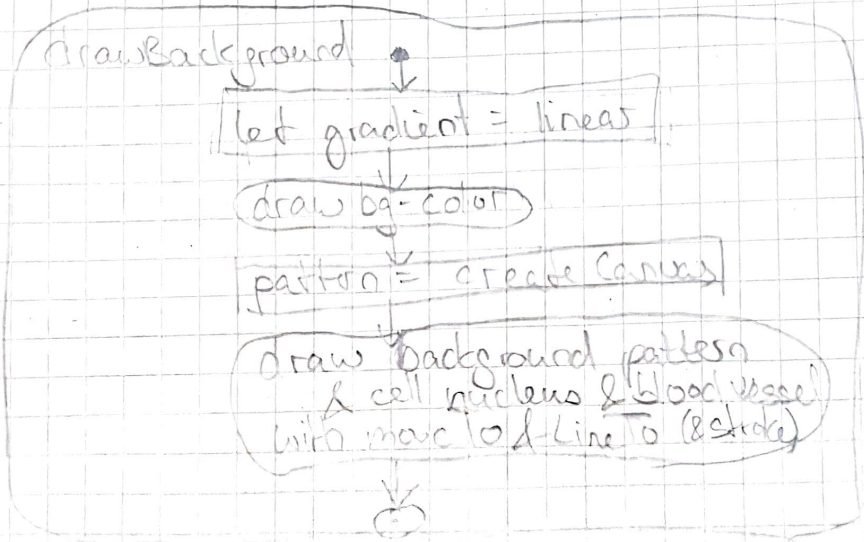
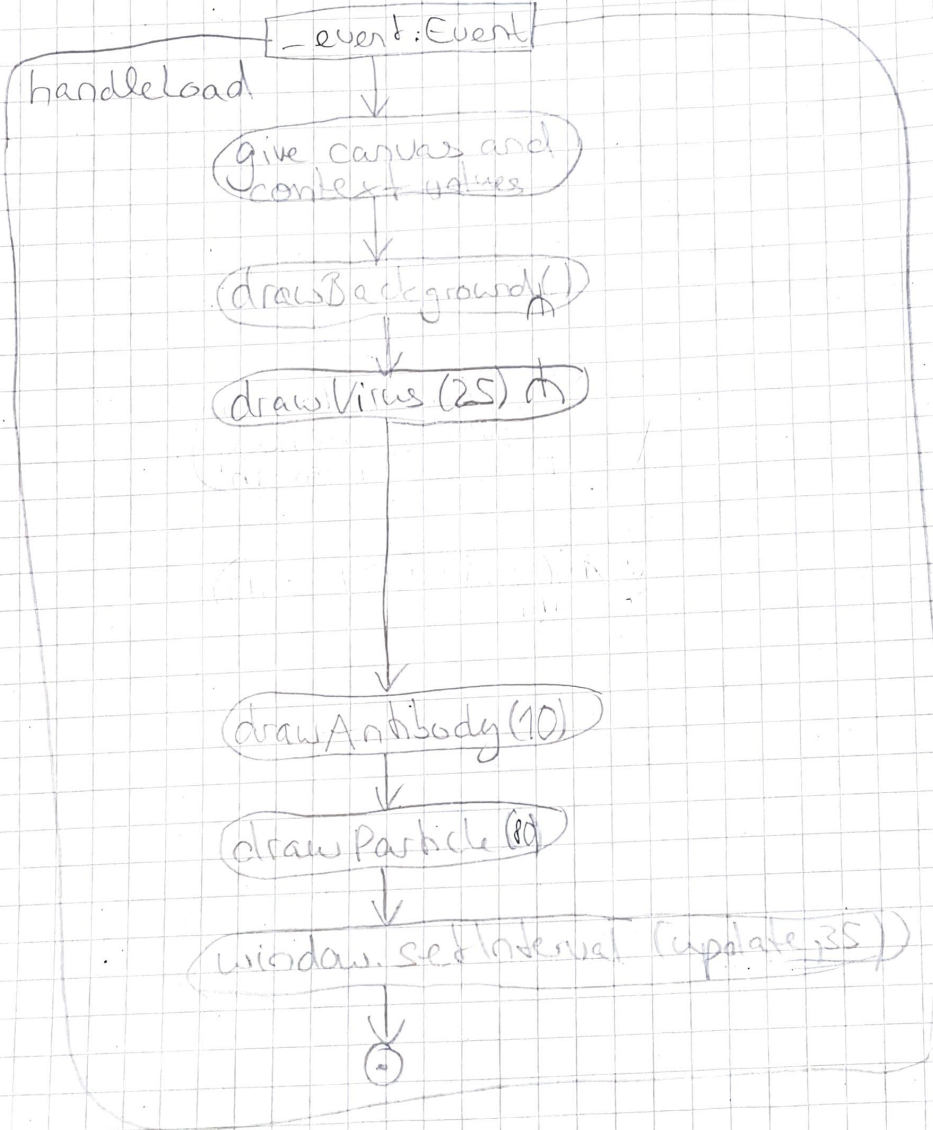
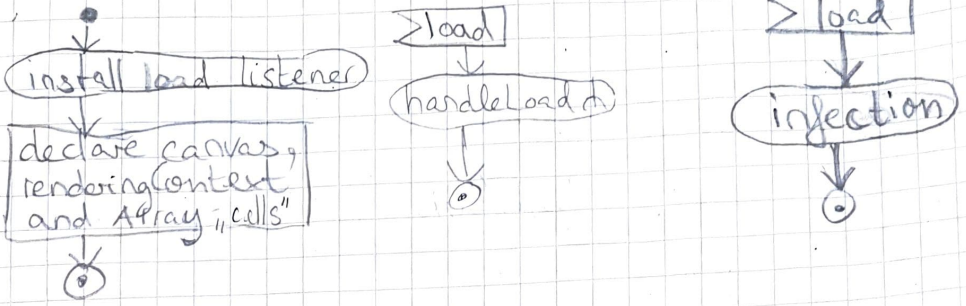
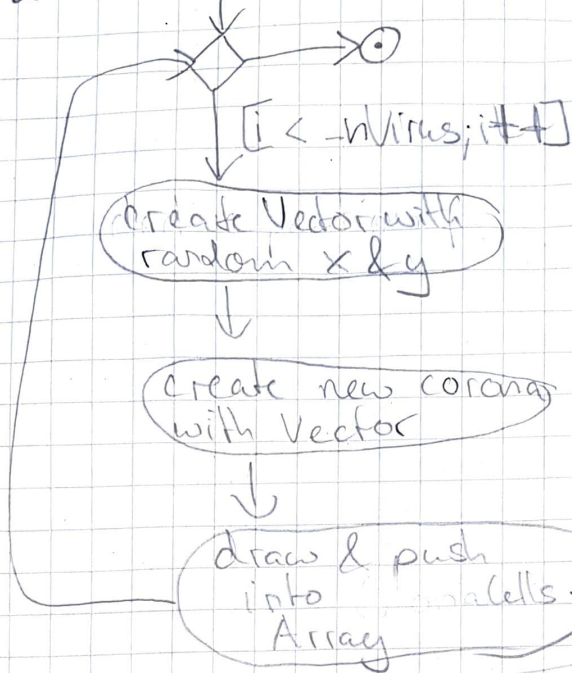


