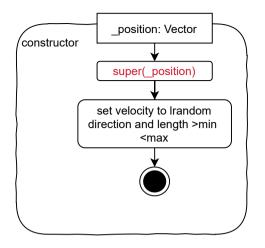
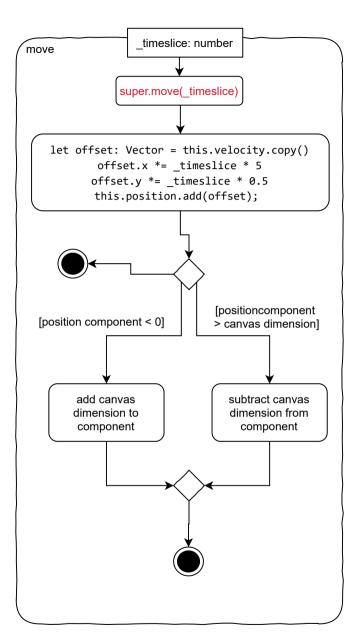
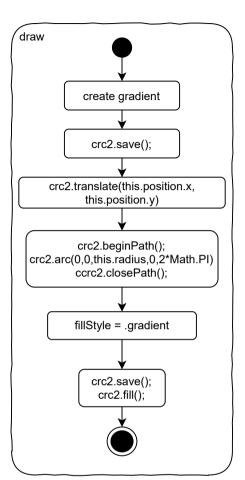
Virus: Class Diagram Vector x: number CanvasRenderingContext y: number Moveable constructor(x: number, y: number) position: Vector set(x: number, y: number): void velocity: Vector scale(factor: number): void add(addend: Vector): void constructor(position:Vector) random(minLength: number, maxLength: number): void draw(): void copy(): Vector move(timeslice:number): void Background position: Vector constructor(position?:Vector) drawBloodpipe(): void drawPattern(): void HumanCell Particle Corona Antibody KillerCell radius: number = (Math.random()*15+1 radius: number radius: number = 10 infected: boolean = false rotation: number rotation: number constructor(position:Vector) constructor(position:Vector) constructor(position:Vector) constructor(_position:Vector) draw(): void draw(): void constructor(position:Vector) draw(): void move(timeslice:number): void move(timeslice:number) draw(): void draw(): void move(timeslice:number): void move(timeslice:number): void drawinfected(): void drawhealthy(): void

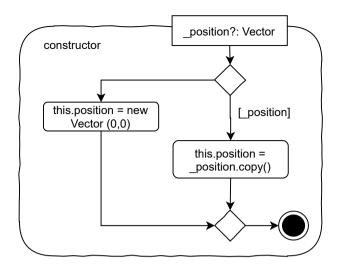
move(_timeslice:number): void isHit(posvirus: Vector, radiusvirus: number): boolean

