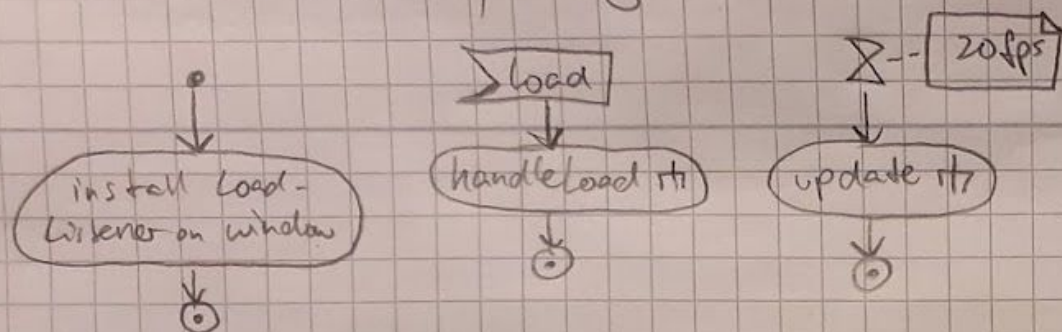
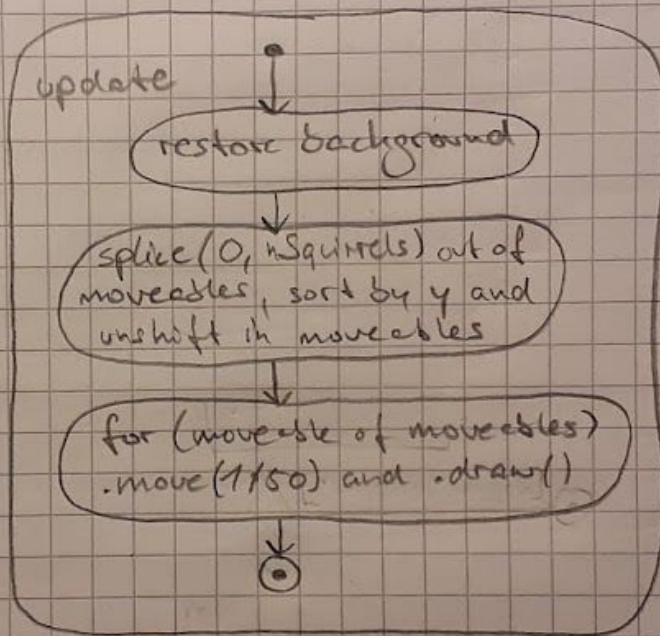
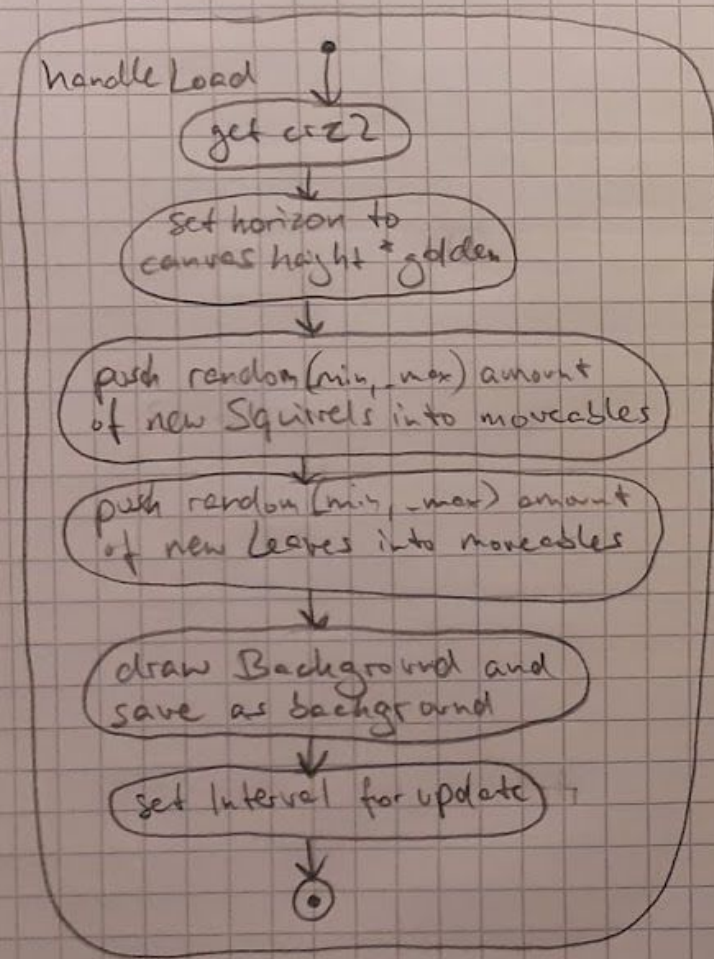


