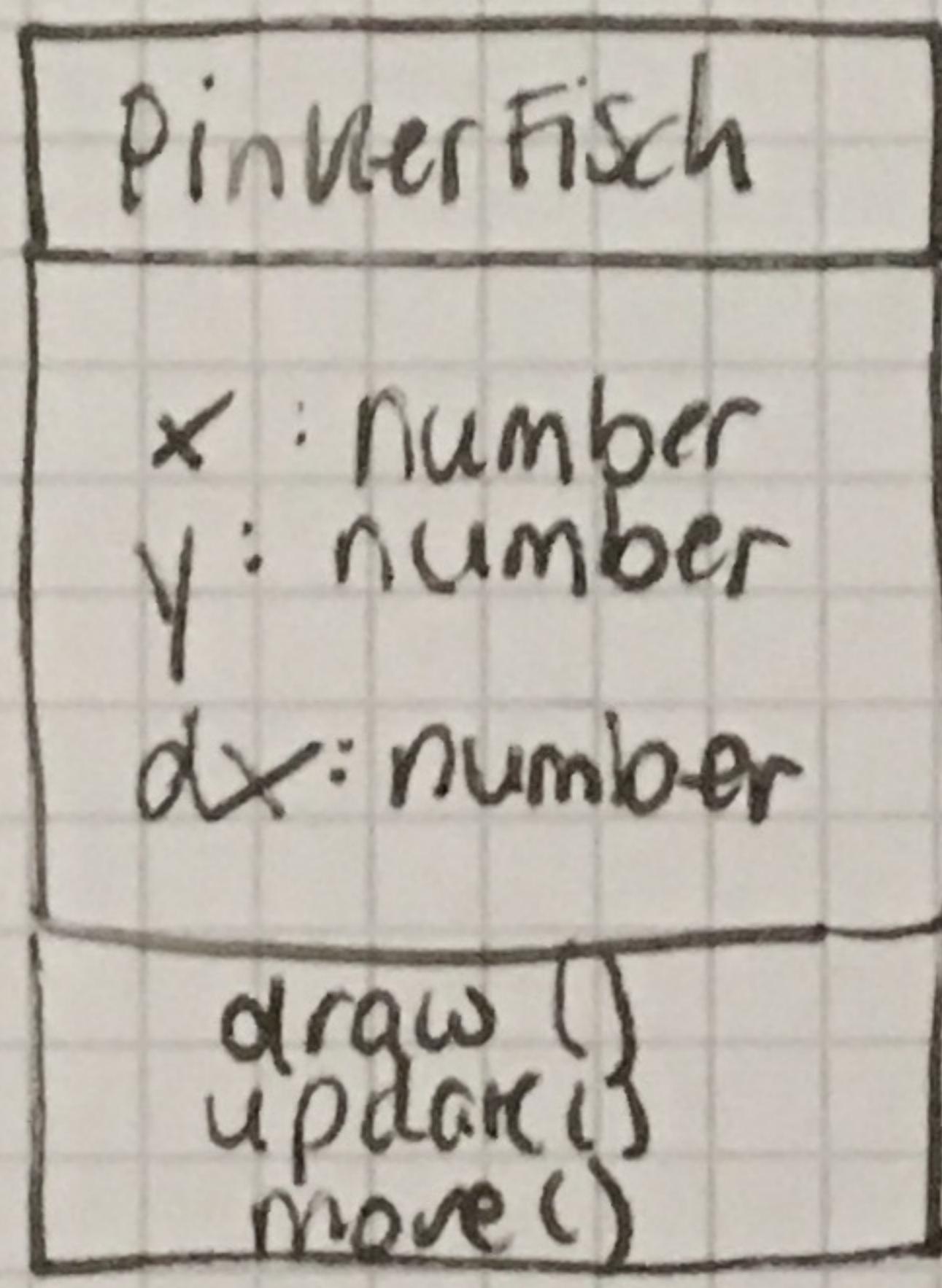
