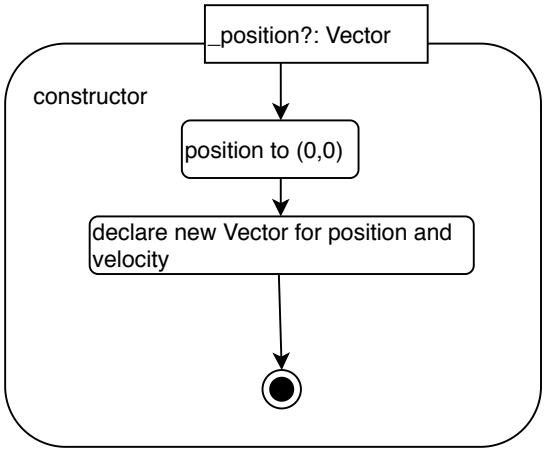
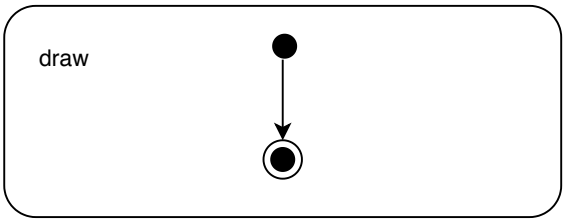
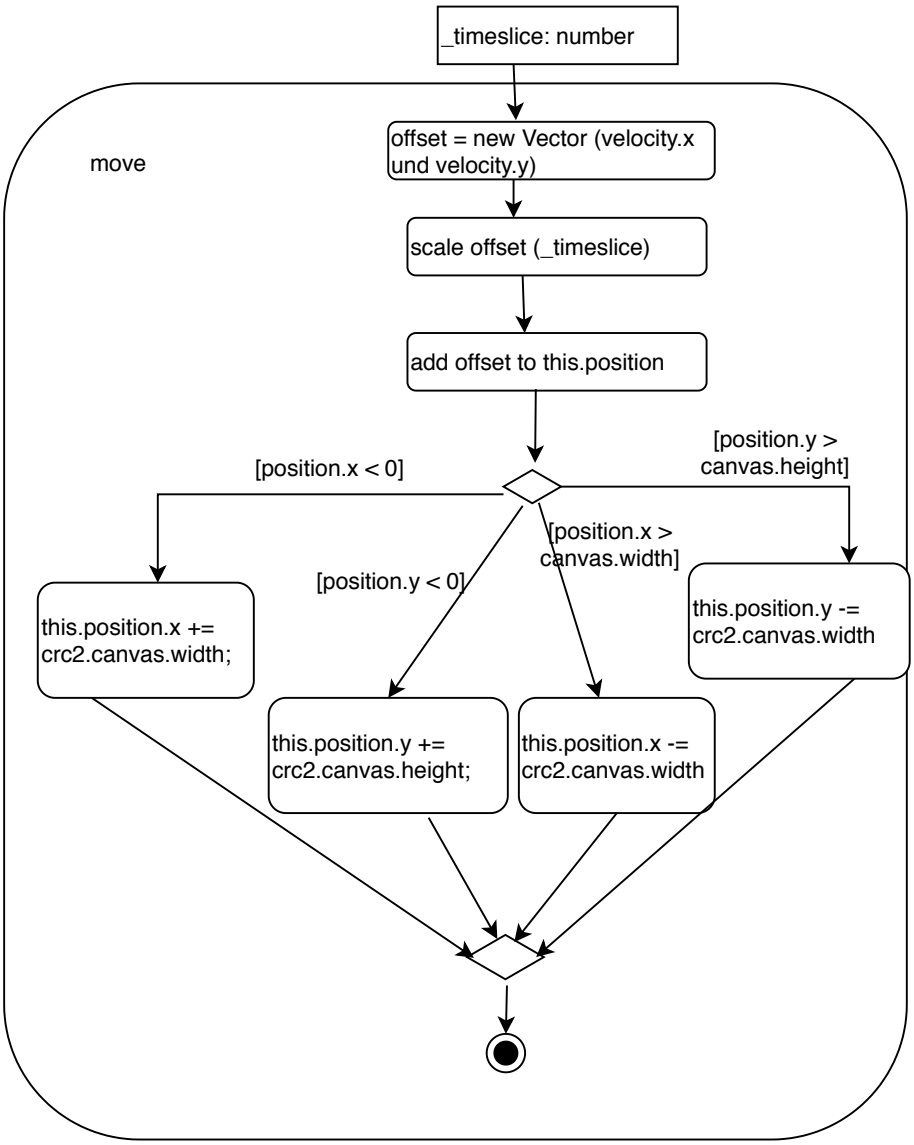
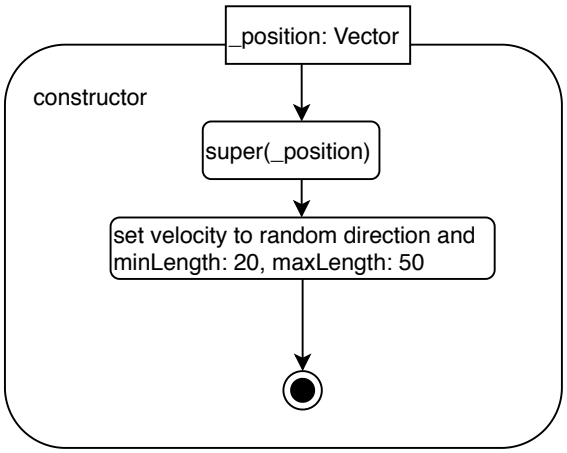
Class Cell

