Klassendiagramm Convas Rendering Contest Vedor Moveable + radius = number +X : number + pasition : Vector +y number + velocity: Vector +constructor (x:number, x: number + constructor ( position : Vector set (-x:number, -x:number): void +scale (factor: number): void + draw(): void +move (+imeseige number): void +add (Laddend: Vector) = void trandom (min: number, max: number + copy () = Vector Particle Cotona Human Cell -Cellposition: Vector + infected: poolean +constructor (-position : rector teonstructor (- position Vector) + constructor (\_position: Vector) trove (timeseio -number): void +move (time seice = number) : void +move (-finestice: number) void Haraw ( tolracy () + draw (): void + infect (- Cellposition: Vector) -drawhealthy () = void -drawinfected(): void + istil Cooshirus: Vector, radiushicus number Killer Honstructor (position = Vector) Hennstructor (-position: Vector +move (-timeslice = number) = void throve ( time seico = number) = void +draw () taraw ()