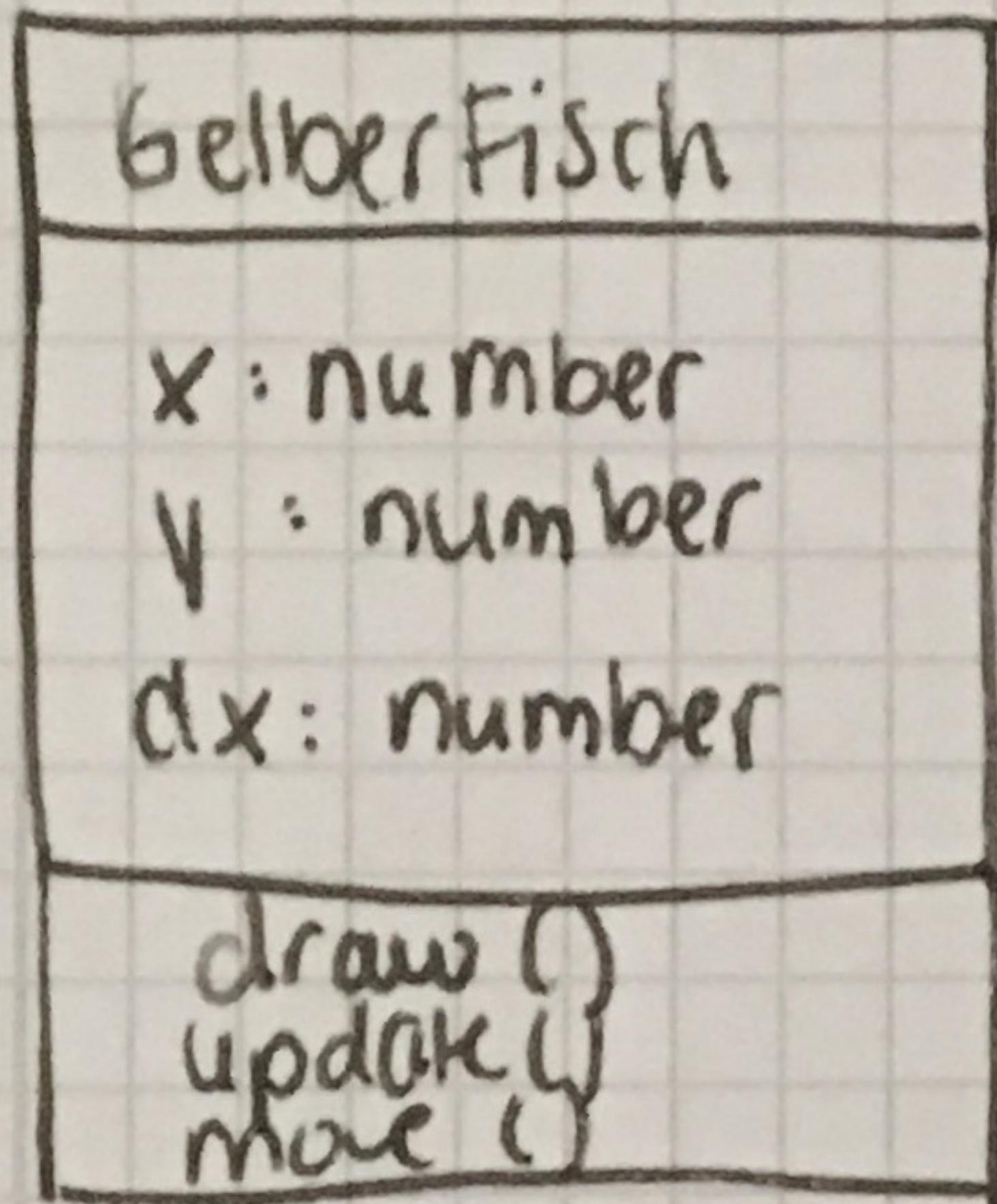
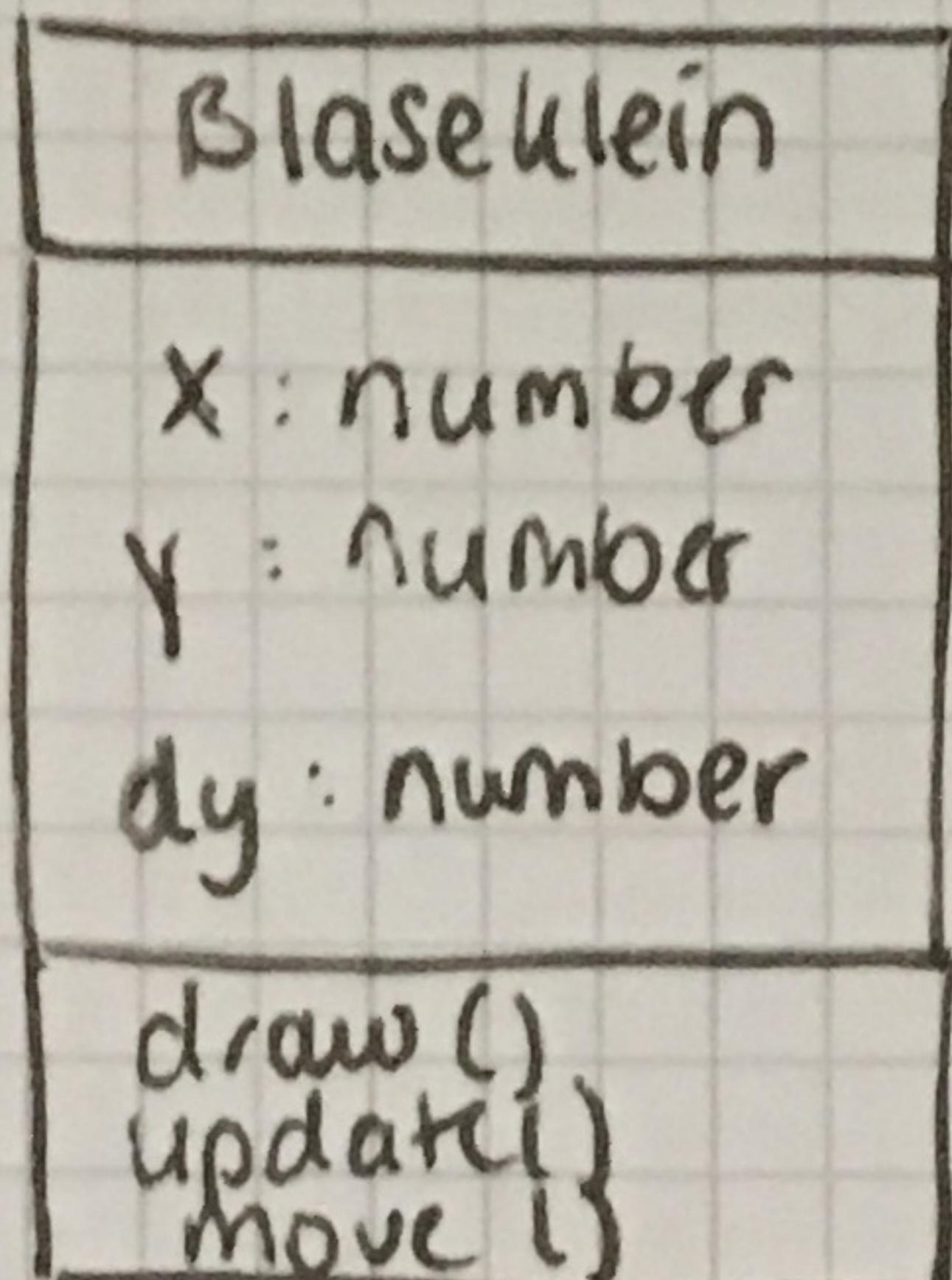