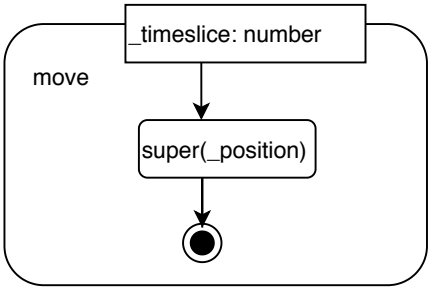

_position?: Vector
constructor
position to (0,0)
declare new Vector for position and velocity

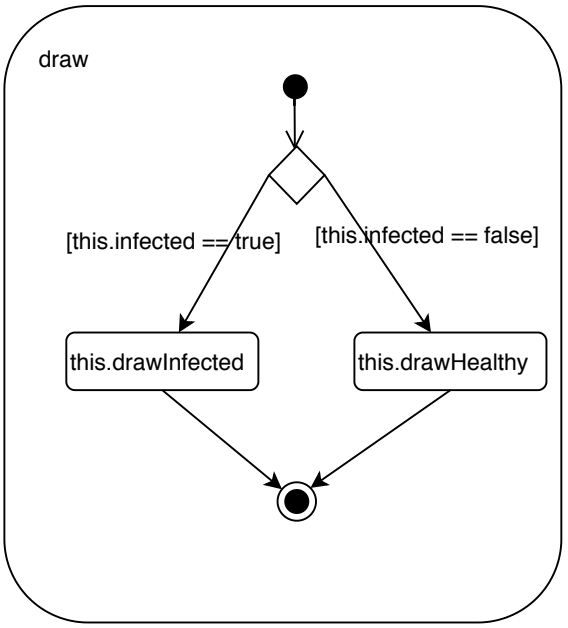

draw

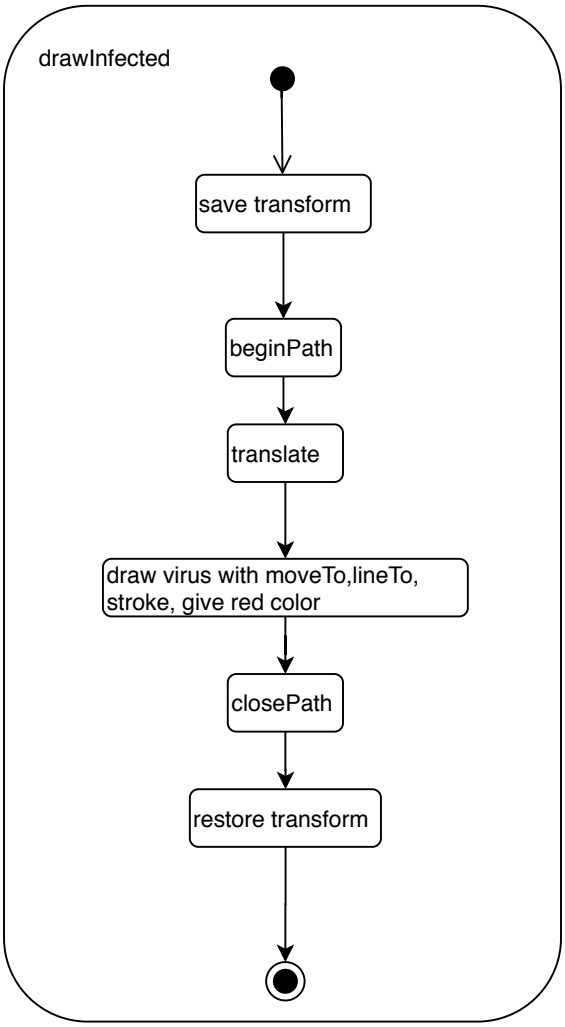

_timeslice: number
move
offset = new Vector (velocity.x und velocity.y)
scale offset (_timeslice)
add offset to this.position
[position.x < 0]
[position.y > canvas.height]
[position.x > canvas.width]
[position.y < 0]
this.position.x += crc2.canvas.width;
this.position.y -= crc2.canvas.width
this.position.y += crc2.canvas.height;
this.position.x -= crc2.canvas.width

