

AUFGABE 11

KLASSEN

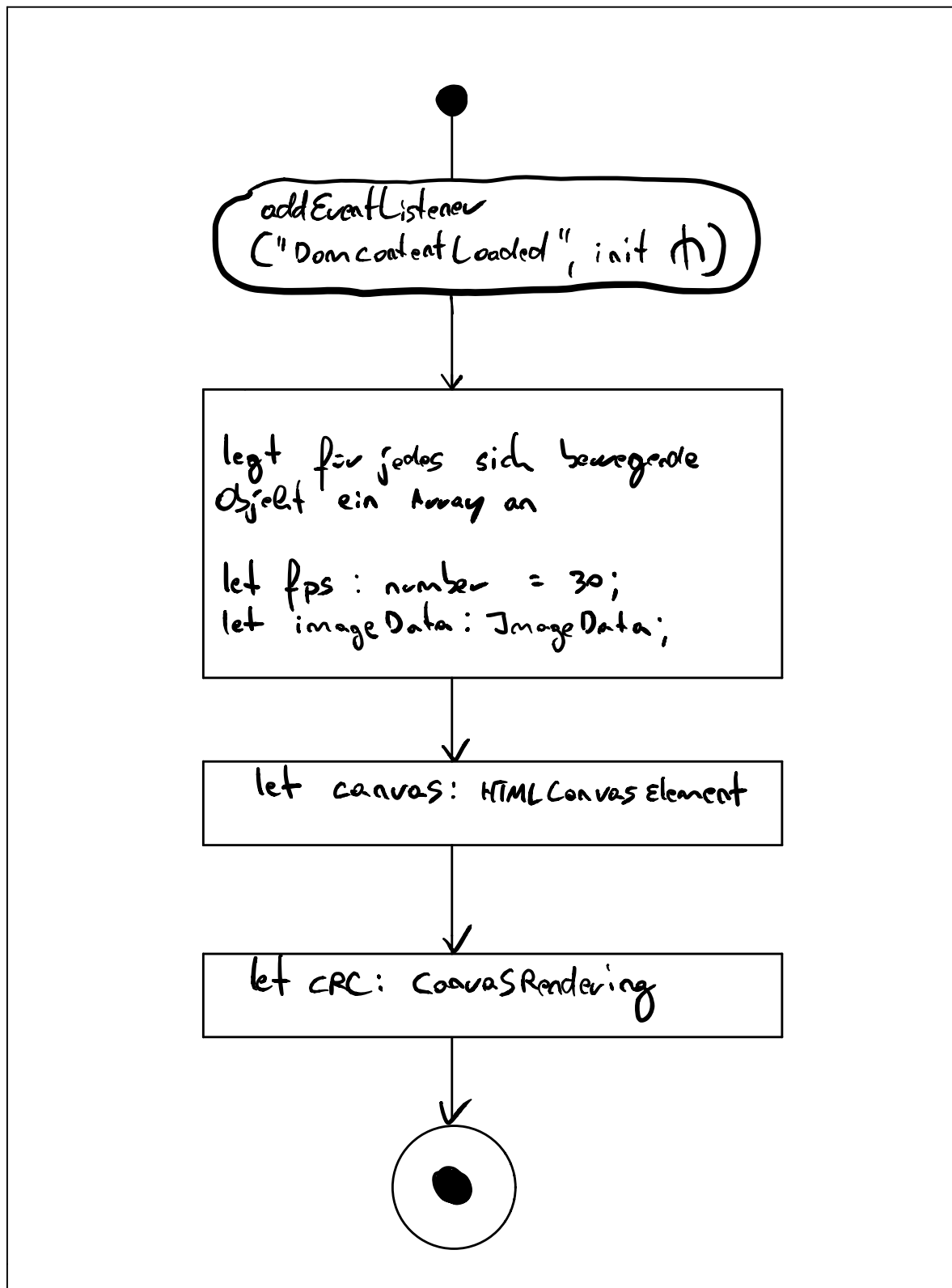
fish
color: string size: number x,y: number
draw(): void move(): void