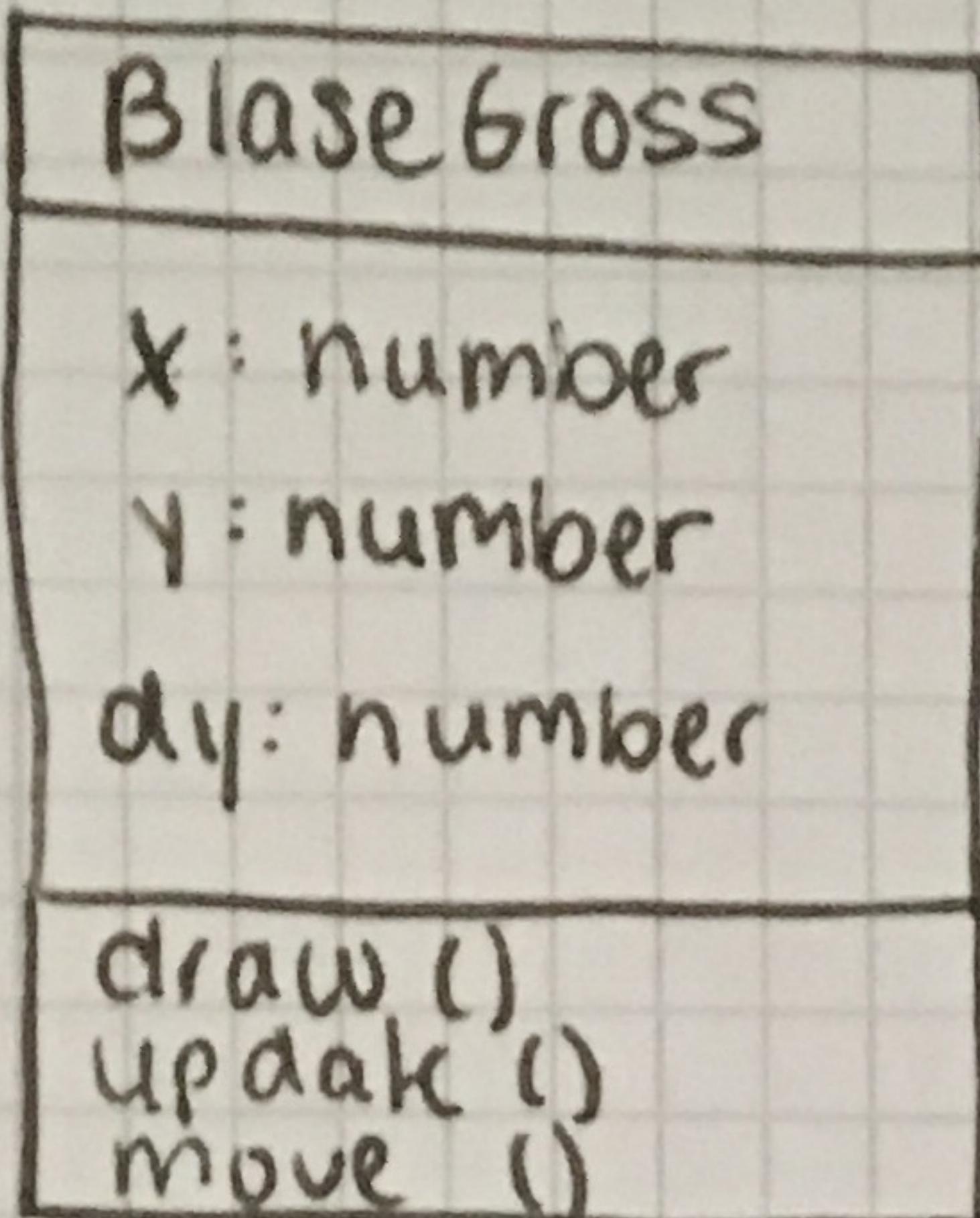