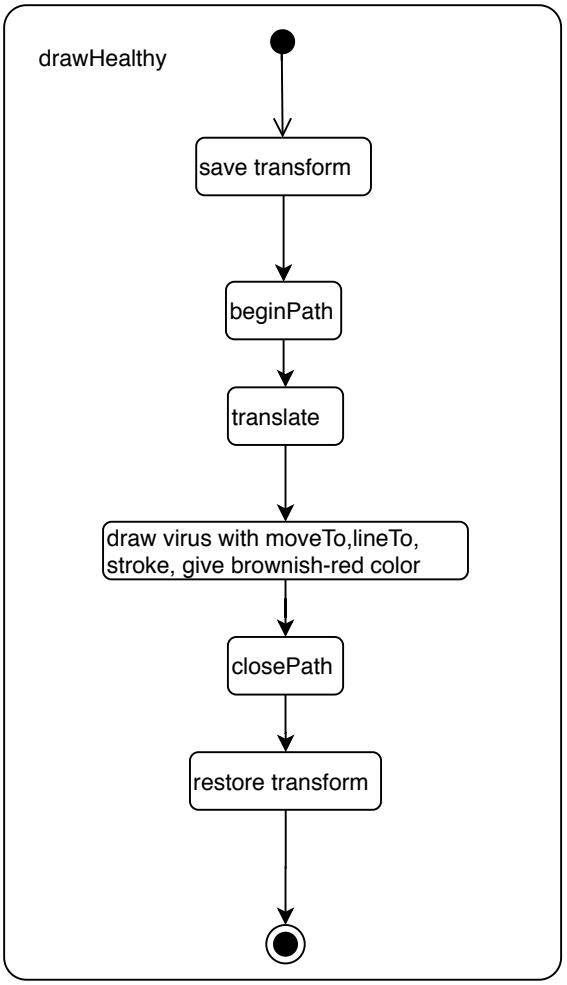
Class HumanCell



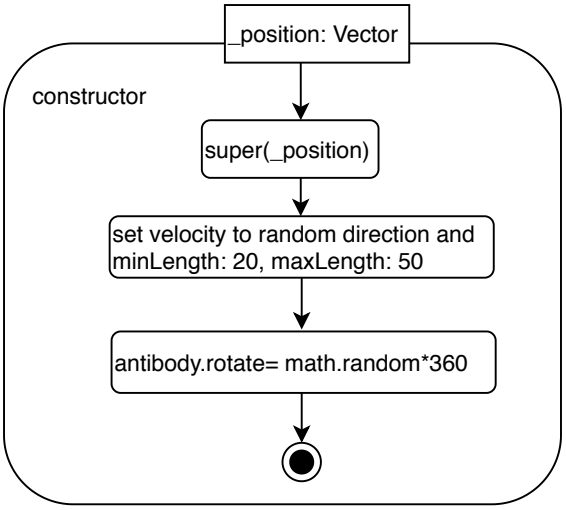


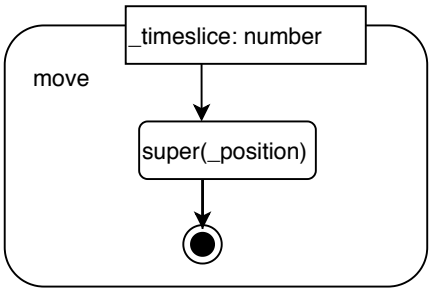


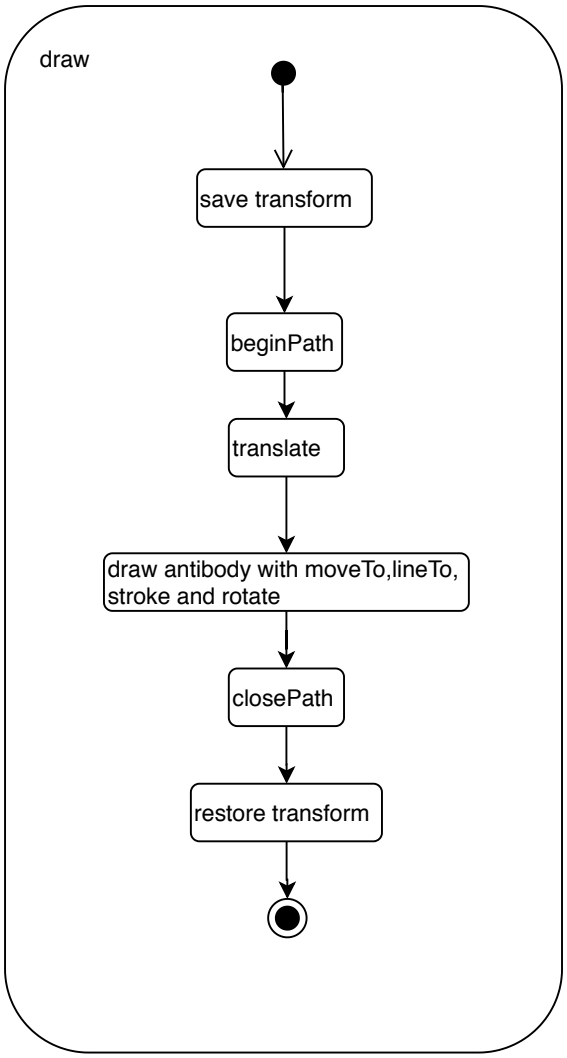




