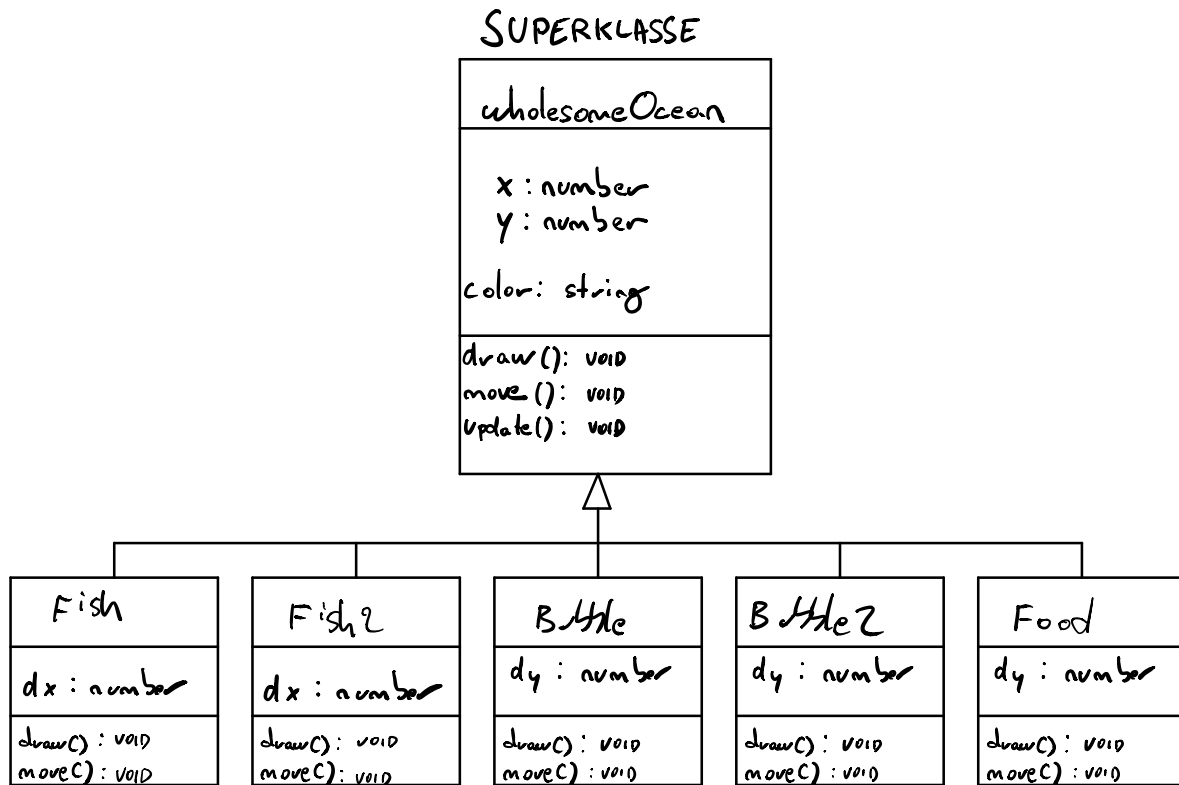
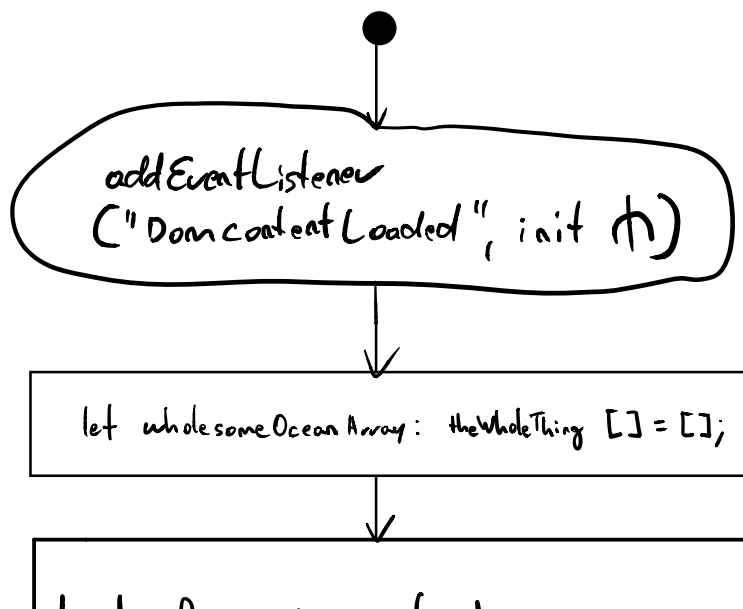