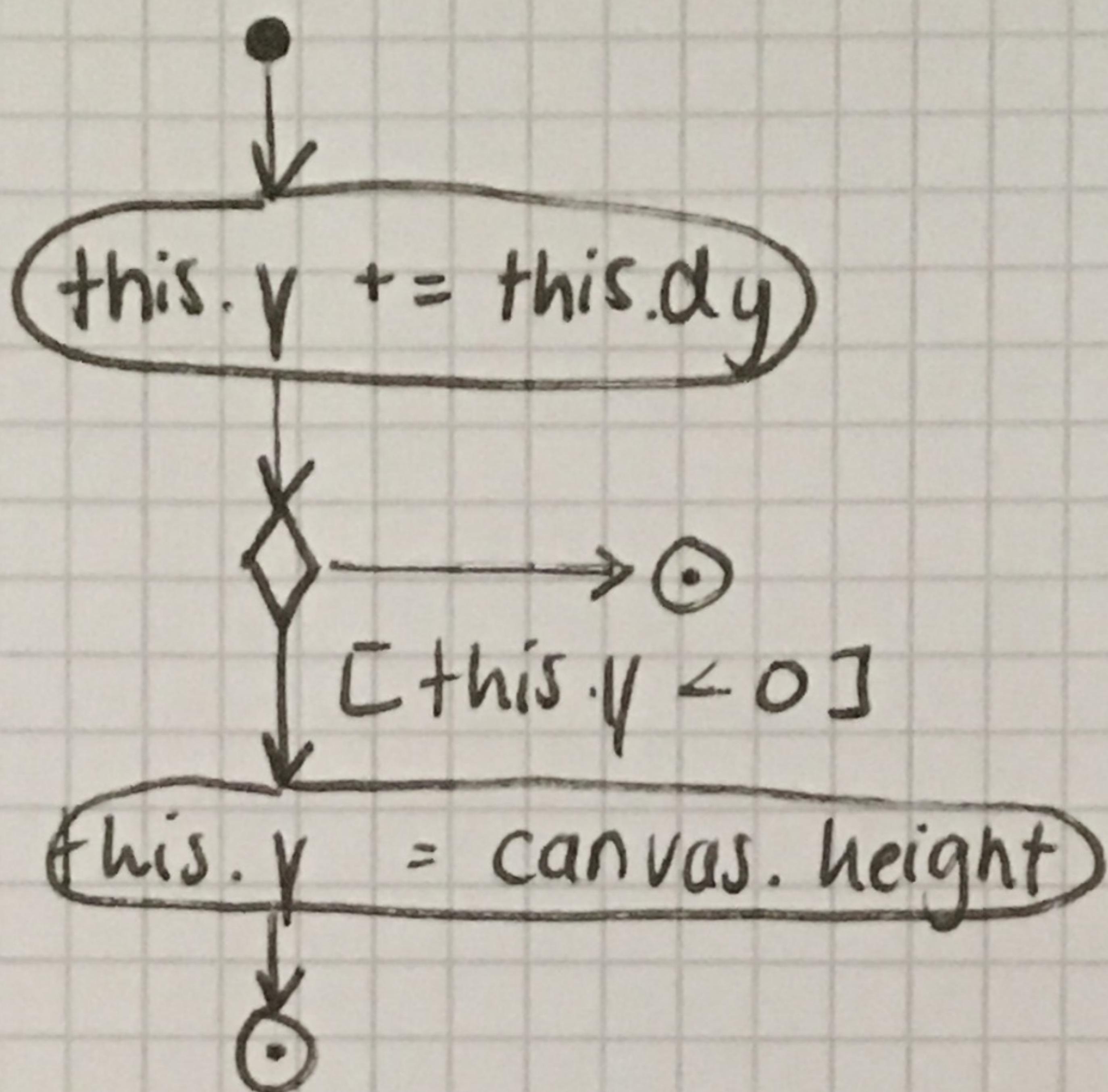
# Aufgabe 11 Konzeption

