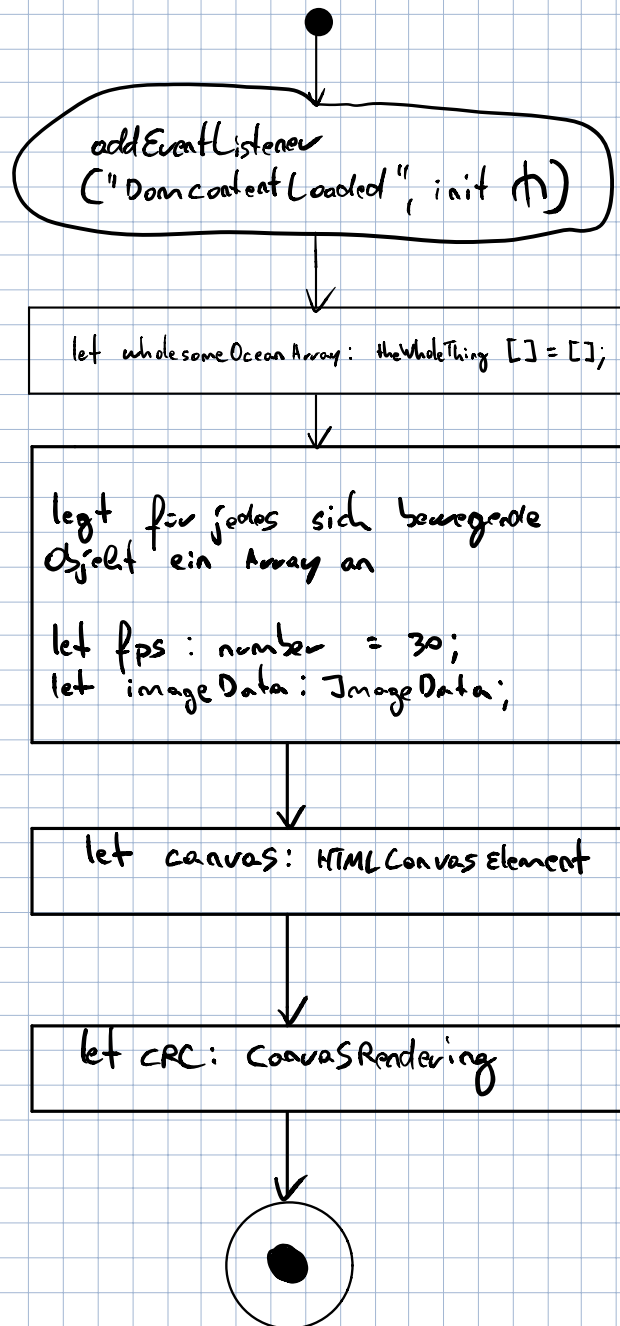
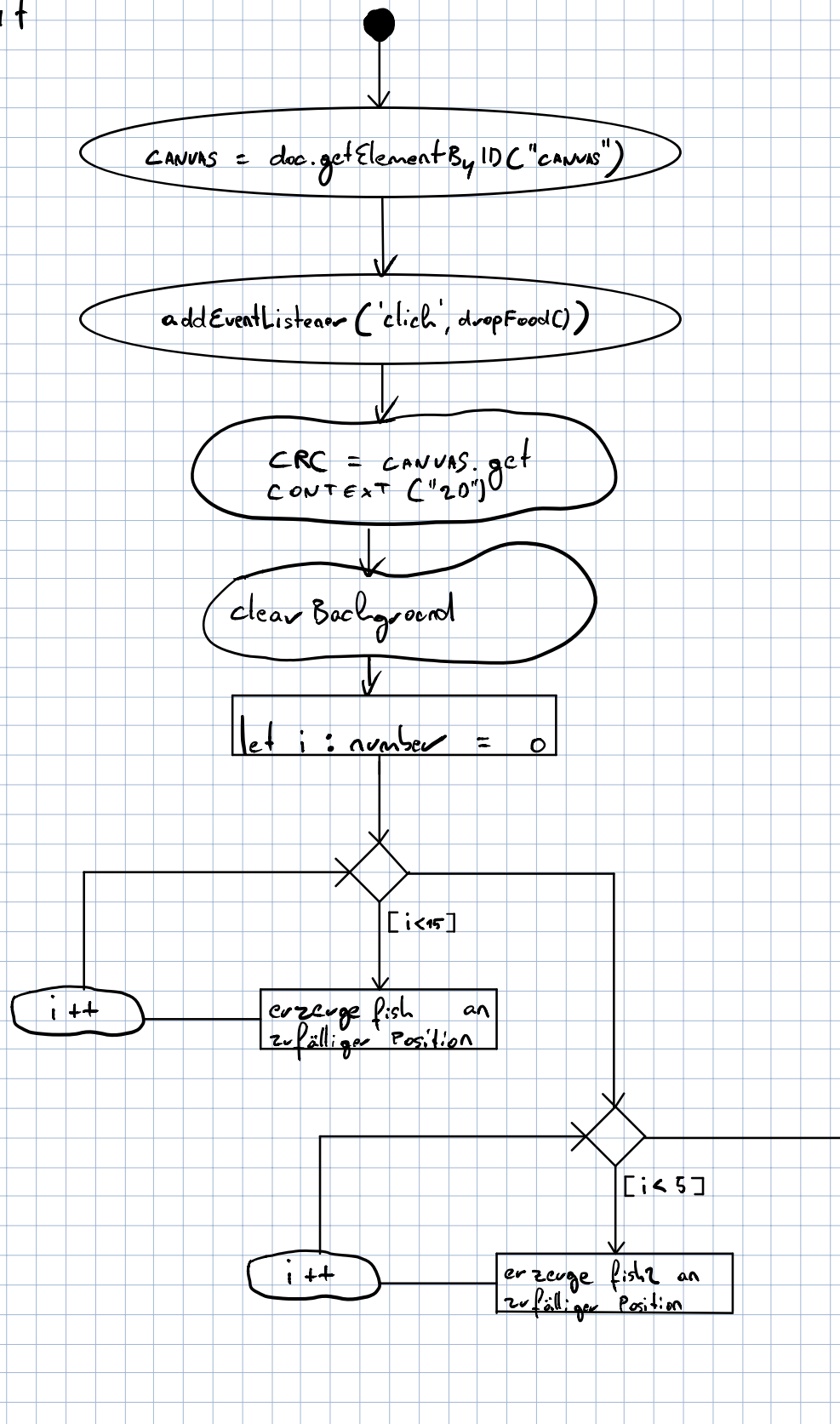
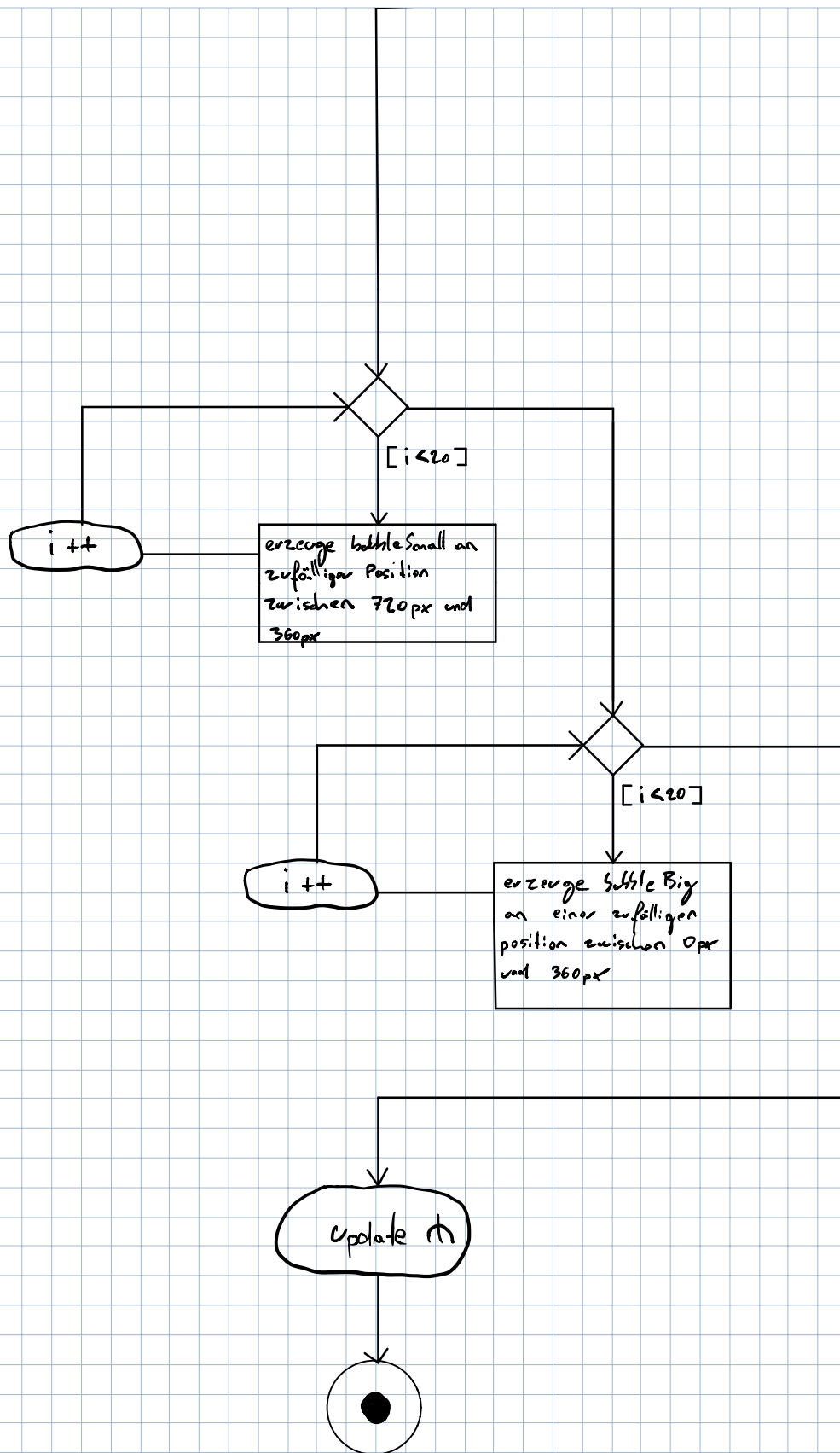