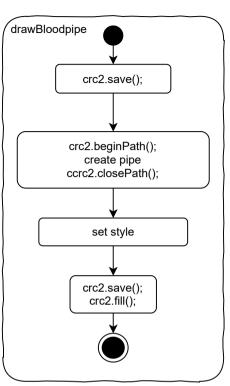


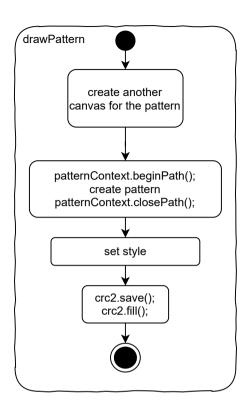




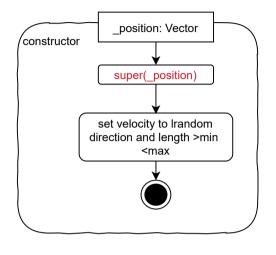
Virus: Activity Diagram - Background

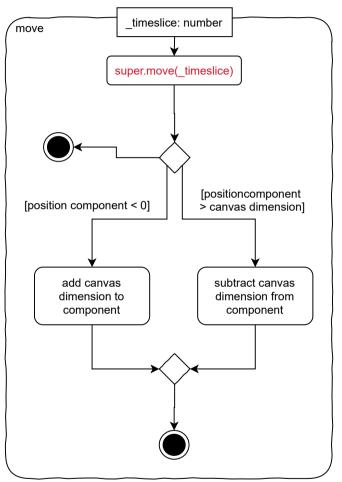


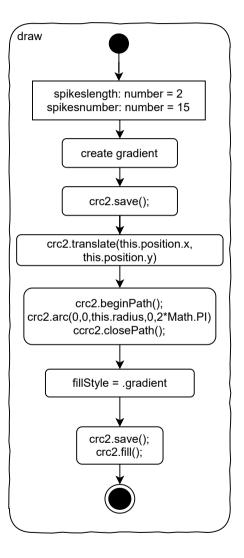




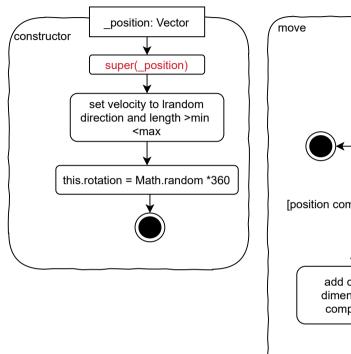
Virus: Activity Diagram - Corona

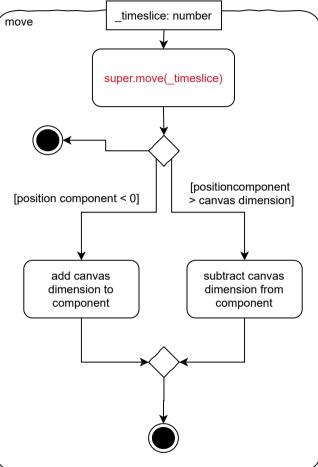


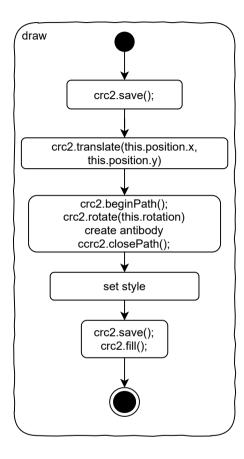




