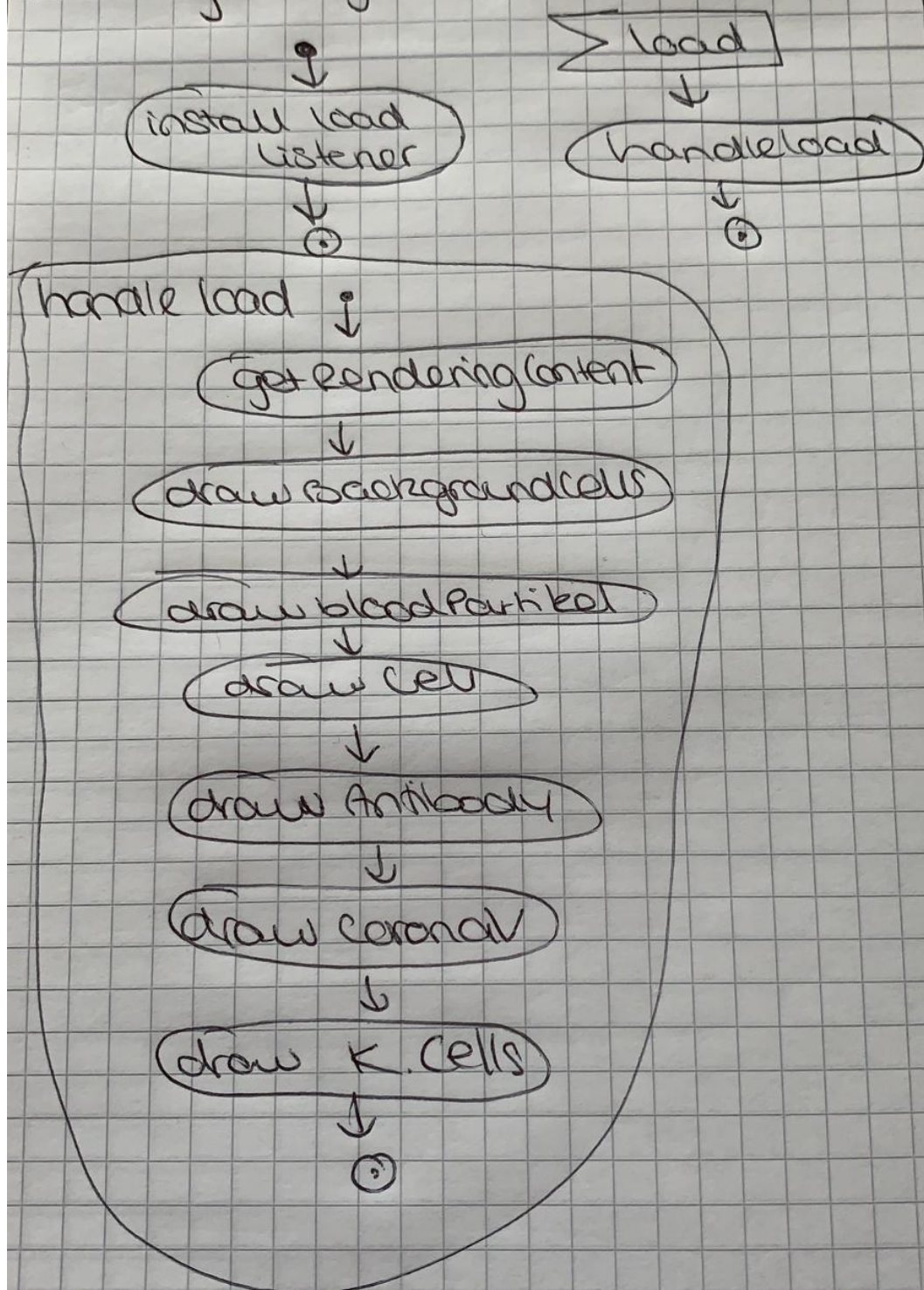


Activity Diagram



Classes

CanvasRenderingContext

Vector

x: number

y: number

Constructor(-x: num, -y: num)

Set(-x: num, -y: num)

Scale(-factor: num)

add(-addend: Vector)

random(-minlength: num, -maxlength: num)

Particle

position: Vector;

velocity: Vector;

radius: num;

color: String;

rotation: number;

Constructor(-position: Vec)

draw(-position: Vector)

move(-timeslice)

Background

position: Vector

Constructor(-position: Vec)

draw(-position: Vec)

Coronav

position: Vector

velocity: Vector

Constructor(-position: Vector)

draw(-pos: Vector)

move(-timeslice: number)

isInfected()

Macrophage

position: Vector

draw(xPosition: num, yPosition: num)

Antibody

position: Vector;

velocity: Vector;

rotation: number;

Constructor(-position: Vector)

draw(-position: Vector)

move(-timeslice)

BodyCell

position: Vector;

velocity: Vector;

color: String;

nucleus: String;

nucleusPos X: number;

nucleusPos Y: number;

Constructor(-position: Vector;

-colorIndex: number)

draw(-position: Vector)

move(-timeslice: number)