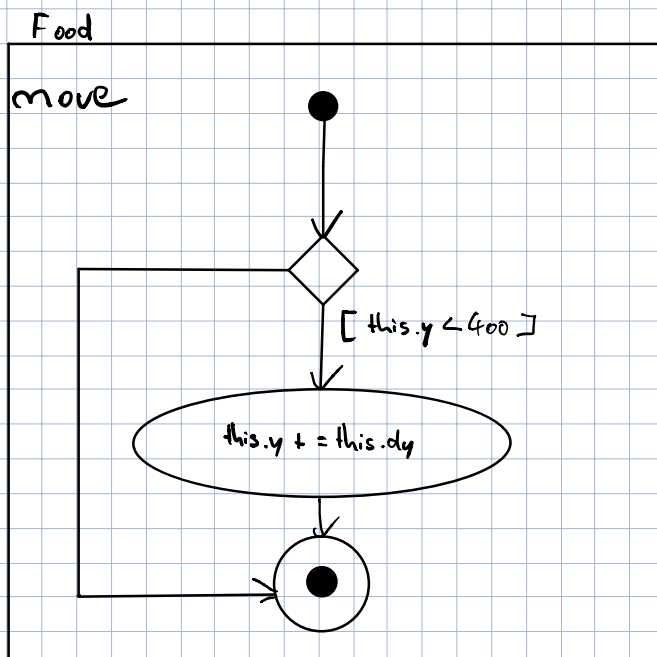
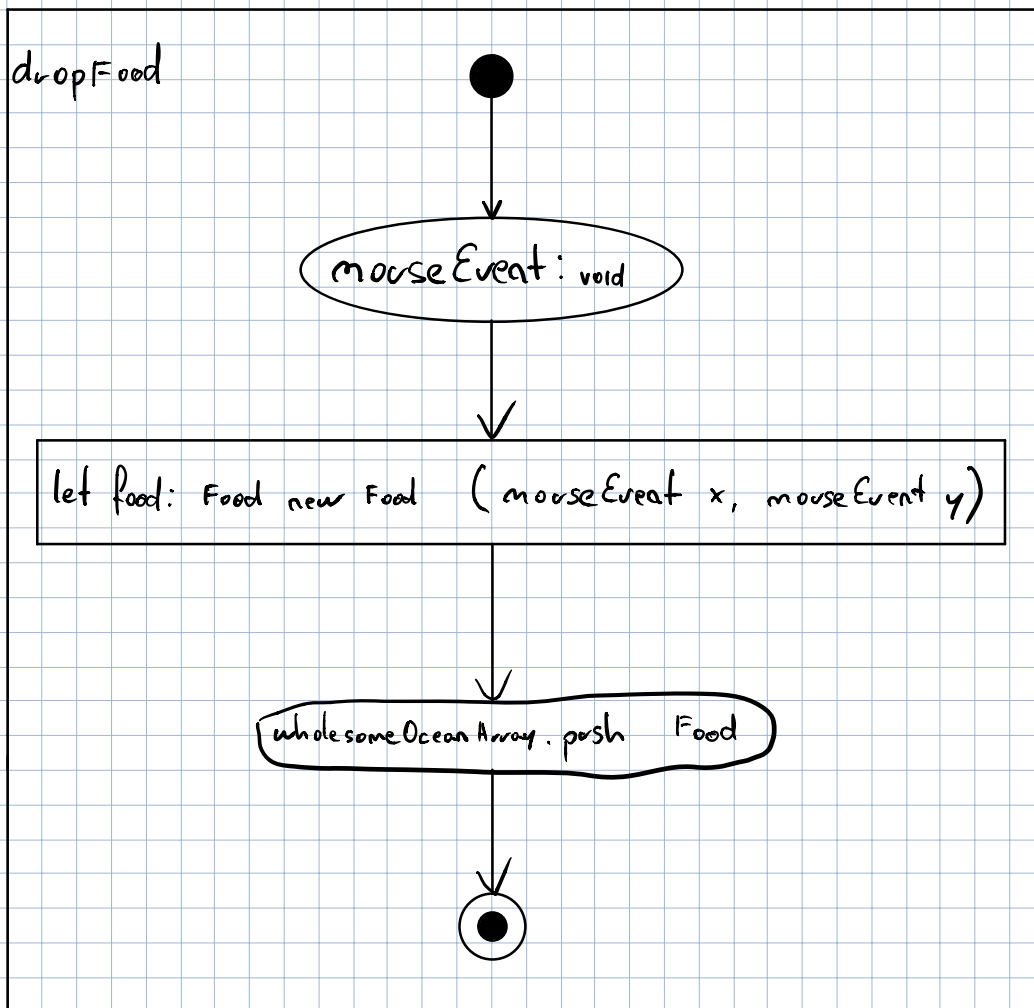
AKTIVITÄTSDIAGRAMME