fish2
color: string size: number x,y: number
draw(): void move(): void

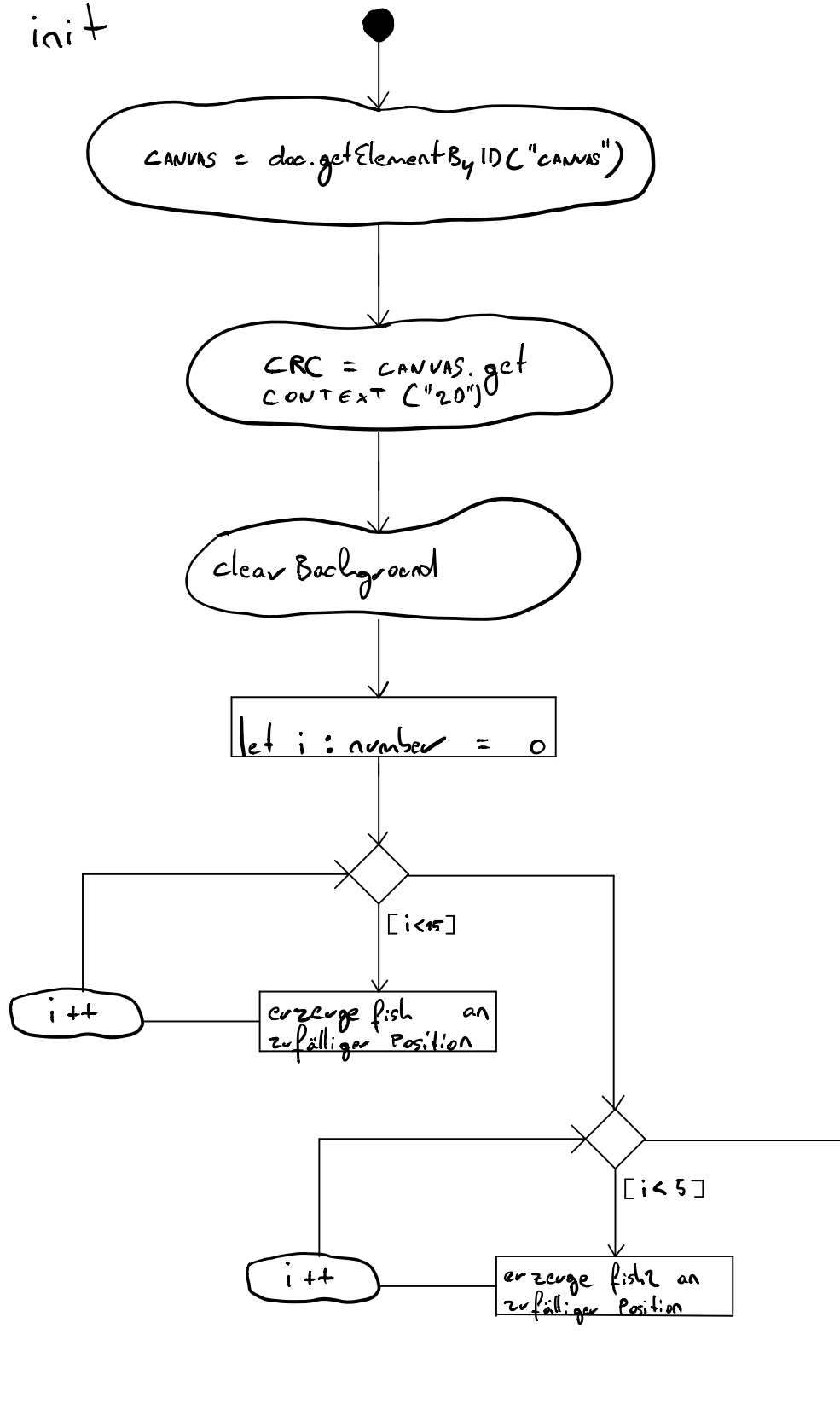
bottle
color: string size: number x,y: number
draw(): void move(): void