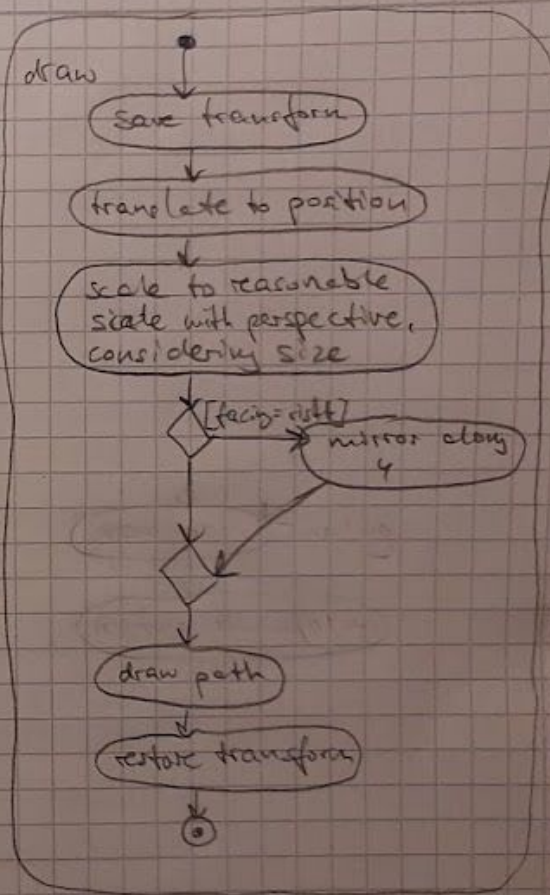
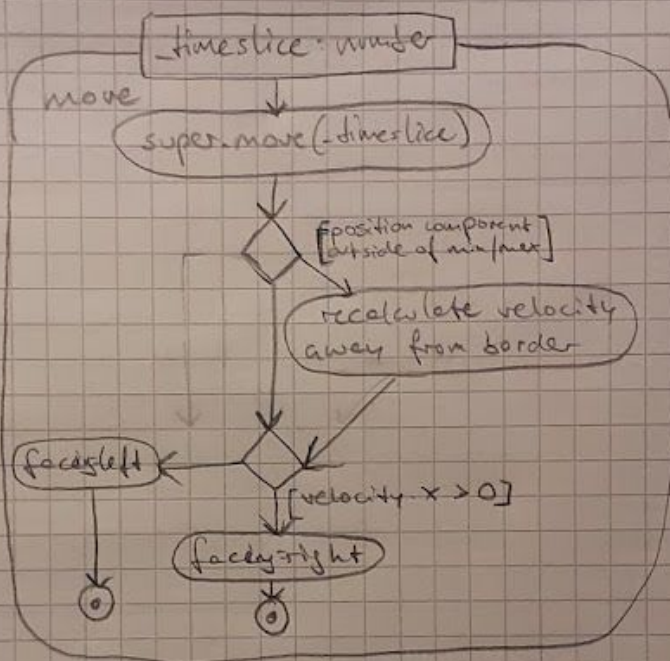
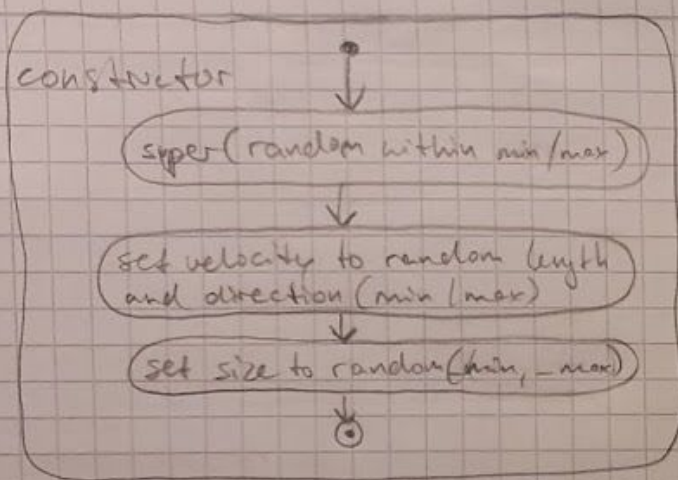
Uebst : Activity Diagram - Main



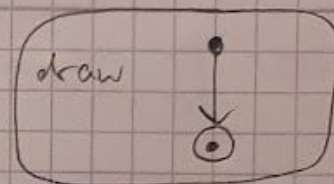
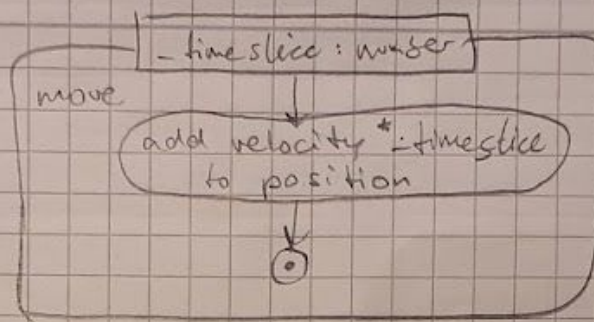
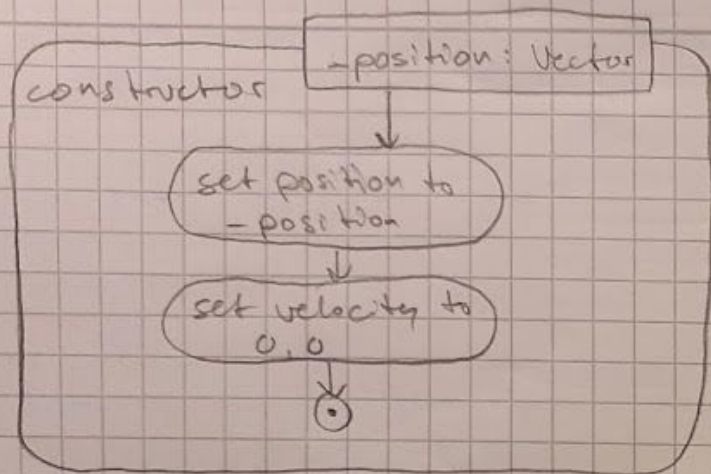
crc2: CanvasRenderingContext
 golden = 0,62
 horizon: number
 background: ImageData
 moveables: Moveable[] = []
 nSquirrels: number = random