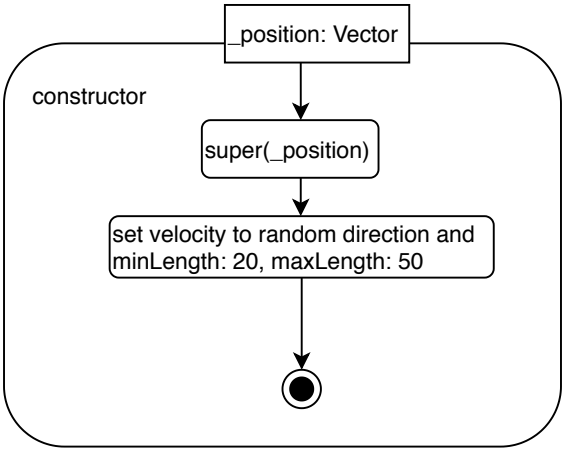
Class Antibody

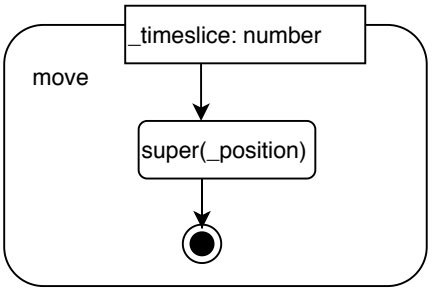


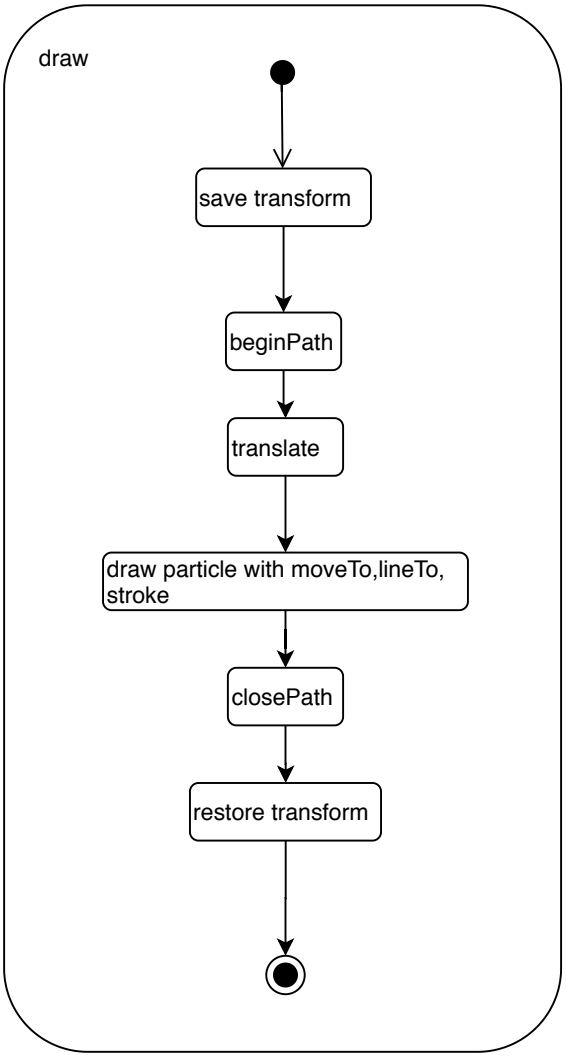
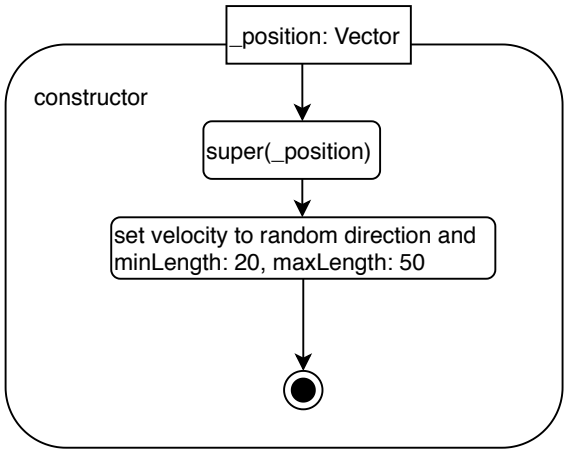