EIA2 - AUFGABE 13



AKTIVITÄTSDIAGRAMME

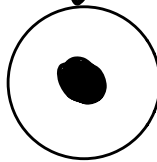


legt für jedes sich bewegende
Objekt ein Array an

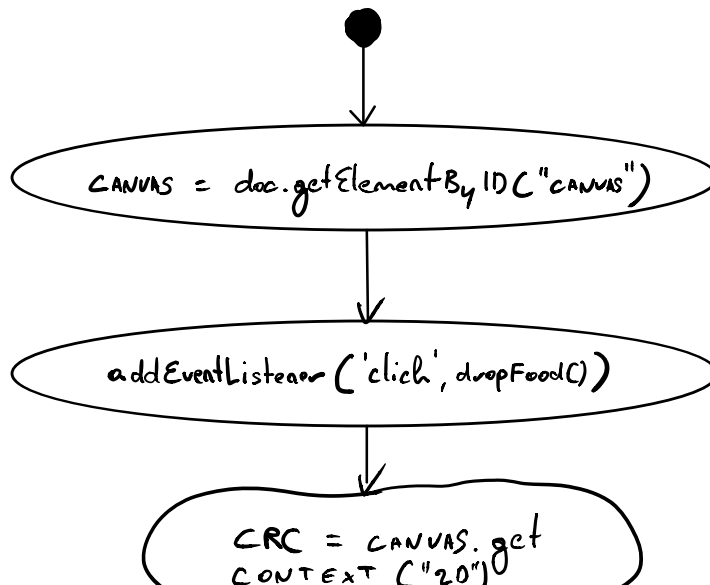
```
let fps : number = 30;  
let imageData : ImageData;
```