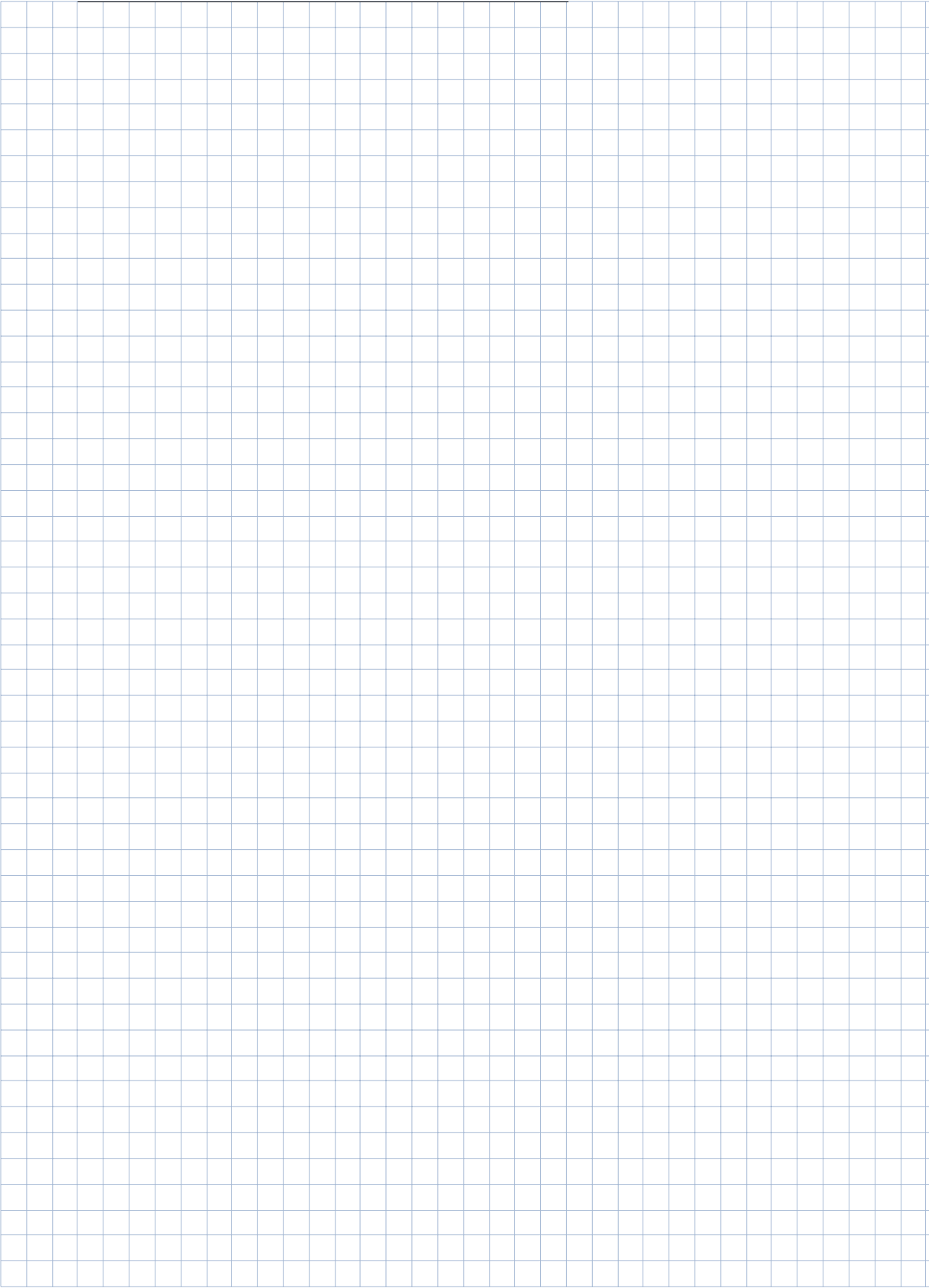


init

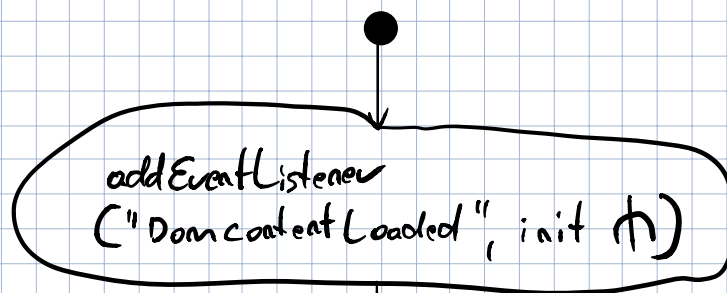








CANVAS



let wholesomeOceanArrow: theWholeThing [] = [];

legt für jedes sich bewegende
Objekt ein Array an

```
let fps : number = 30;  
let imageData : ImageData;
```

```
let canvas: HTMLCanvasElement
```

```
let crc: CanvasRenderingContext
```

