AD Vector X: himber constructor y number set -x: number This. Set (->, -4)) Ahis.x=_x this y = y add added Scale - Cactor number this x + = added random marlength: number length: number = minlength + Math, random (1*
C marlength = minlength) direction: number = Mash. random() +2+ Math. (9) This set (Math. cos (direction), Math. sin (direction