

Klassendiagramme

CanvasRenderingContext

Antibody

position: Vector velocity: Vector

constructor (_position: Vector) move (_timeslice: number): void draw (): void

Corona

position: Vector velocity: Vector

constructor (_position: Vector) move (_timeslice: number): void draw (): void

Vector

x: number y: number

constructor (_x: number, _y: number) set (_x: number, _y: number): void scale(_factor: number): void add (_added: Vector): void
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Particle

position: Vector velocity: Vector

constructor (_position: Vector) move (_timeslice: number): void draw (): void