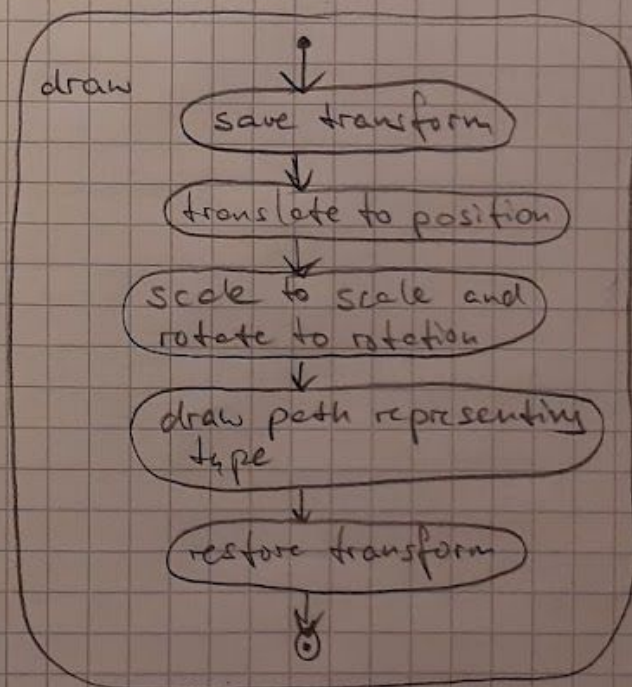
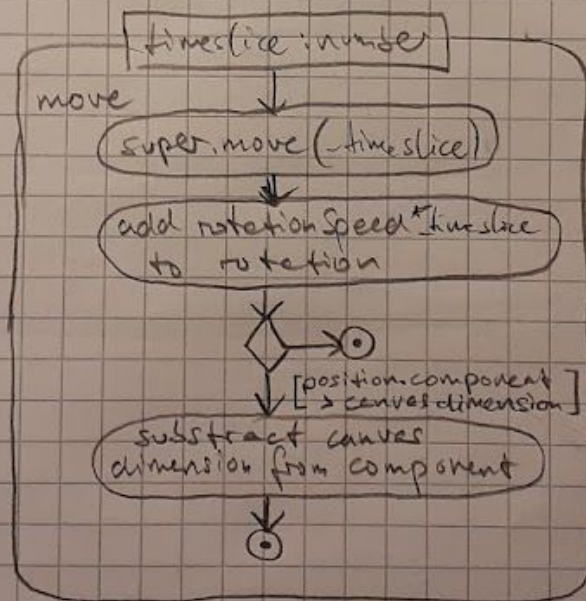
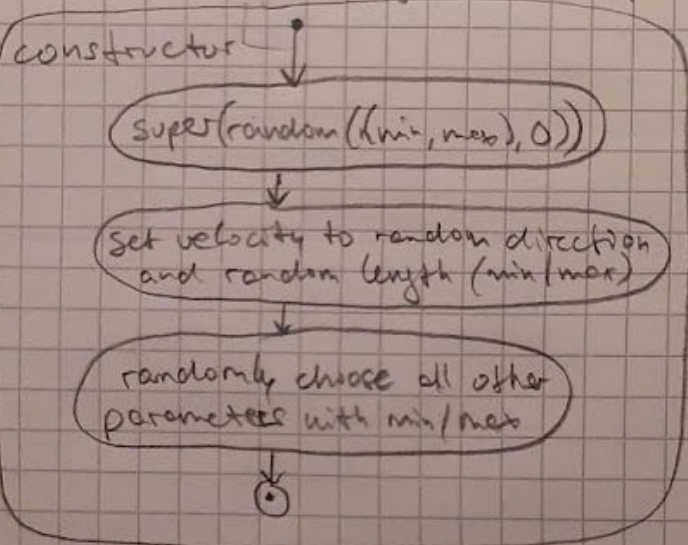
Verbst: Activity Diagram - Squirrel



Herbst: Activity Diagram - Moveable



Herbst: Activity Diagram - Leaf



Herbst: Class Diagram