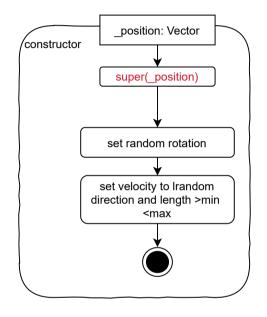
Virus: Activity Diagram - Antibody

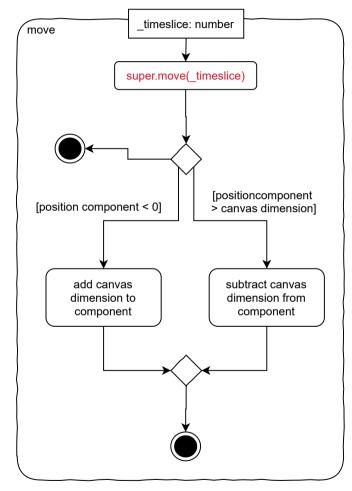


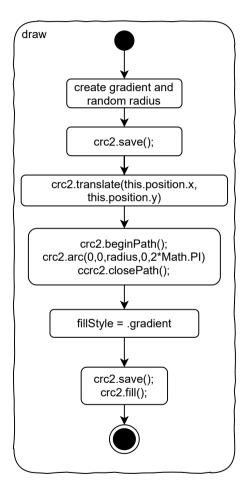


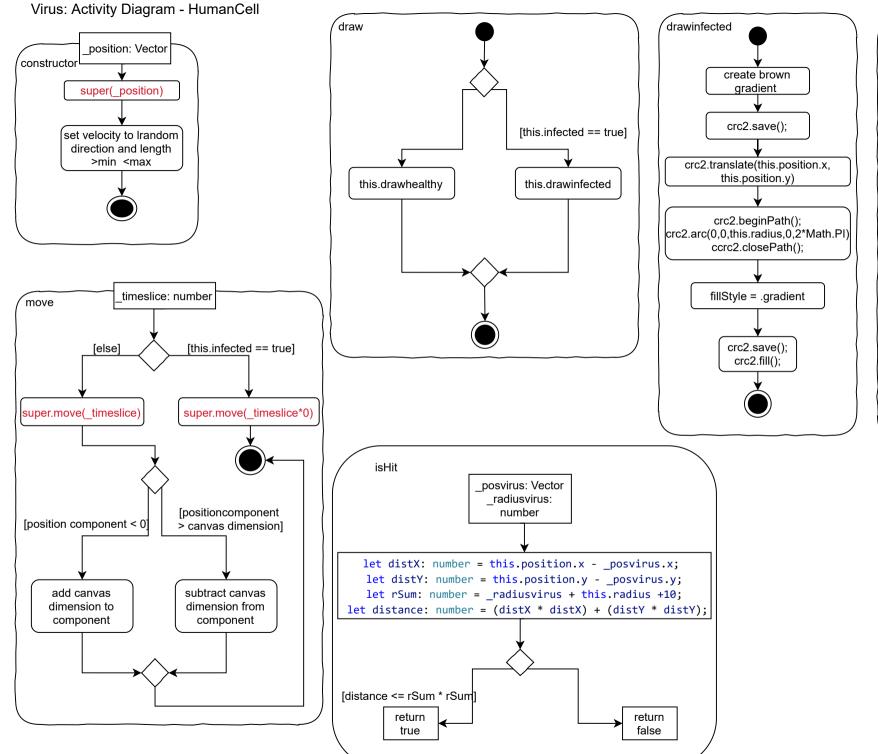


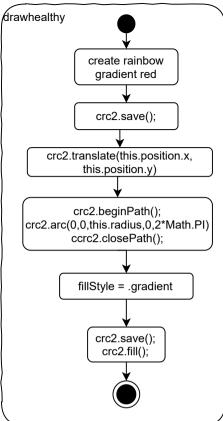
Virus: Activity Diagram - KillerCell



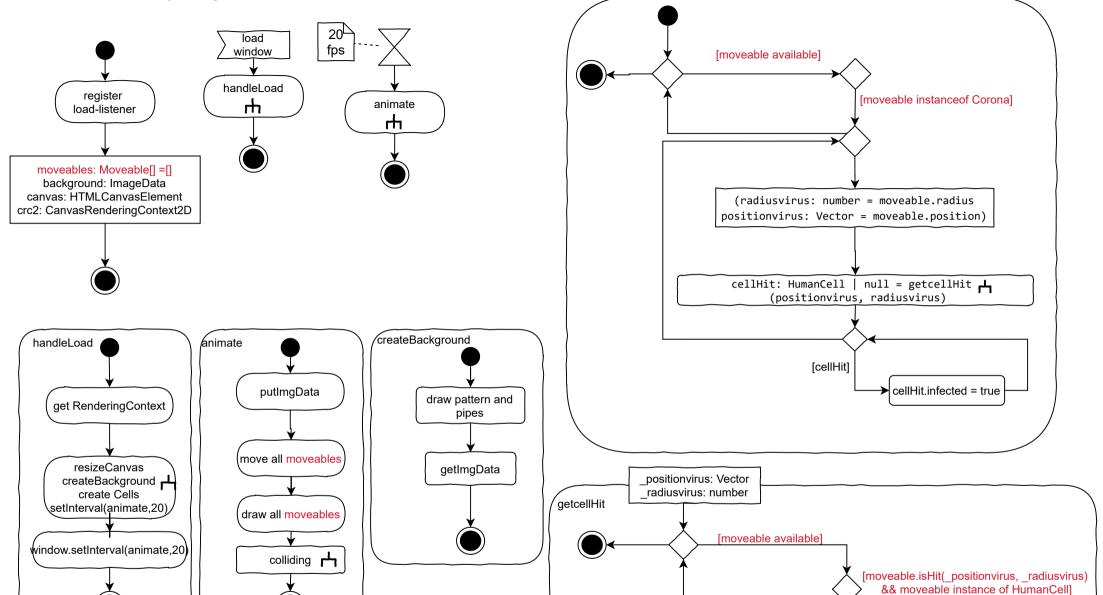








Virus: Main Activity Diagram



return null

return moveable