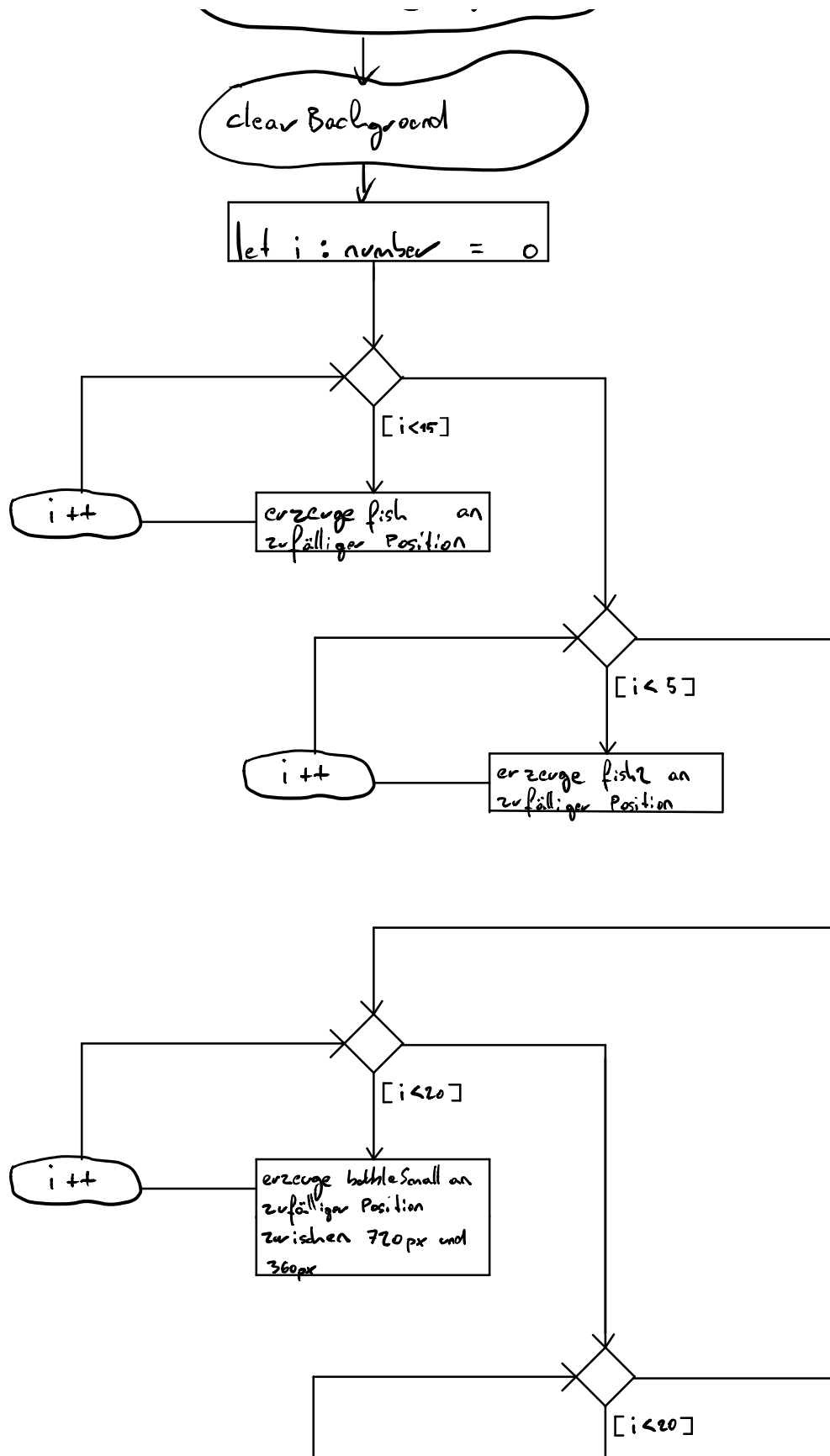
```
let canvas : HTMLCanvasElement
```

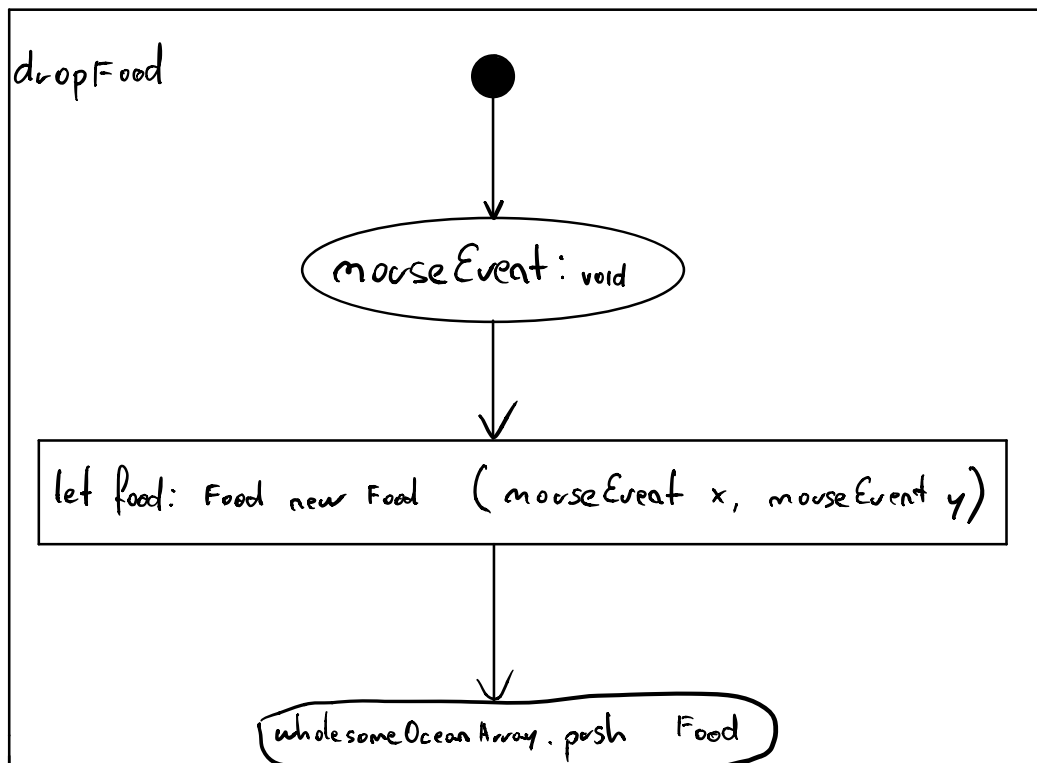