## Klassendiagramme

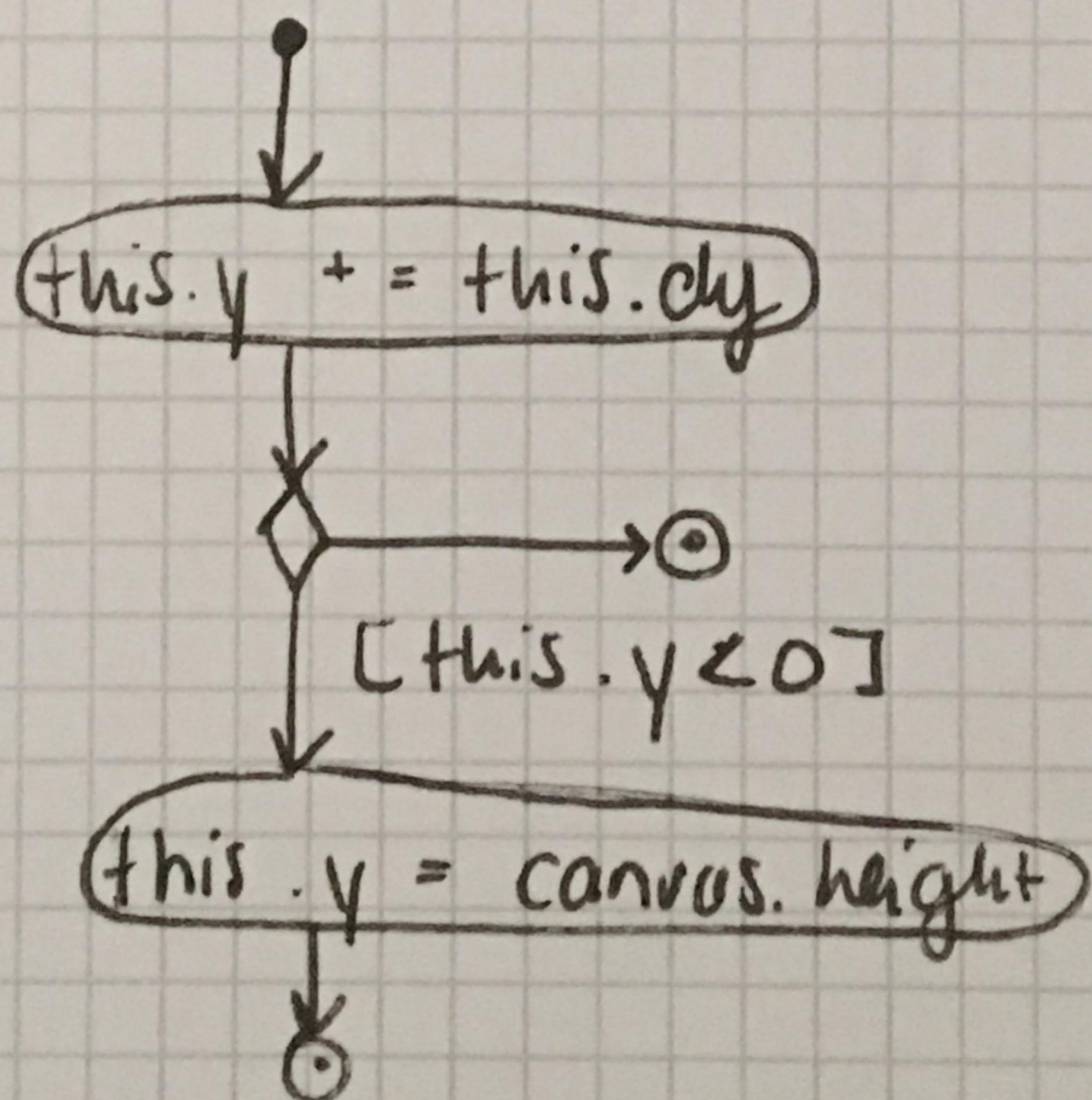


# Aktivitätsdiagramme

