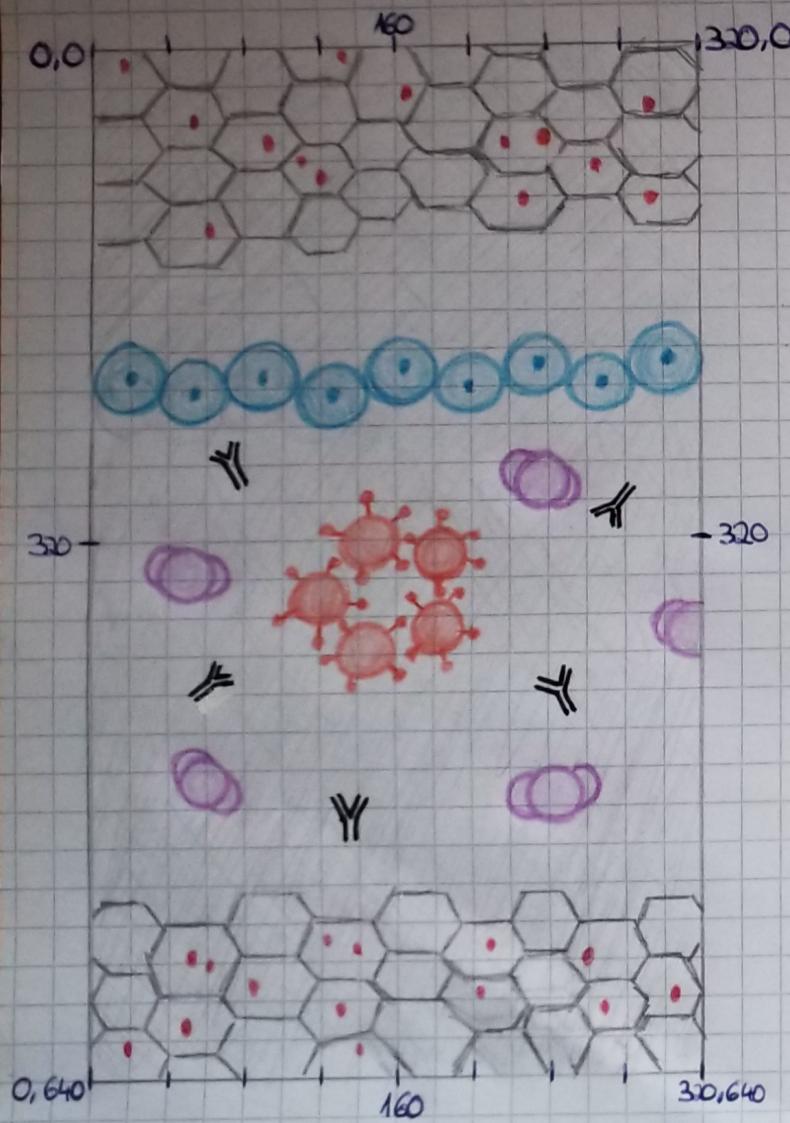
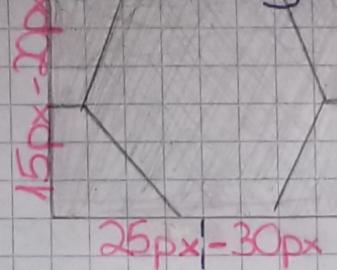


*Verbesserung

L08-Canvas - Scribble

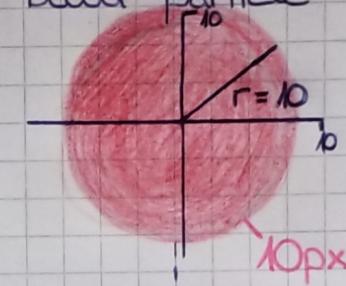


cell in background

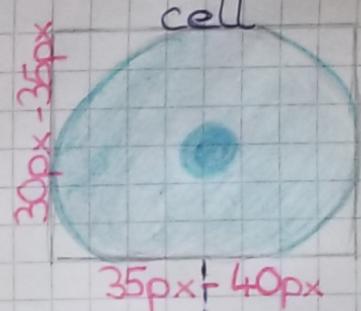


color = light grey
pattern
random size
random spin

blood particle



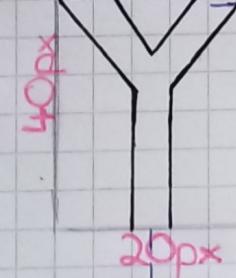
color = dark red
random position



35px-40px

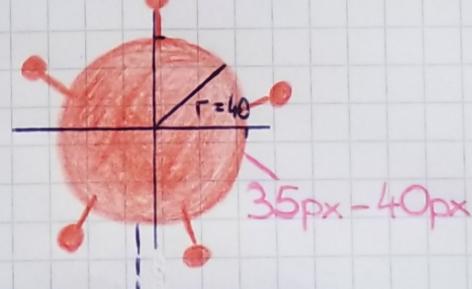
color = light blue
random size
random spin
random position

