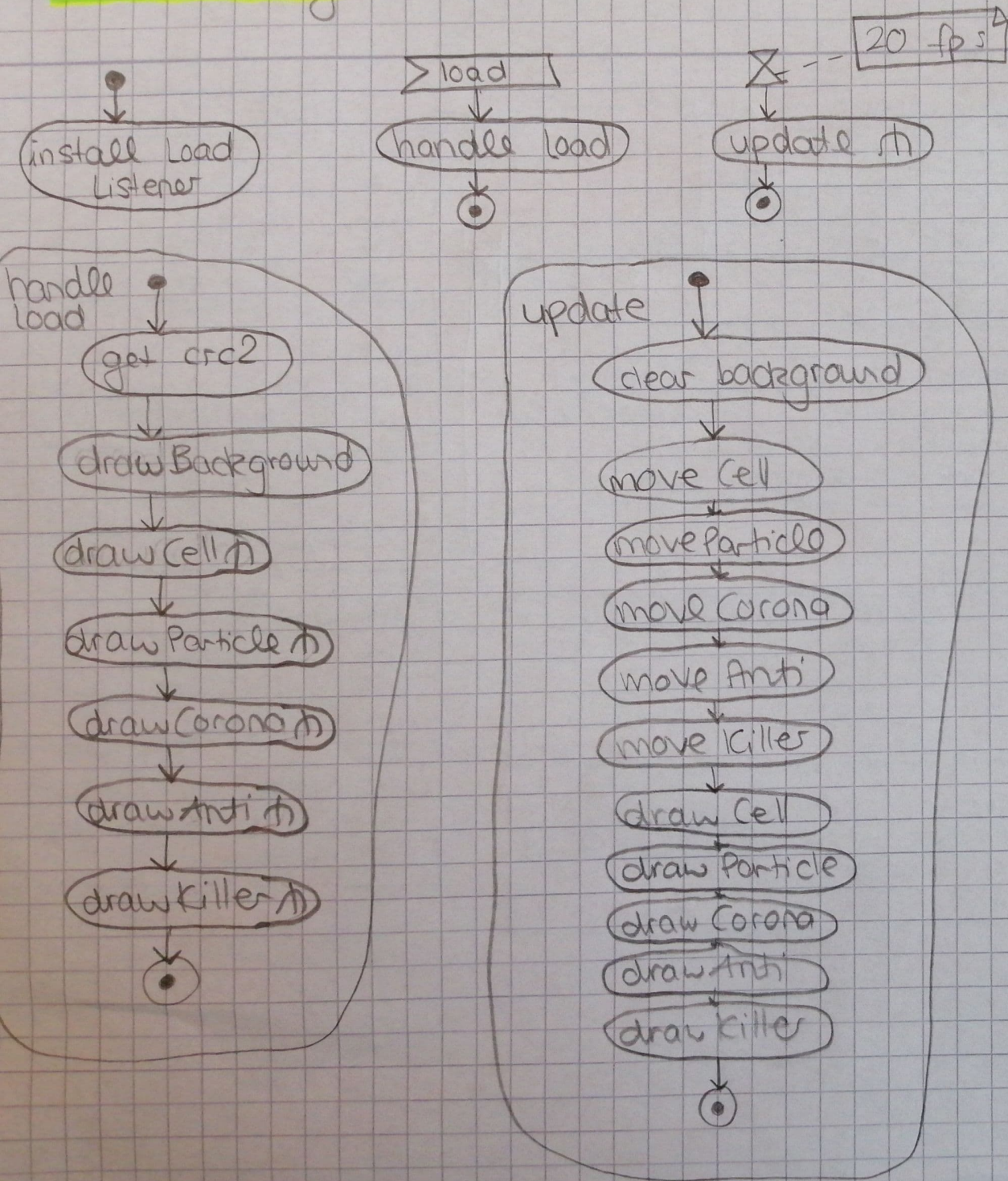


# Aktivitätsdiagramm = Corona - Main



Die Funktionen für :

- draw Cell
- draw Particle
- draw Corona
- draw Anti
- draw Killer

jeweils in altem Konzept!



# Aktivitätsdiagramm: Corona - Cell / Particle / Corona / Killer / Anti

constructor -size : number

position to 0,0

set velocity to random  
direction &  
random length > min  
< max

randomly choose type

set size to \_size

move -timeslice : number

add velocity \* \_timeslice  
to position

[position component  
> canvas dimension]

subtract canvas  
dimension

[position comp.  
< 0]

add canvas  
dimensions to  
component

draw

save transform

translate to position

scale to size

draw path  
representing  
type

restore transform

infect

[Cell isn't  
touched]

[Cell is touched]

return  
false

return  
true

Cell changes  
color to "red"



# Klassendiagramm : Corona