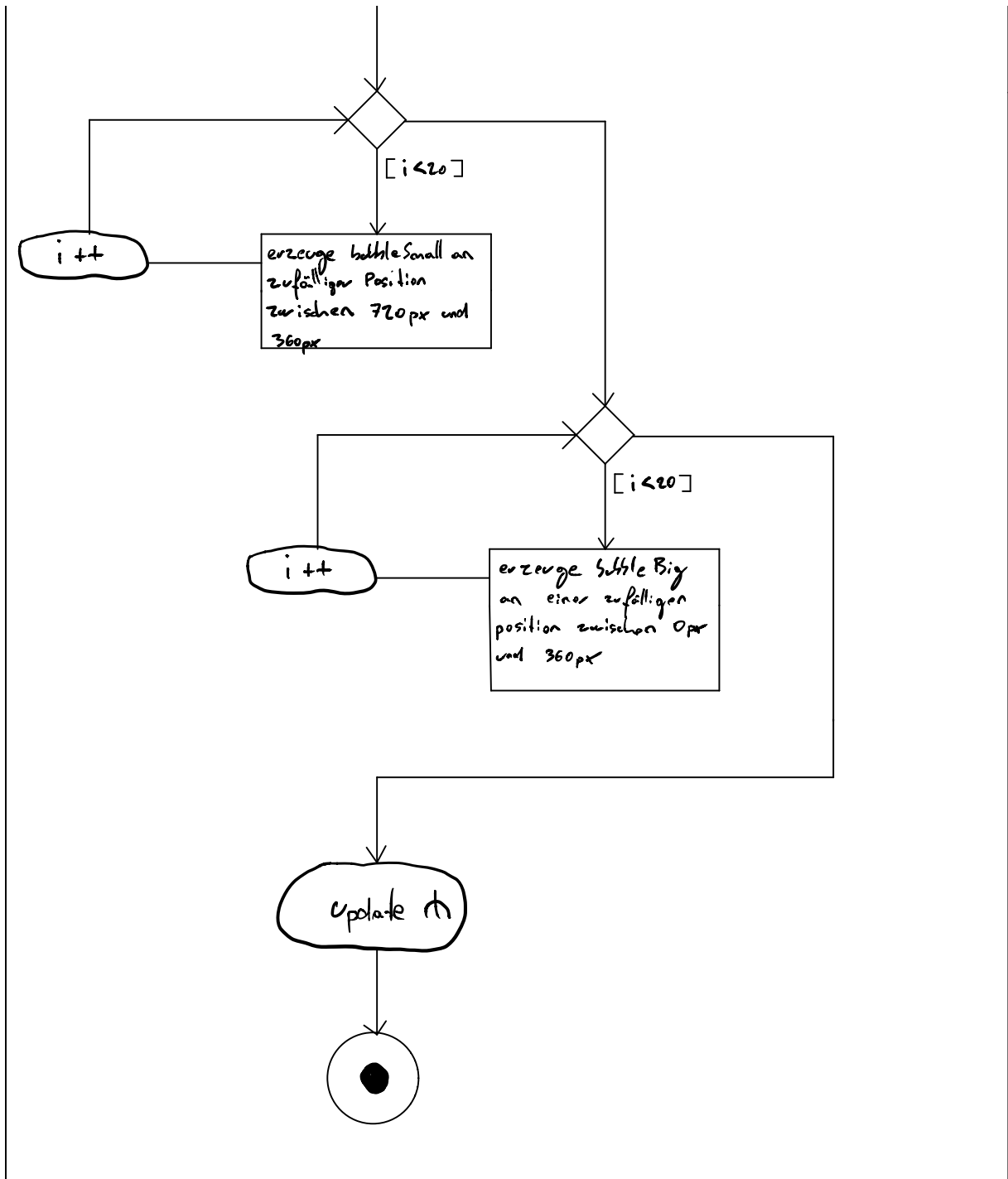
bottle2
color: string size: number x,y: number
draw(): void move(): void