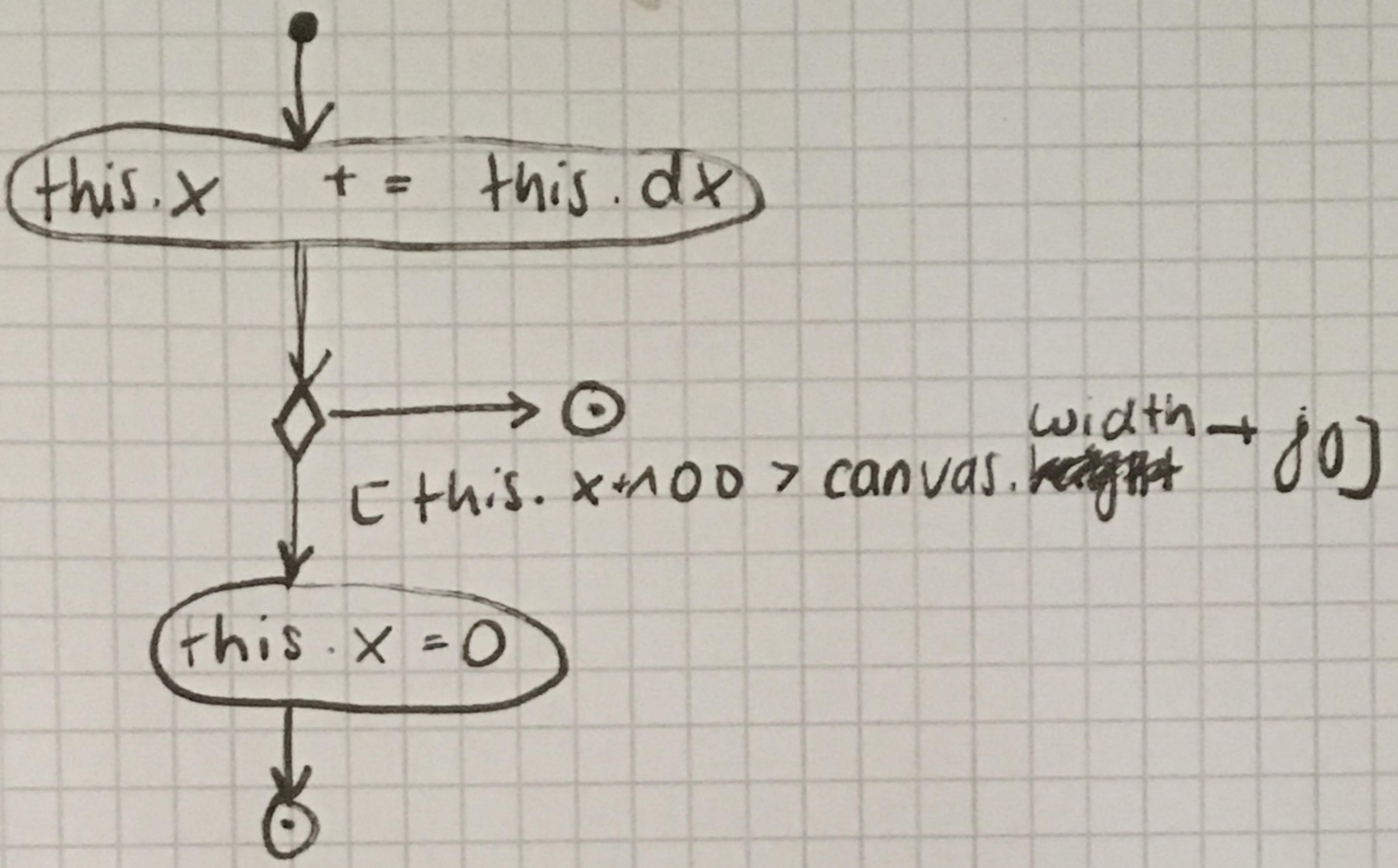
BlaseGross move()



