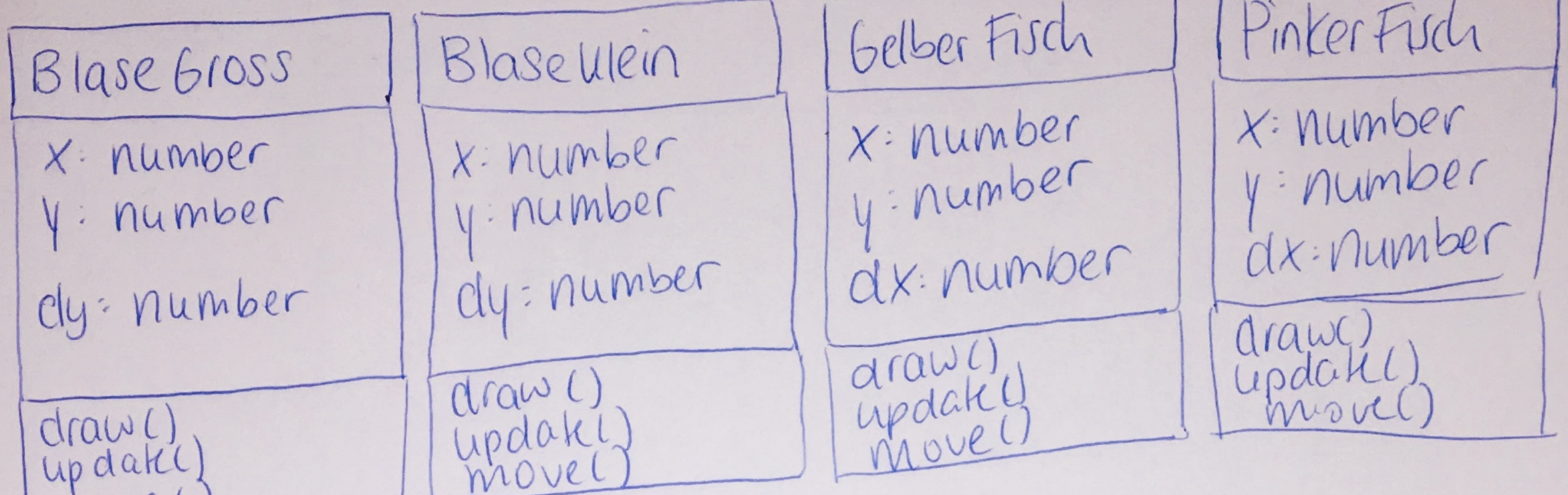
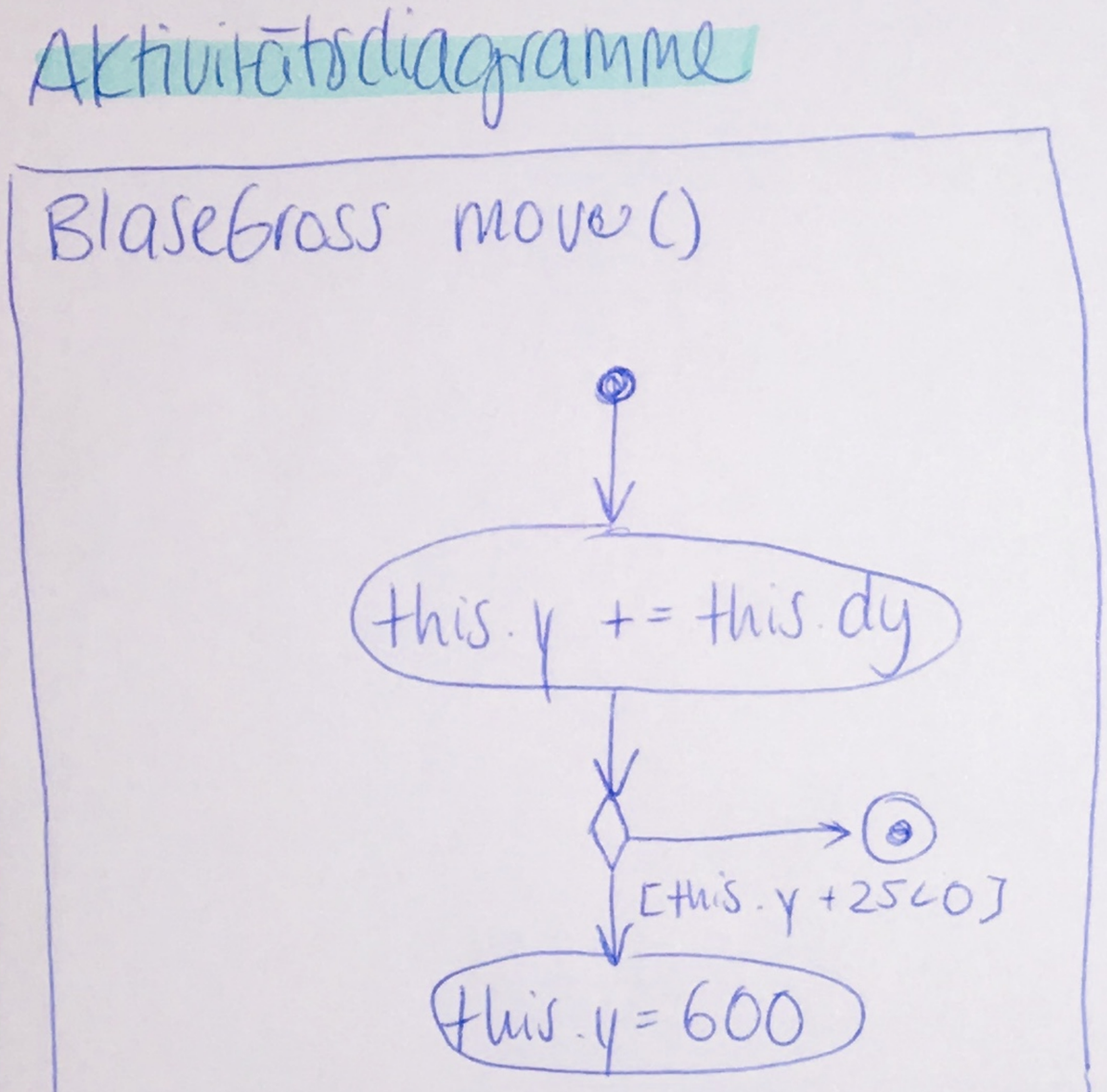
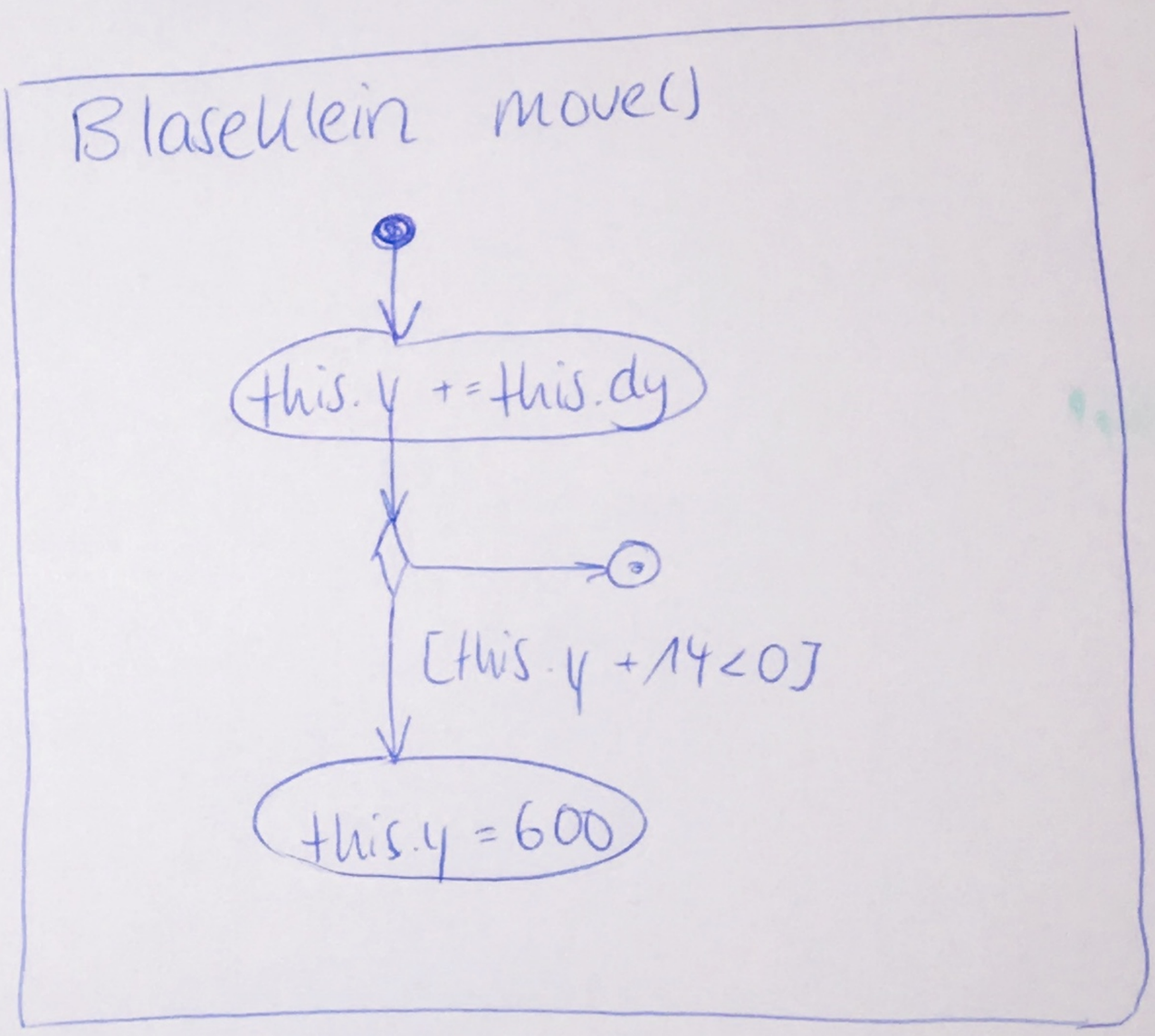
Aufgabe 11 - Konzeption

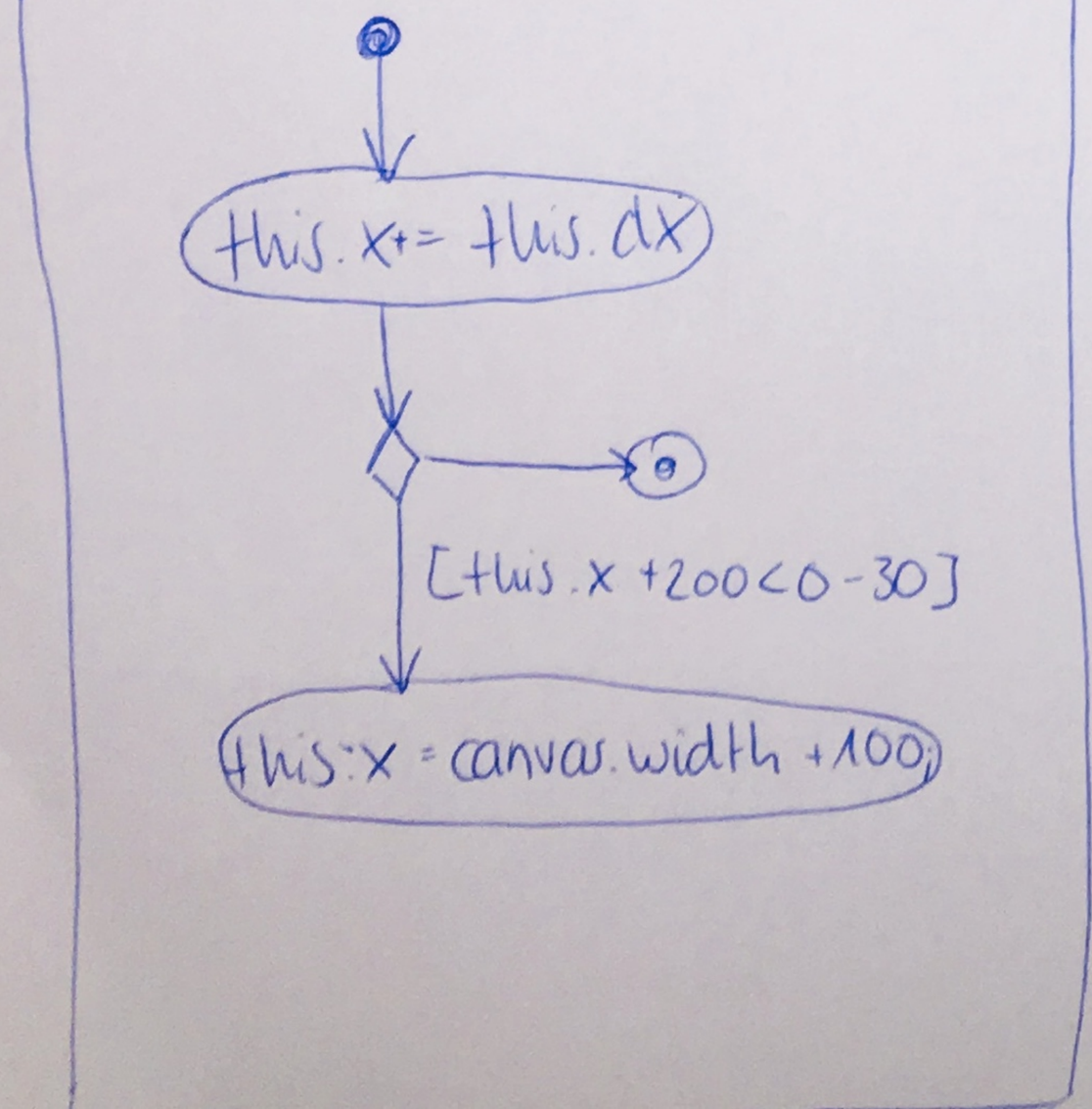
Klassendiagramme