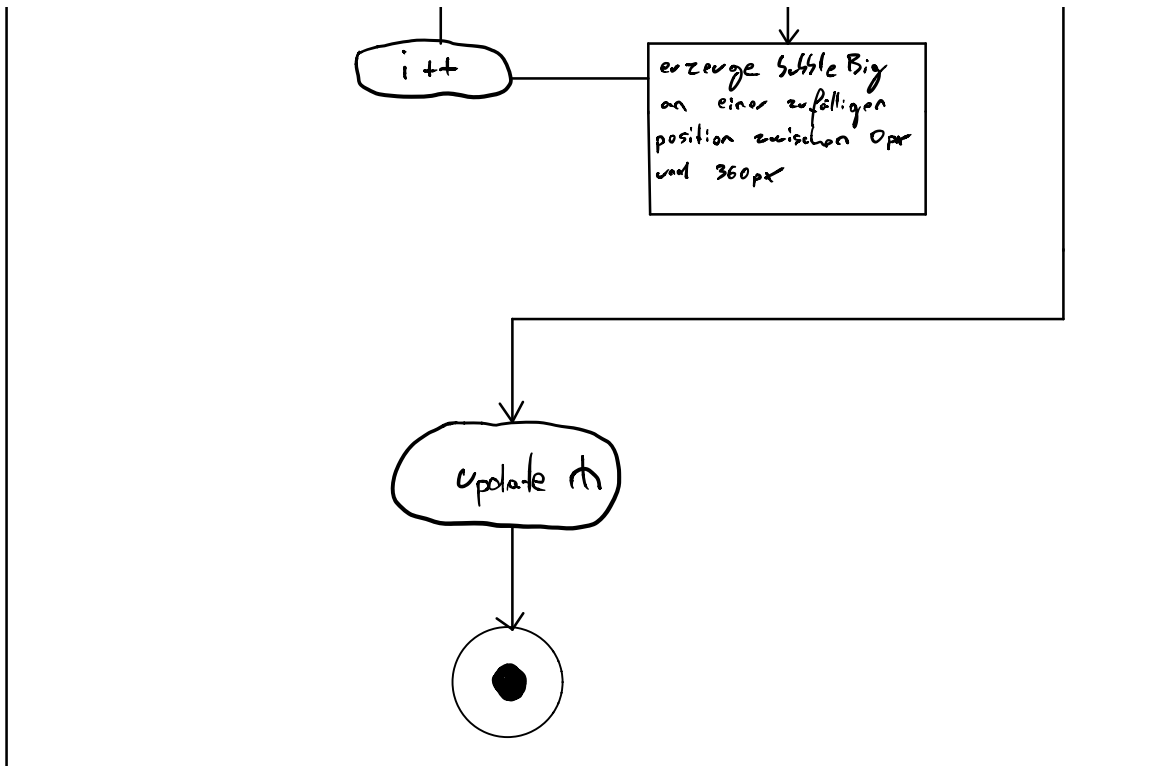
```
let crc : CanvasRenderingContext2D
```

