Activity Diagram virus Main install land listener hardlel and a declare canvas, rendering context and Afray "colls" - event: Event handleload (give carvos and) (draw Background) draw Virus (25) A) (draw Antibody (10)) Chaw Particle (Cd) windowsexthernal (upplate 35) Massadgeround let gradient - lineas draw 69- color) parton= create Cons La marchens & Book visce

create Virus - n Virus : number [< -Mirus; it] create Vedor with rardon x & y arease new coronas with Vector draw & push into Array create Antibody in Antibody inumber CiznAntibody; ++] create Vector with random x & 4 create new Antibody with Vector arau donshinto an Acrony Create Particle in Particle : number. Cien Pourtice i+1) create Vector with random x fy Create new Particle worthvector draw & puch into inco Cells-Array

updale put Image Data for cell of cells/ Corke next d'ay-object in fection [Movable instance of [cell-Hif] Corona Virus Xalanda Salah Cell. Hit infected virus Radiles; number = Movable radius let vitas Positioni Vector = Movable position let celltit: Human cells mull = get CellHit (virus Position,