Klassendiagramm Cell Canvas Rendering Context Vector Moveable 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 (-timeseige number): void add 1-addend : vector) = void Particlo Corona Human type: number type : number type: number size = number : number size: number color : string color = string color : string constructor (-position : rector) constructor (_position: Vector) constructor (- position Vector) move (Limeslico -number) : wood move (-timeseice: number): void move (time seice: number): void draw () draw () : void draw () Anti Killer type: number type: number site number size = number rolor string color = string constructor (position : Vector) constructor (-position: Vector) move (-timeslico = number) = void move (timo seio = number) = void draw() draw ()

Corona Virus Aktivitats diagramm - Moveable - time seice : number -position : Vector move constructor add velocity * timeslice set position to position or (0,0) Set velocity to (0,0) [position component > convas dime vion] [postion comp. add canvas dimension subtract canvas dimension from to component Component draw

Aletivitatsdiagramm: Coronalinus - Human / Particle / Corona / Killer / Anti timeslice : number -Size: number constructor draw move _position: Vector save transform super (-position) add velocity *_time to position translate to position) set relocity to random direction 8 Leosition comp. (scale to size position component Langow leath > mu > convasdimensia] (0) < max draw path Crandonly anable type subtract conv add convas representing dimension dimensions to component (set size to size restore transform