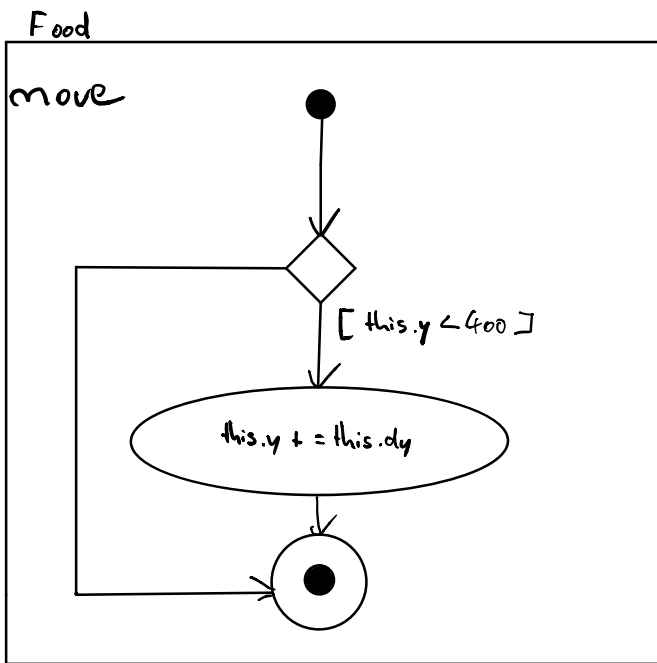
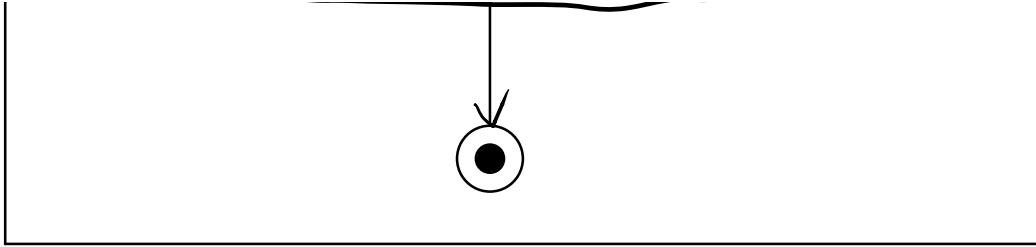