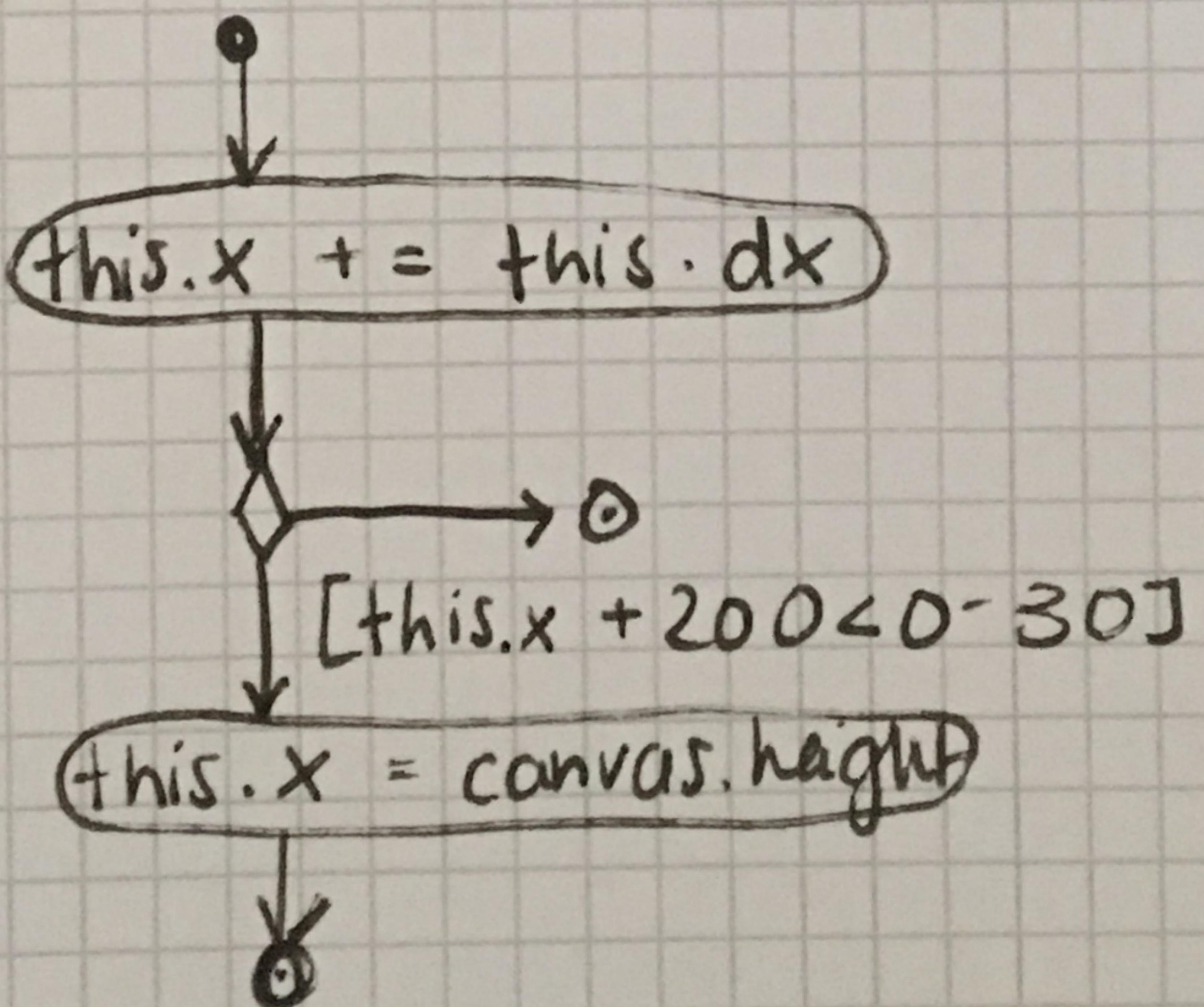
BlaseKlein.move()



