

Klassendiagramm 11

CRC2

Movable

- position: vector
- velocity: vector

Constructor (- ~~position~~ position?: vector)
 - move (- timestep): void
 - draw();
 - isHitBy (- partner: Movable): boolean

Vector

- x: number
- y: number
- length: number

Constructor (- x: number, - y: number)
 - set (- x: number, - y: number): void
 - Scale (- factor: number): void
 - add (- addend: vector): void
 - copy(): Vector
 - get Random (- min: number, - max: number): vector
 - get Difference (- v0: vector, - v1: vector): vector
 - get Sum (- v0: vector, - v1: vector): vector
 - get Scaled (- v: vector, - scale: number): vector

Antilörper

Particles

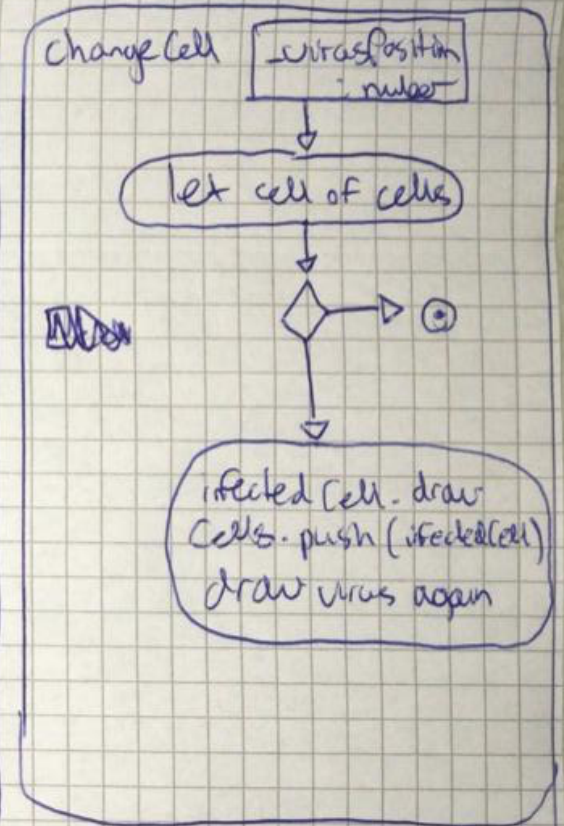
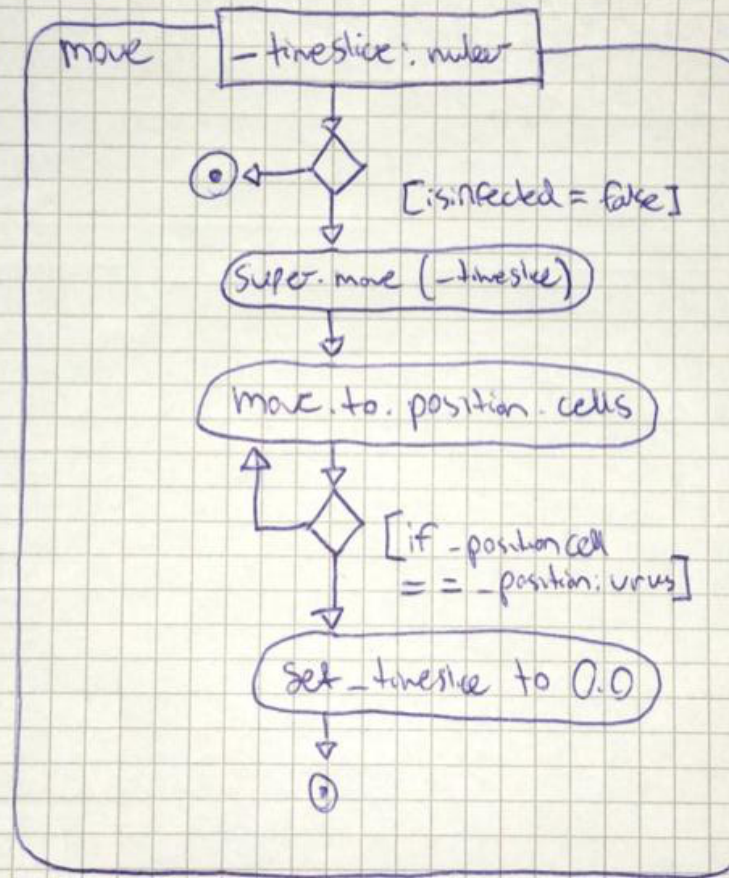
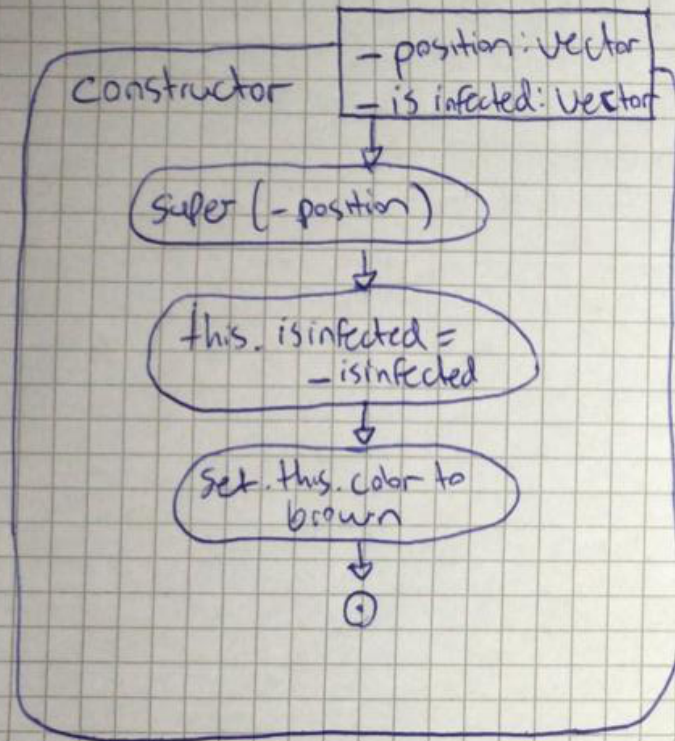
Cells

Virus

- type: number
- size: number

Constructor (- size: number, - position?: vector)
 - draw() void
 - move (- timestep: number): void.

Aktivitätsdiagramm



Activity diagram