AKTIVITÄTS DIAGRAMME

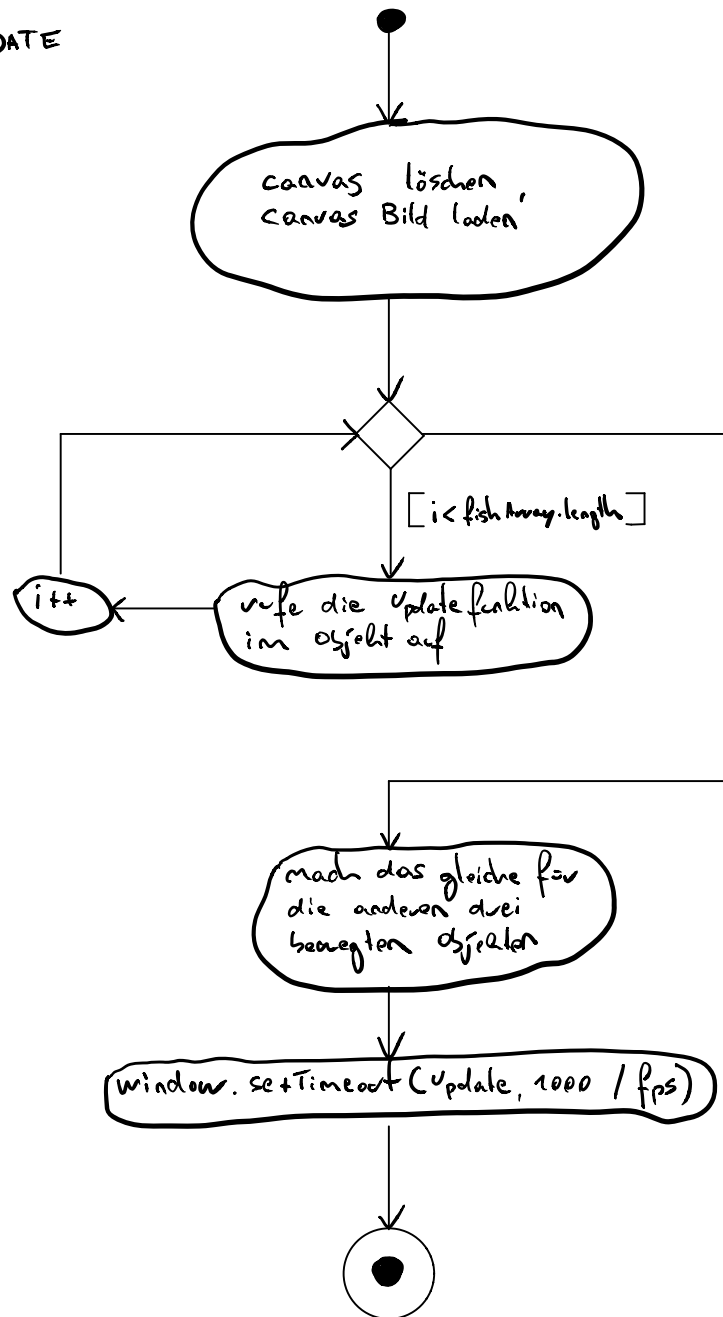


init



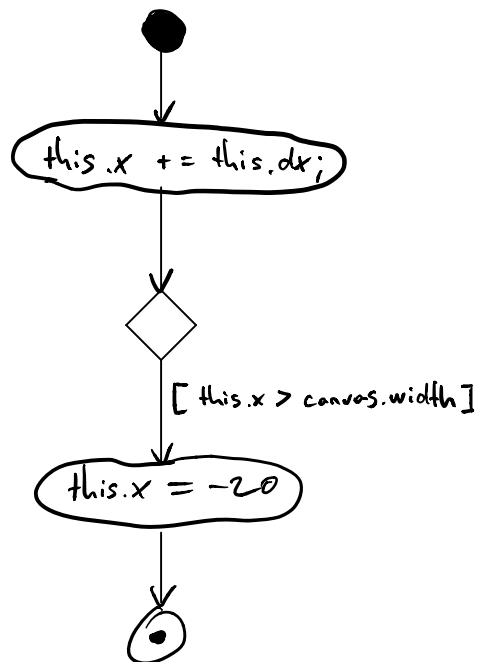


UPDATE



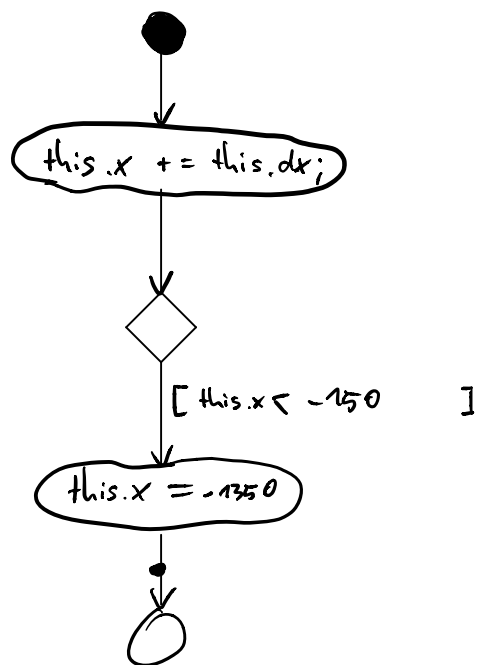
fish

move



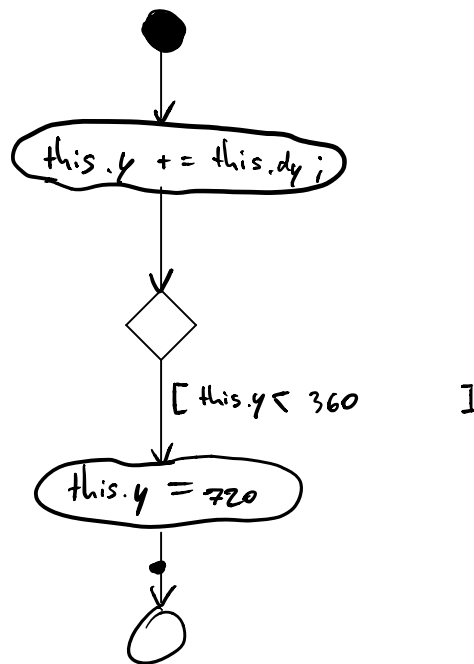
fish2

move



Little Small

move



Little Big

move