## PinkerFisch move()



## GelberFisch move()



# Hauptprogramm Canvas.js

document.addEventListener("DOMContentLoaded", init);

```
export let crc = CanvasRenderingContext2D;  
export let canvas = HTMLCanvasElement;  
let pinkerFischArray = PinkFisch [J = EJ];  
let gelberFischArray = GeldeFisch [J = C J];  
let blaseGrossArray = BlaseGross [J = E J];  
let blaseKleinArray = BlaseKlein [J = C J];  
let fps = number = 25;  
let ImageData = ImageData;
```

init



```
canvas = getElementByName("canvas")[0];  
crc = canvas.getContext("2D");
```



Zeichne Hintergrund()



```
imageData = crc.getImageData(0, 0, canvas.width, canvas.height);
```

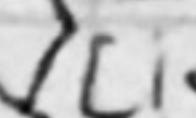
let i : number = 0;

[i < 70]



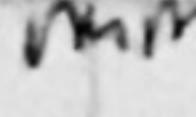
[i < 10]

```
let x: number = Math.random() * canvas.width;  
let y: number = Math.random() * canvas.height;  
let dx: number = Math.random() * 23;  
let pink = new PinkerFisch();
```

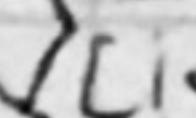


[i < 13]

```
let x: number = Math.random() * canvas.width;  
let y: number = Math.random() * canvas.height;  
let dx: number = Math.random() * 15;  
let dy: number = Math.random() * 15;  
let gelb = new GelberFisch();
```

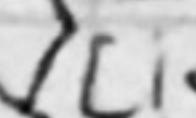


[i < 70]



[i < 10, ]

```
let x: number = Math.random() * canvas.width;  
let y: number = Math.random() * canvas.height;  
let dy: number = Math.random() * 8;  
let klein = new BlaueKlein();
```



[i < 10, ]

```
let x: number = Math.random() * canvas.width;  
let y: number = Math.random() * canvas.height;  
let dx: number = Math.random() * -2 - 1;  
let gross = new BlaueGross();
```

```
pink = new PinkerFisch();  
pink.x = pink.x;  
pink.y = y;  
pink.dx = dx;  
pinkerFischArray.push(pink);  
pink.draw();
```

```
gelb = new GelberFisch();  
gelb.x = x;  
gelb.y = y;  
gelb.dx = dx;  
gelberFischArray.push(gelb);  
gelb.draw();
```

```
klein = new BlaueKlein();  
klein.x = x;  
klein.y = y;  
klein.dy = dy;  
klein.blaueKleinArray.push(klein);  
klein.draw();
```

```
gross = new BlaueGross();  
gross.x = x;  
gross.y = y;  
gross.dx = dx;  
gross.BlaueGrossArray.push(gross);  
gross.draw();
```

i++

update()



update

