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 izineracezz Cotor x: number +constructor (-position: Vector, velocity: Vector) y: namber + drow ()=roid + update (): roid

Mointal digramm - Main Let golden : number - 0.62. Let morables: Morable & J = E]; >load Let Hovers Flower [] = [] let image Data: Image Data; export let green Colors string [] = ["green"]. install load listener) handle load (of canvas: HTML Canvas Element in: 44TML Canvast Cenard document · query Sele der cre2= convarget Contest ("2d"), convas width - window inna Width ; rangos height = windom inne stay to draw Background (); draw Tree () draw (local) draw Flower (7) drow Bee (10) animage Data (0, 0, cannas width, convas leglo);











