

CanvasRenderingContext

HumanCell
position: Vector
color: string
constructor(_color: string)
draw(_position: Vector)

Antibody
position: Vector
draw(_position: Vector)

Particle
position: Vector
velocity: Vector
radius: number
constructor(_position: Vector, _velocity: Vector, radius: number)
draw(): void
move(_timeslice: number): void

VirusCell
position: Vector
velocity: Vector
constructor(_position: Vector, _velocity: Vector)
draw(): void
move(_timeslice: number): number

Vector
x: number
y: number
constructor(_x:number, y:_number)
set(_x: number, _y: number): void
scale(_factor: number): void
add(_addend: Vector): void