antibody



color = black
random spin
random position

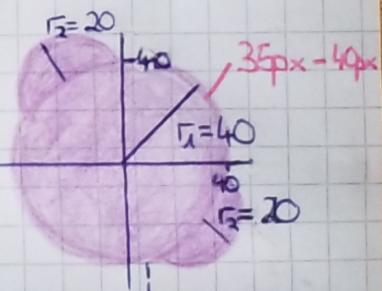
corona virus



color = light red
random size
random spin
random position

1 big circle
5 small circles

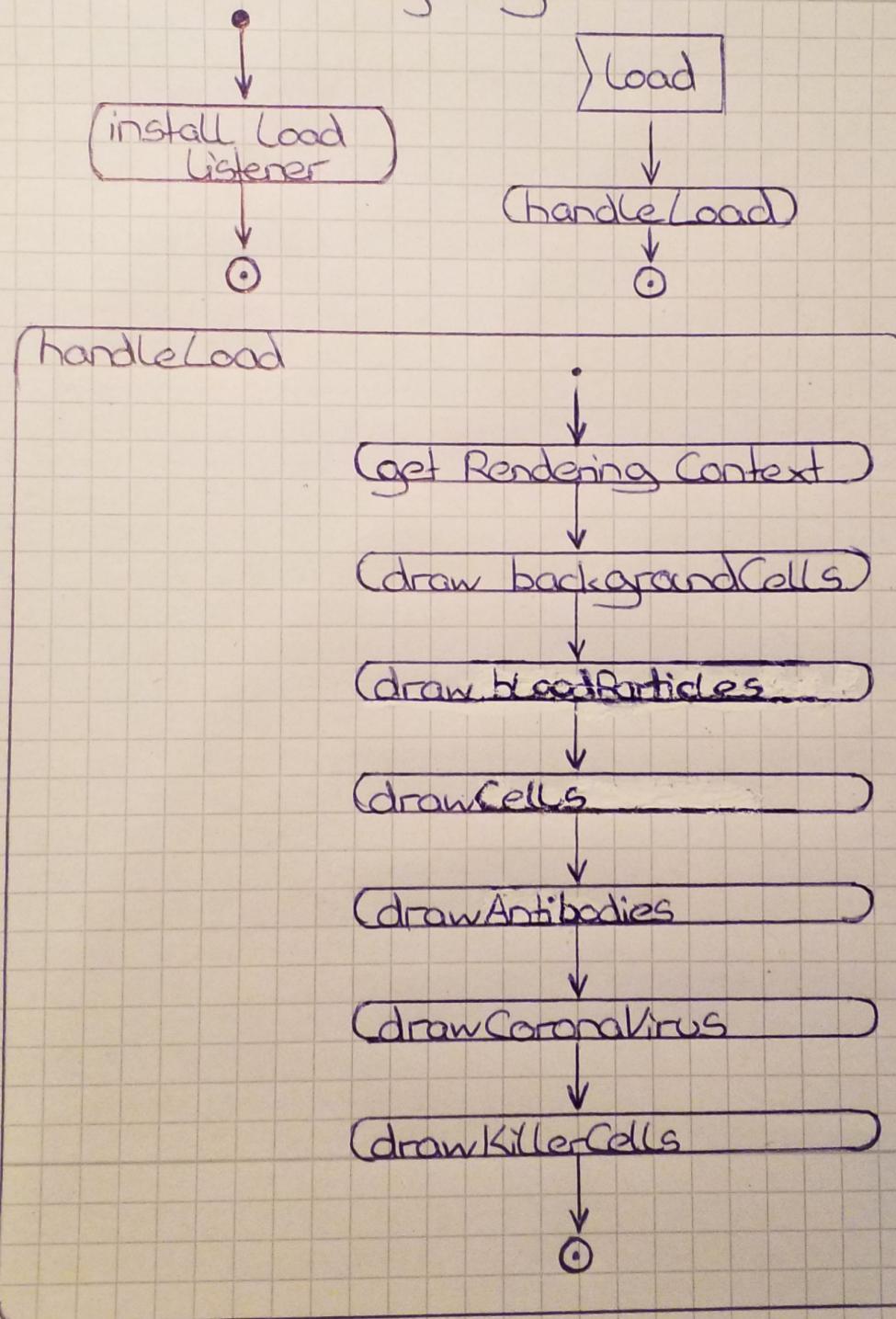
killer cell



color = purple
random size
random spin
random position

1 big circle
2 small circles

L08 - Canvas - Activity Diagram



LOG - Classes - Class Diagram

CanvasRenderingContext

cell in background

position: Vector
constructor: (-position: Vector)
draw(): void

cell

position: Vector
velocity: Vector
type: number
size: number
constructor: (-position: Vector)
draw(): void
move(_timeSlice: number): void
isInfected(_colorIndex: number): void
getKilled()

blood particle

position: Vector
velocity: Vector
radius: number
constructor: (-position: Vector)
draw(): void
move(_timeSlice: number): void

antibody

position: Vector
velocity: Vector
size: Number
constructor: (-position: Vector,
 -size: Vector)
draw(): void
move(_timeSlice: number): void
markInfectedCell(): 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

corona virus

position: Vector
velocity: Vector
type: Number
radius: number
constructor: (-position: Vector)
draw(): void
move(_timeSlice: number): void
infectsCell(): void

killer cell

position: Vector
velocity: Vector
type: Number
radius₁: number
radius₂: number
constructor: (-position: Vector)
draw(): void
move(_timeSlice: number): void
killsInfectedCell(): void