init

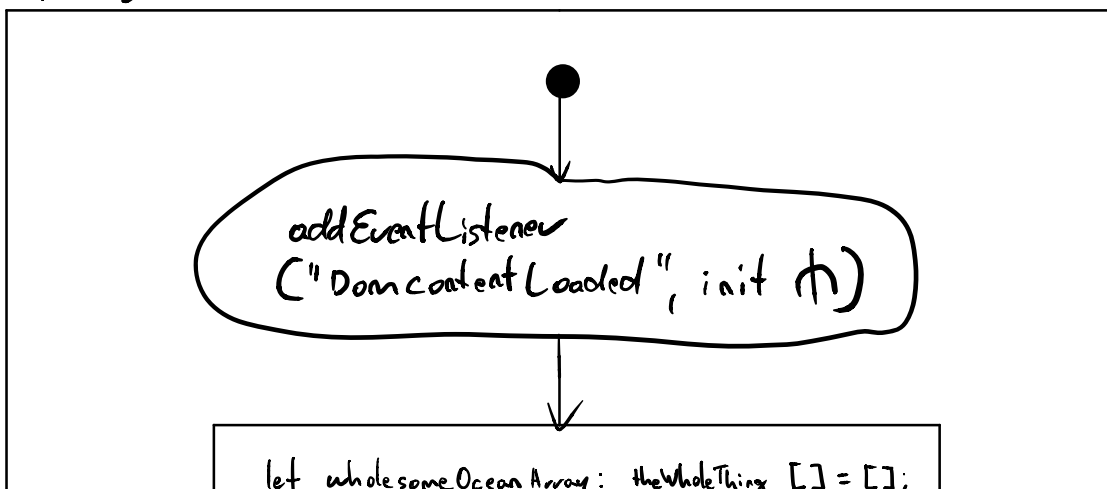


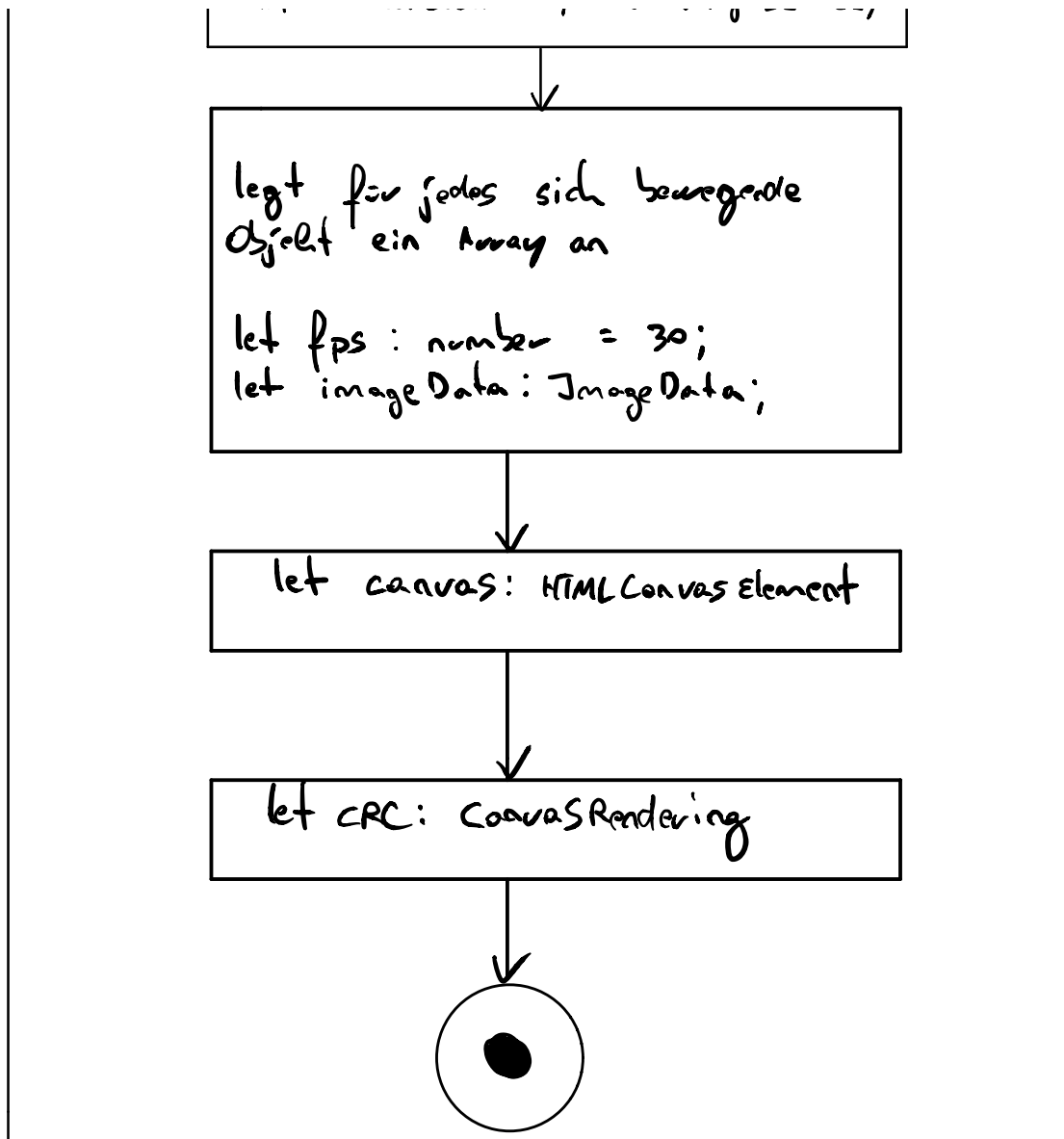




