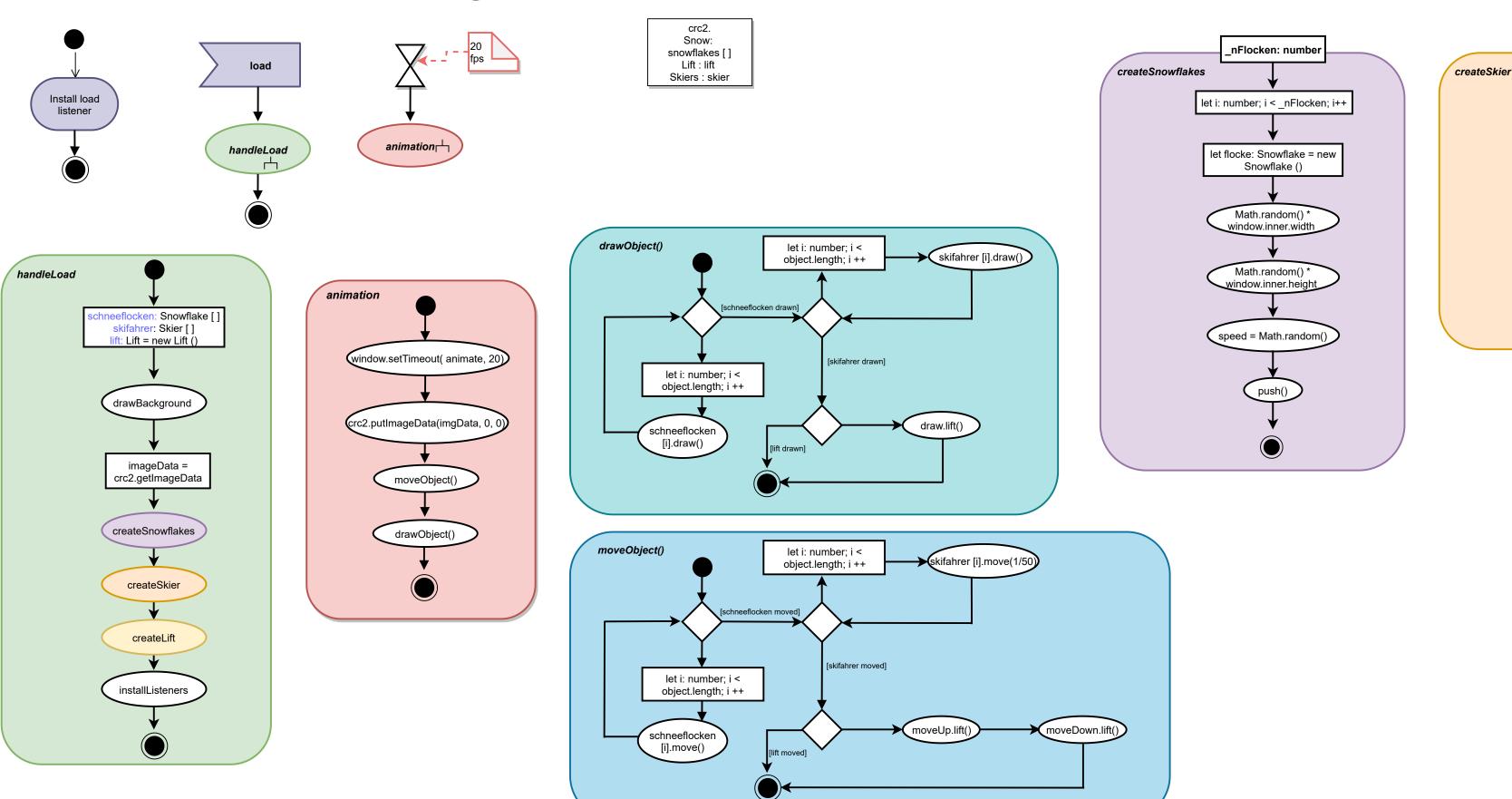
L09_Classes: Aktivitätsdiagramm Skipiste Main



_nSkier: number

let i: number; i < _nSkier; i++

let oneSkier: Skier = new

Skier ()

add 50 to new position