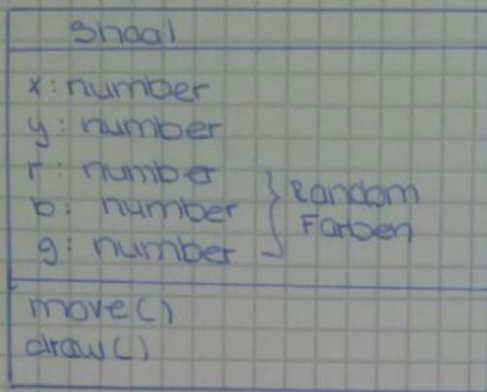


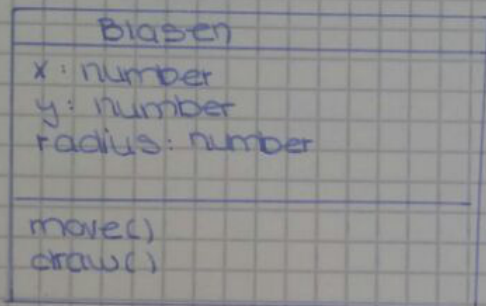
Aktivitätsdiagramm

Fische



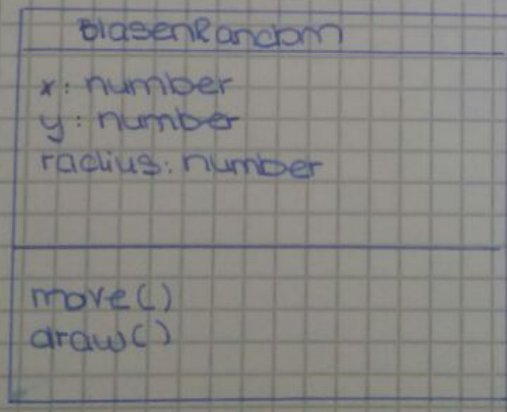
→ Nach rechts
Schwimmen
this.x += 2;

Blasen aus Tube



→ Nach oben
Fliegen
this.y -= 2;

Blasen random im Wasser



→ "Zittern"
this.x += Math.random() * 4 - 2;
" .y " " " "