

Canvas Rendering
Context

Human Cells
position: Vector
velocity: vector
size: number
Constructor (-size)
move (-timeslice: number): void
draw(): void

Antibody
position: vector
velocity: vector
move (-timeslice: number): void
draw(): void
moveTo (-position.Virus: vector): void

Killercell
position: vector
velocity: vector
move (-timeslice: number): void
draw(): void
moveTo (-position.Virus: vector): void
change (-size.Virus: number): void

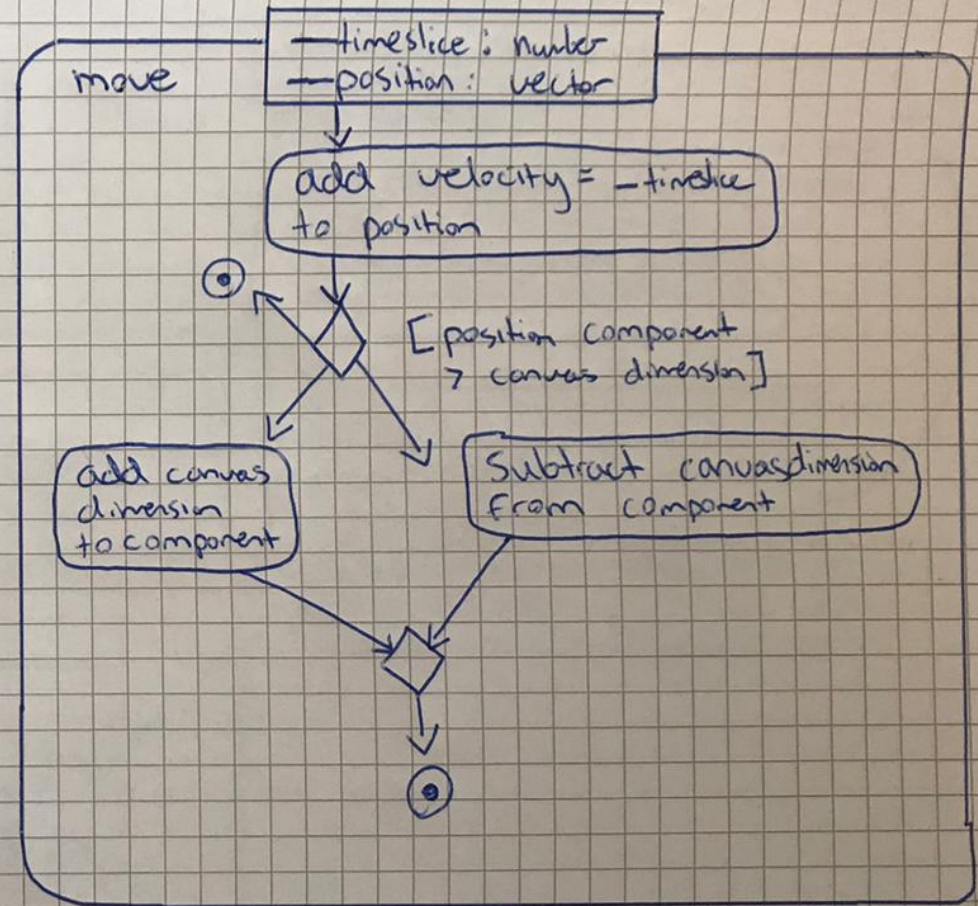
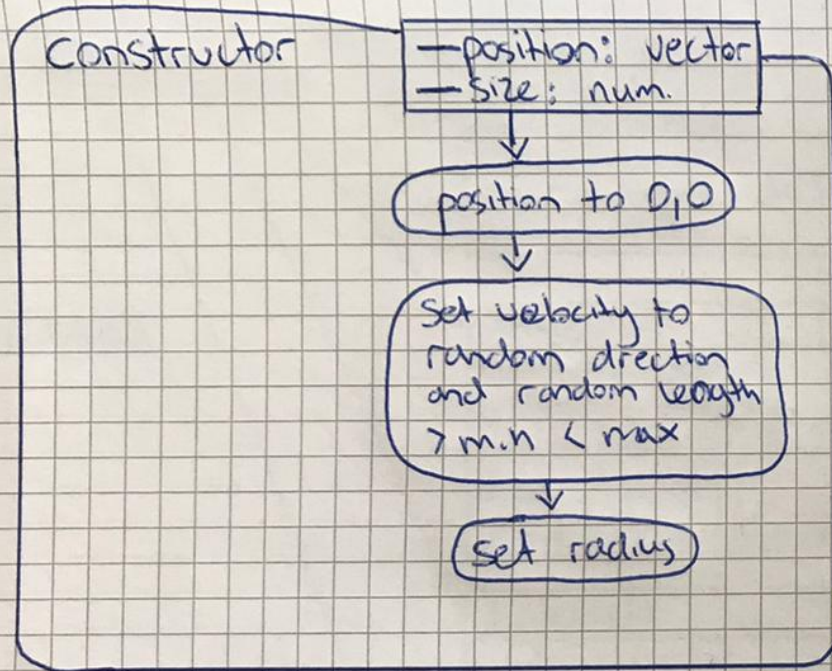
Virus
position: vector
velocity: vector
size: number
move (-timeslice: number): void
Constructor (-size)
draw(): void
moveTo (-position.HumanCells: vector): void
change (-size.Killercell: number): void

Vector
x: number
y: number
Constructor (-x: number, -y: number)
Set (-x: number, -y: number): void
scale (-factor: number): void
add (-added: vector): void

Particles
position: vector
velocity: vector
move (-timeslice: number): void
draw(): void

Killercell

Aktivitätsdiagramm



Aktivitätsdiagramm

