L09.2 Class Diagram

Vector

x: number;y: number;

constructor(_x: number, _y:
number)

set(_x: number, _y: number):
void

scale(_factor: number): void

add(addend: Vector): void

random(_minLength: number, _maxLength: number, _directions?: string): void

Snowflake

position: Vector; velocity: Vector; size: number;

snowflake: Path2D;

gradient: CanvasGradient;

create(_stepAmount?: number):
void

draw(): void

move(_step: number): void

FlyingBirds

position: Vector; velocity: Vector; scale: Vector;

constructor(position: Vector)

draw(): void

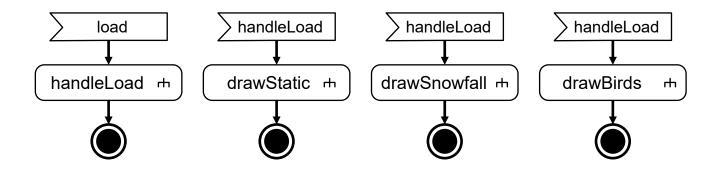
fly(_timeslice: number): void

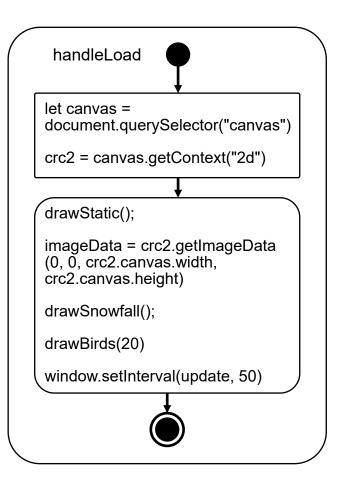
<<interface>> smallVector

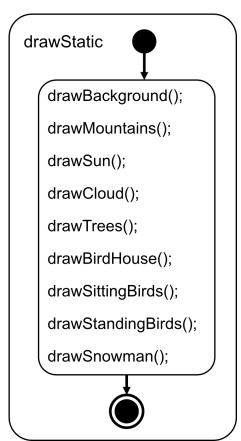
[key: string]: number;

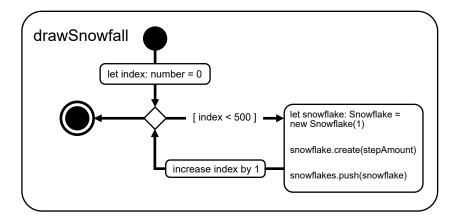
L09.2 Activity Diagram











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