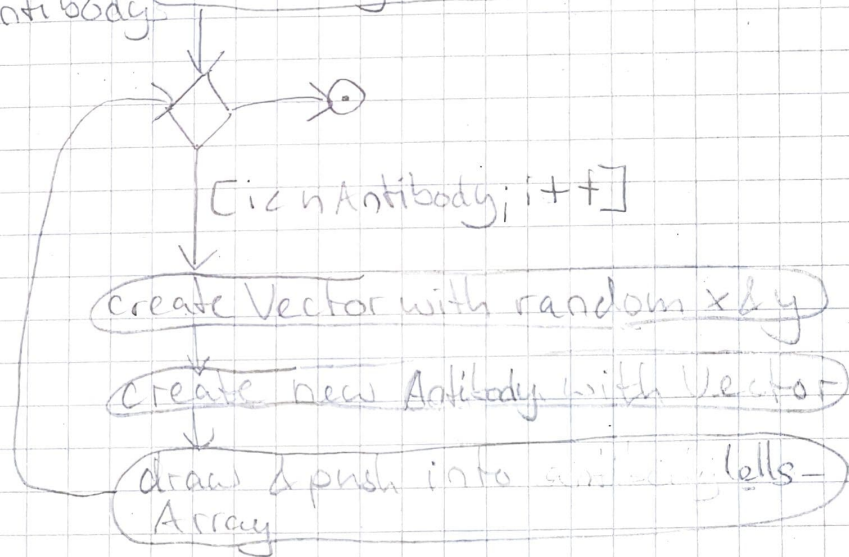
Activity Diagram virusMain



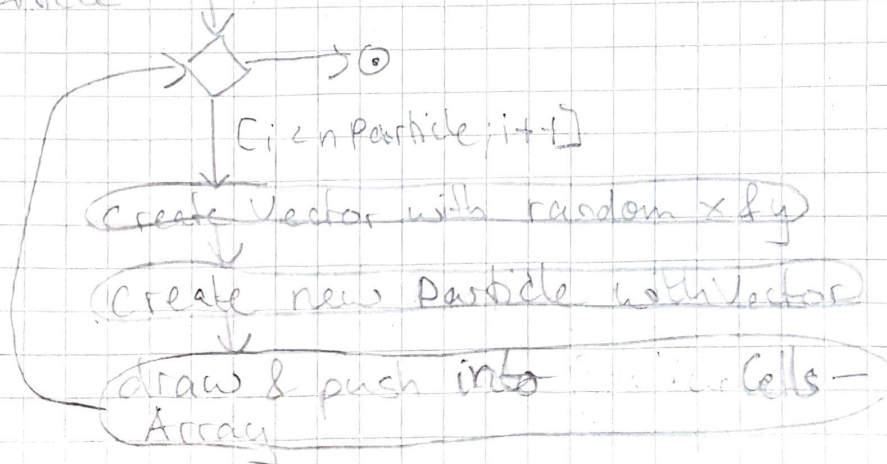
create Virus $nVirus : number$



create Antibody $nAntibody : number$



create Particle $nParticle : number$



update

putImageData

for cell of cells



infection

[CellHit]

[Movable instance of CoronaVirus]

Cell.Hit.infected = true

take next Array-object

```
let virusRadius: number = Movable.radius
let virusPosition: Vector = Movable.position
let cellHit: HumanCells | null = getCellHit(-virusPosition, -virusRadius)
```

