector target : Body chech: boolean - true constructor: (size: number, X: number, ve locity: vector) draw() constructor: (-site: number)
move (): void ni+Boly : void Killer Cell, Anti Bodies

Virus : Activity Diagram _size: number move constructor draw (Constructor (- size: number add velocity to position (some transform constructor translate to Hazable (Set velocity to position random direction and random length .min .max [position comparent [position component > dimension conus scale to size width / height] draw path add cances-width / height restore transform to componen substract canvas wioth/height (set size to _ size from component hit Booly Cell detect if Booly Cell is nearby hang onto another position

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