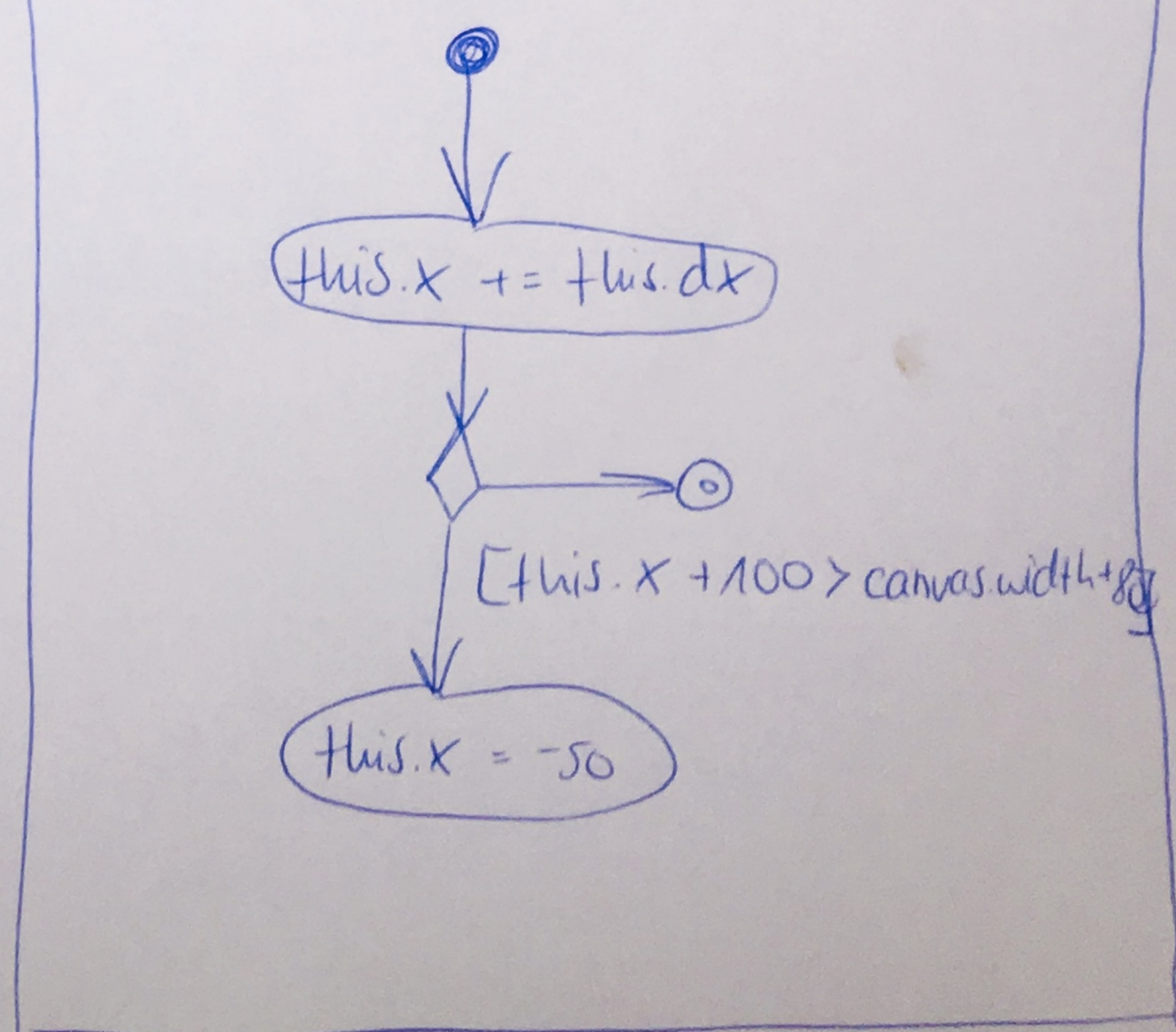


Aktivitätsdiagramme

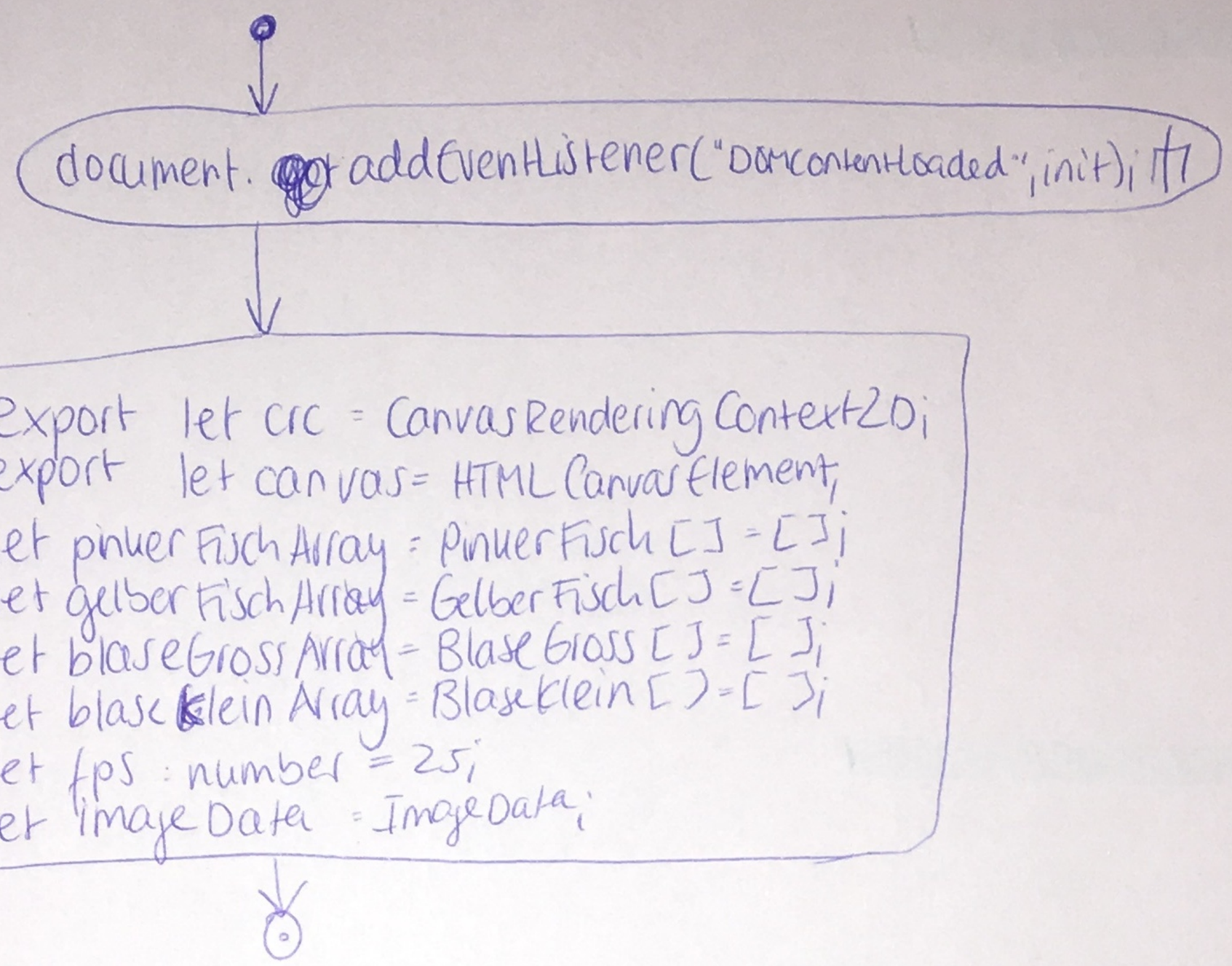




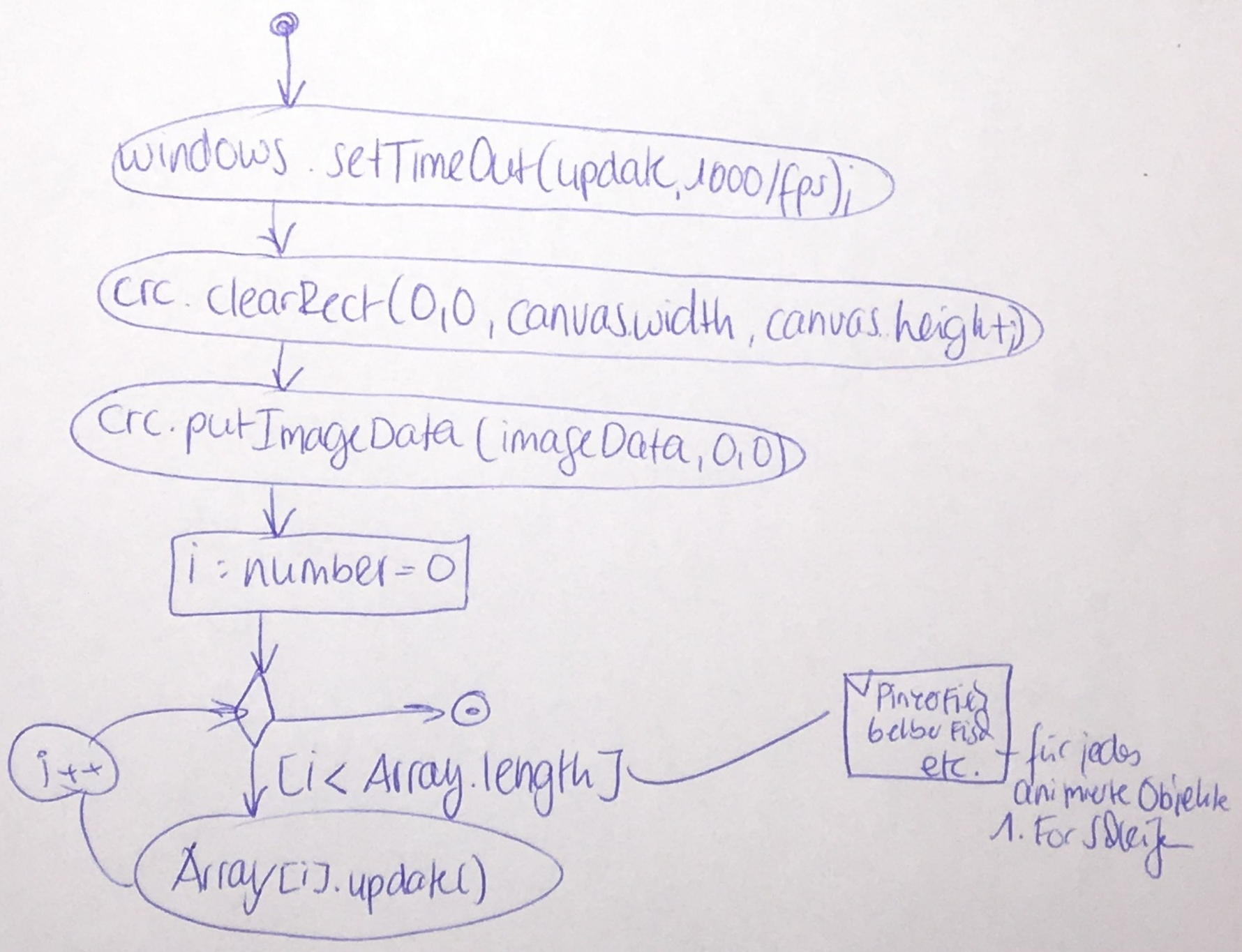


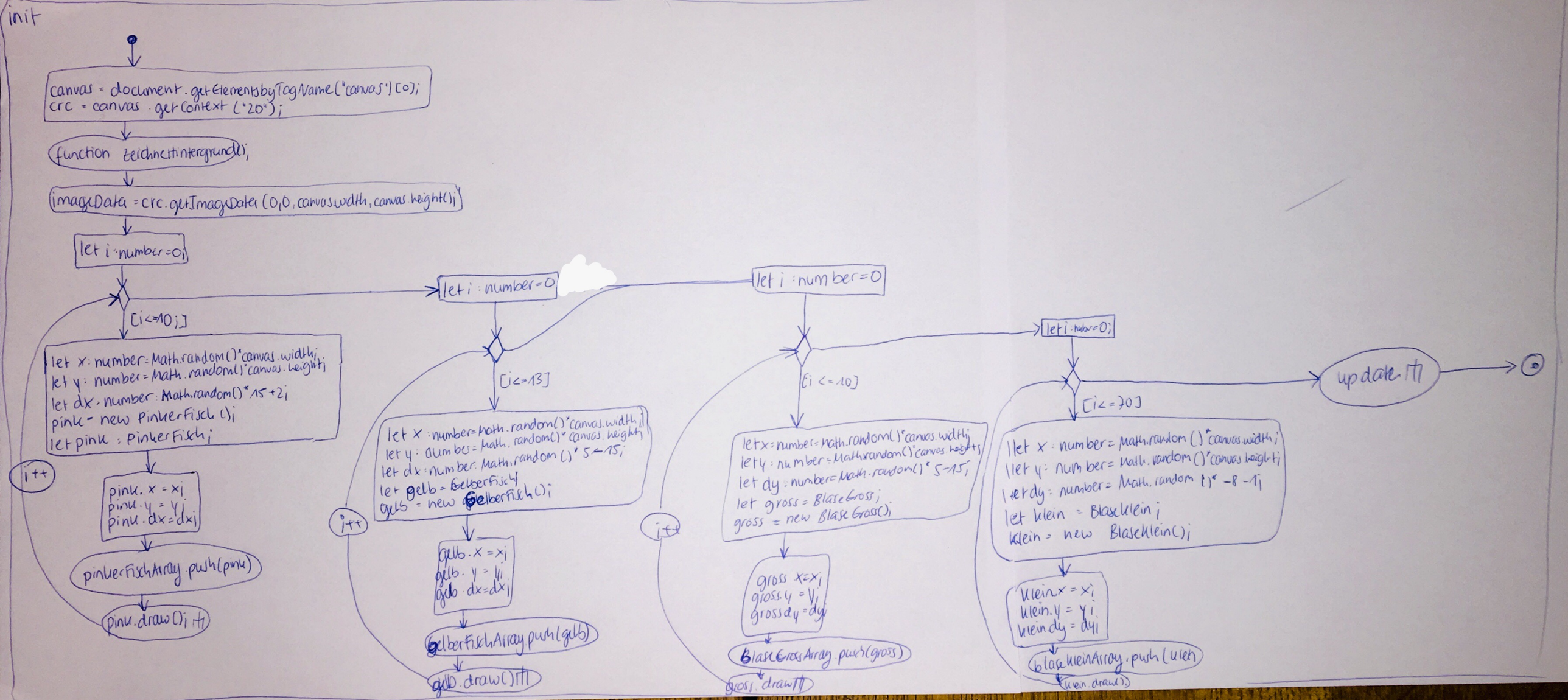


Hauptprogramm / canvas.ts



