Activity Diagram: Firework CircleParticle
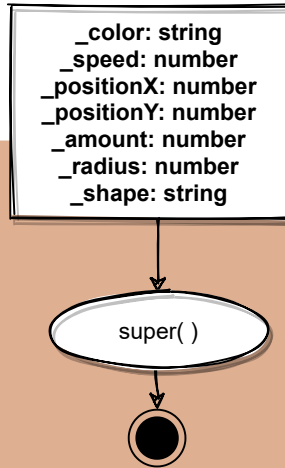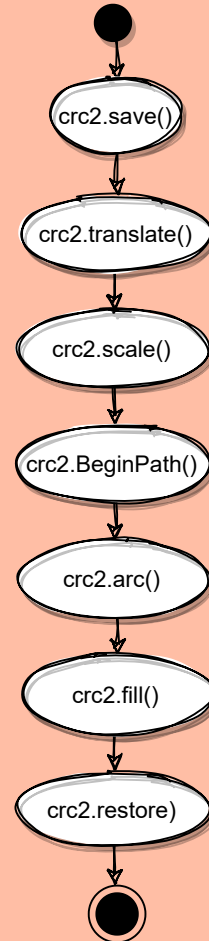
constructor

```
_color: string
_speed: number
_positionX: number
_positionY: number
_amount: number
_radius: number
_shape: string
```

super( )

●

draw

● (start)

crc2.save()

crc2.translate()

crc2.scale()

crc2.BeginPath()

crc2.arc()

crc2.fill()

crc2.restore)

●

move

```
_timeslice: number
```

super.move(_timeslice)

●