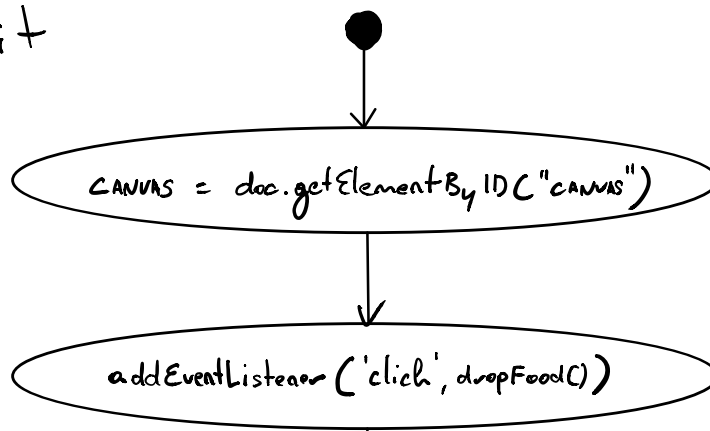


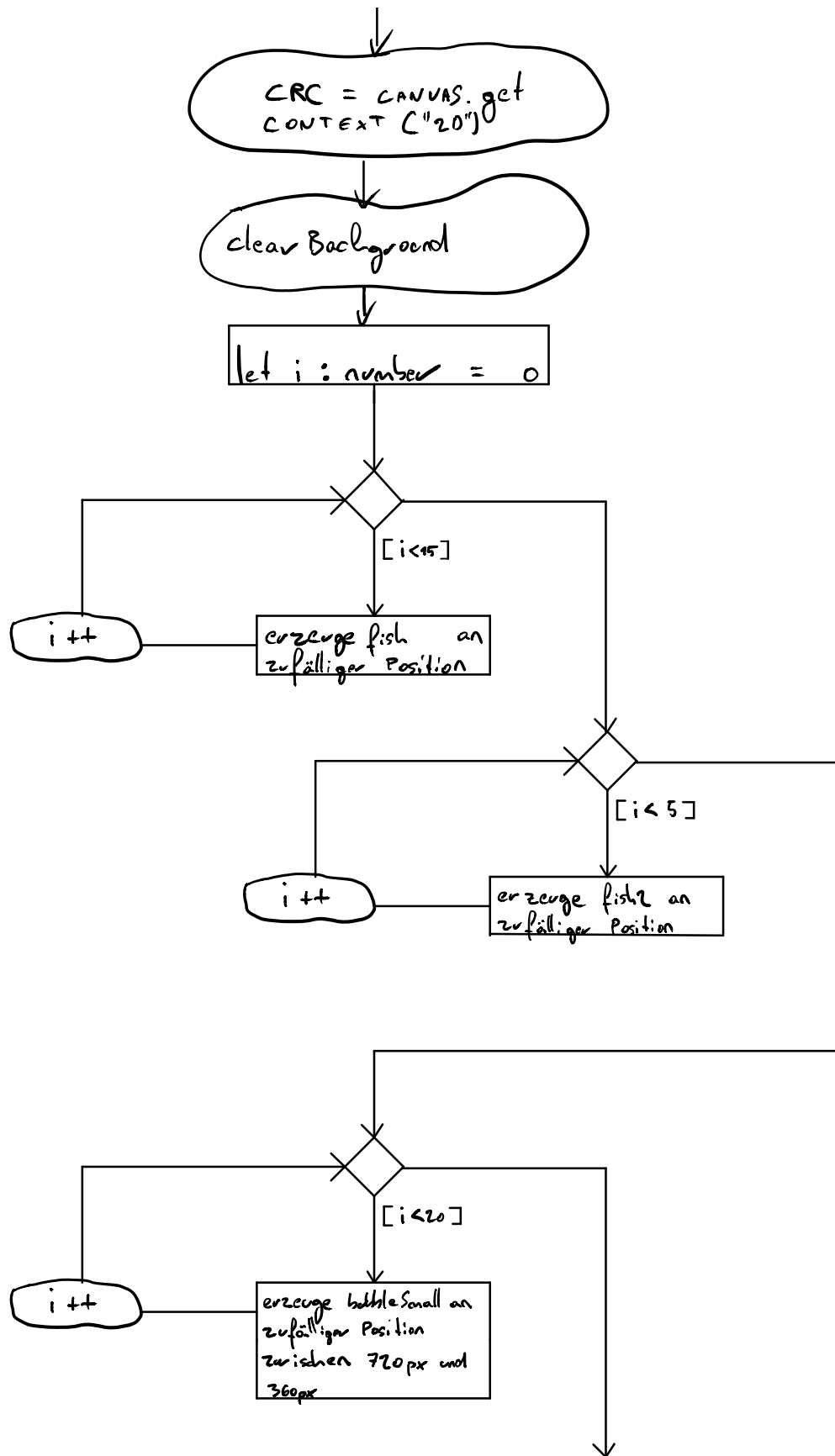