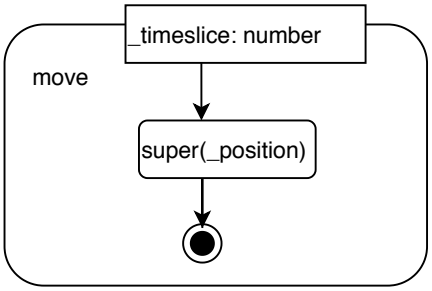
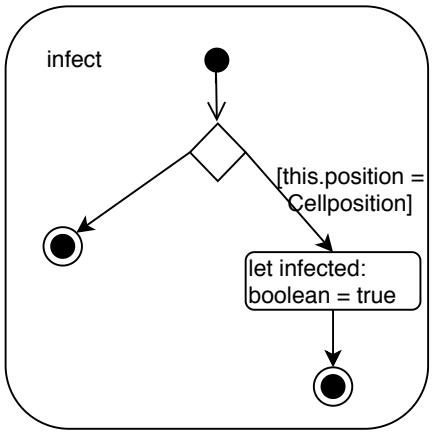
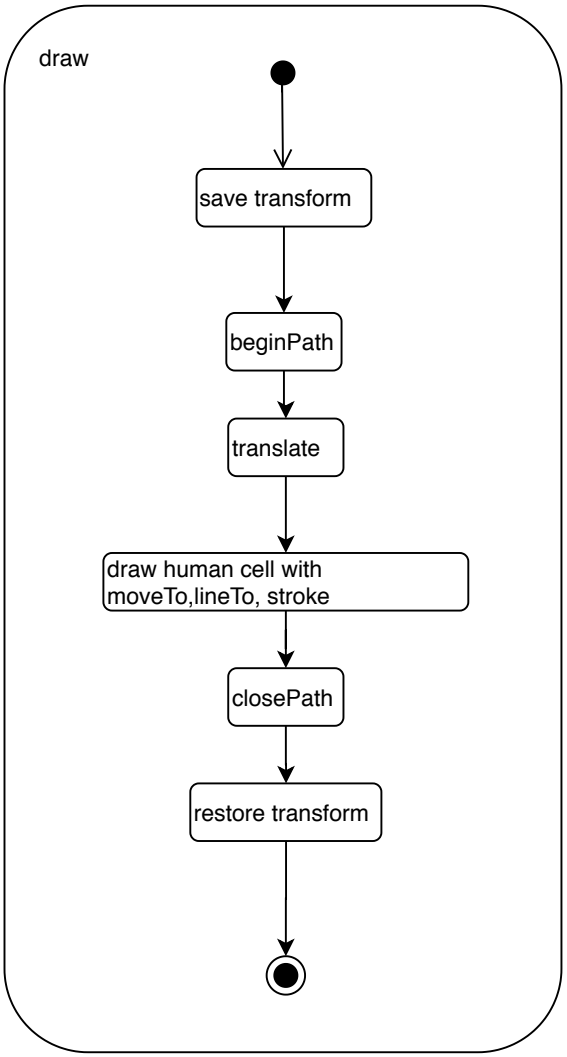




Class Particle







Class Corona