Class Diagram: Firework

Canvas.Rendering.Context

Moveables

+ position: Vector
+ speed: Vector
+ color: string
+ size: number
# expendable: boolean
- gravtity : number

constructor ( )
+ move (_timeslice: number): void
+ draw (): void

Vector

+ x: Vector
+ y: Vector

constructor (_x: number, _y: number)
+ set (_x: number, _y: number): void
+ scale (_factor: number): void
+ add (_addend: Vector): void
+ copy (): void

CircleParticle

constructor ( )
+ move(_timeslice: number): void
+ draw (): void

StarParticle

constructor ( )
+ move(_timeslice: number): void
+ draw (): void