CANVAS

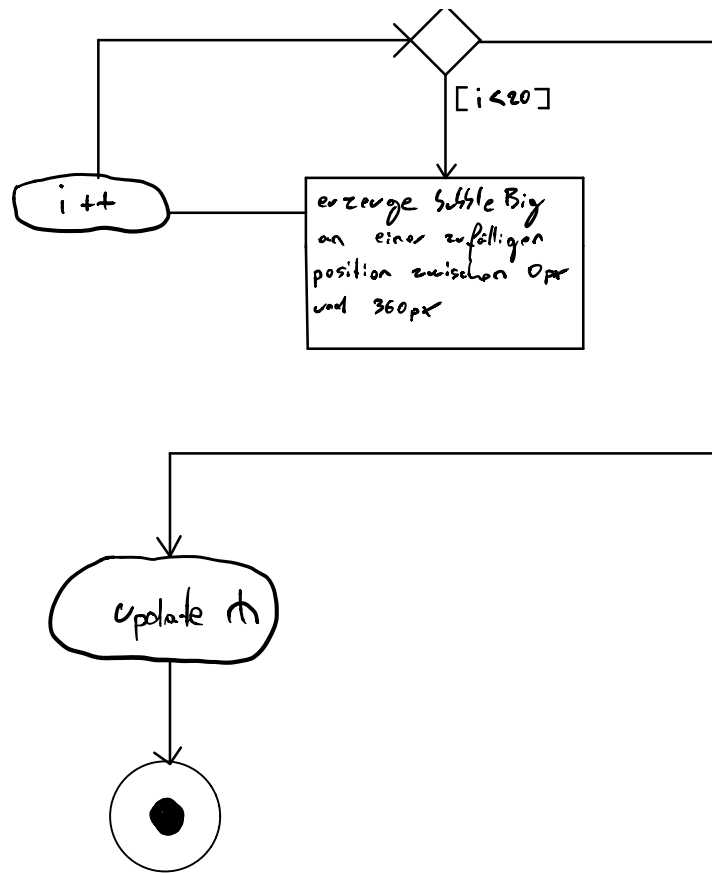




init







c