Updak




init
canvas = document.getElementsByTagName("canvas")[0];
crc = canvas.getContext("2d");
function zeichneHintergrund();
imageData = crc.getImageData(0,0,canvas.width,canvas.height());
let i:number=0;
[i<=10;]
let x:number=Math.random()*canvas.width;
let y:number=Math.random()*canvas.height;
let dx:number=Math.random()*15+2;
pink=new PinkerFisch();
let pink:PinkerFisch;
i++
pink.x=x;
pink.y=y;
pink.dx=dx;
pinkerFischArray.push(pink)
pink.draw();
let i:number=0
[i<=13]
let x:number=Math.random()*canvas.width;
let y:number=Math.random()*canvas.height;
let dx:number=Math.random()*5-15;
let gelb=GelberFisch
gelb=new GelberFisch();
i++
gelb.x=x;
gelb.y=y;
gelb.dx=dx;
GelberFischArray.push(gelb)
gelb.draw()
let i:number=0
[i<=10]
let x:number=Math.random()*canvas.width;
let y:number=Math.random()*canvas.height;
let dy:number=Math.random()*5-15;
let gross=BlaseGross;
gross=new BlaseGross();
i++
gross.x=x;
gross.y=y;
gross.dy=dy;
BlaseGrossArray.push(gross)
gross.draw()
let i:number=0;
[i<=70]
let x:number=Math.random()*canvas.width;
let y:number=Math.random()*canvas.height;
let dy:number=Math.random()*-8-1;
let klein=BlaseKlein;
klein=new BlaseKlein();
klein.x=x;
klein.y=y;
klein.dy=dy;
blaseKleinArray.push(klein)
klein.draw();
update()