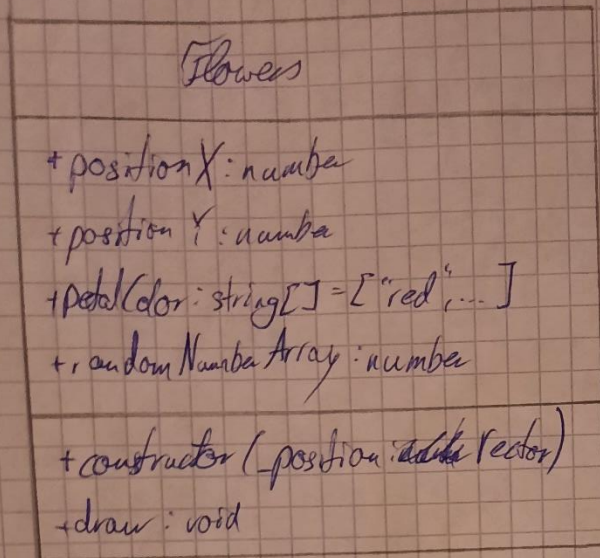


Klassendiagramme

Klassendiagramm - Flowers

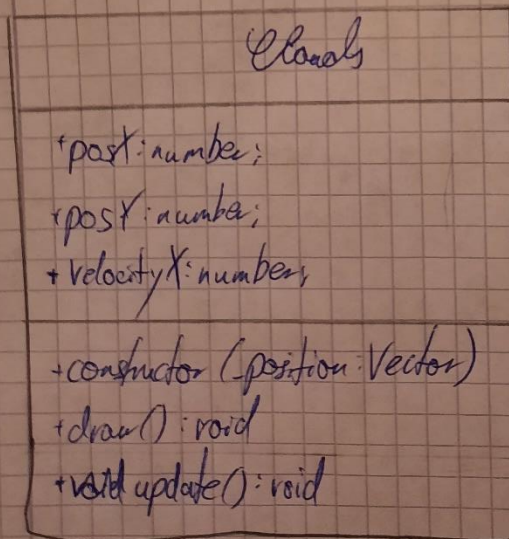


<<interface>> Vector

x: number;

y: number;

Klassendiagramm Cloud



Klassendiagramm Bees

Bees

```
+ startPos X: number  
+ startPos Y: number  
+ velocity X: number  
+ velocity Y: number  
+ randomScale: number  
+ randomNumber: number  
+ counter: number  
  
+ constructor (position: Vector, velocity: Vector, randomScale: number)  
+ draw(): void  
+ update(): void
```

Und die Rest ist nicht so interessant glaube ich...