Illassendi agramm Morable + start Pos X: number 1 start Pos Y - number + velocity Y: number + velocity Y: number + constructor (position Vector, velocity Vector) + draw () roid · updade (): void +random Number: number 1 counter: number = 0 + constructor (-postion: Veder, velocity: Veder) + draw () = roid +update():void Cloud izmeracezz Cesor x: number + constructor (- position: Vector , velocity: Vector) Y: namber + drow ()=roid + update (): roid

Minital sdugramm - Main Let golden: number - 0.62. >load Cot Hovers Flower [] = [] let image Date: Image Data; export let green Colors string [] = ["green"]. install load liveres handle load (of canvas: HTML Canvas Element in 4 HTML Canvast Cernard document · query Sele der cre2= convarget Contest ("2d"), carras ridth - window inna Width ; canros height = windom inne they it; drow Background (); draw Tree 1) draw (loud) draw Flower () drow Bee (10)
image Dota = cre 2. get Image Dota (0, 0, canvas width, convas leglo);
animate ()











