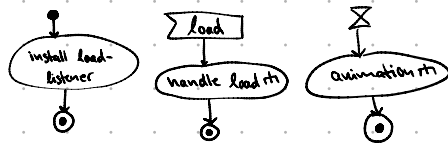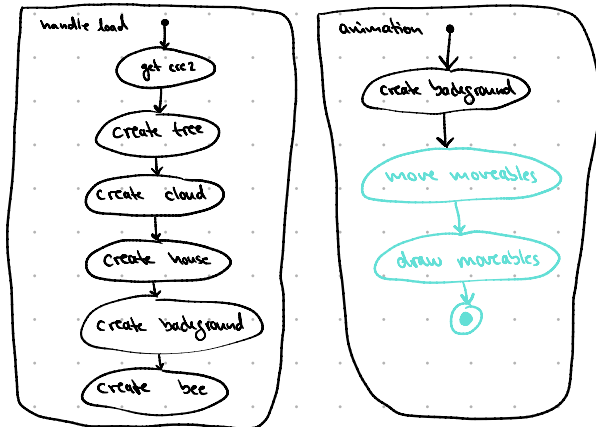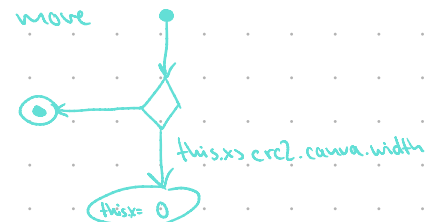# Activity Diagram - Main

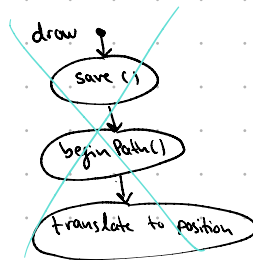

crc2
moveables:
Moveable [ ]

handle load
- get crc2
- create tree
- create cloud
- create house
- create background
- create bee

animation
- create background
- move moveables
- draw moveables

Activity Diagram – Bees

move

this.x > crc2.canva.width
this.x = 0

Activity Diagram – Ducks

Constructor
- set position
- set color

move
this.x > crc2.canvas.width
this.x = 0

draw
- save ( )
- begin Path( )
- translate to position
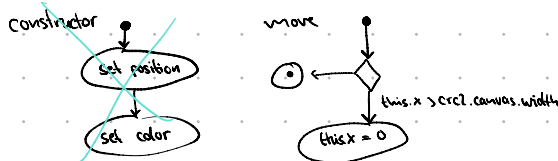
Activity Diagram – Clouds

move

this.x > crc2.canva.width
this.x = -100

L 10.2 Polymorphic Animation

Canvas Rendering Context

Moveable
position: Vector
color: string

constructor (_position: Vector)
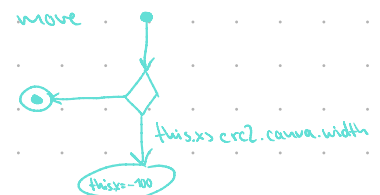move ( ): void
draw ( ): void

Vector
x: number
y: number

constructor(_x: number, _y: number)
set (_x:number, _y: number): void
copy ( ): Vector

Bees
position: Vector
color: string

constructor (_color: string, _position: vector)
draw (): void
move (): void

Ducks
position: Vector
color: string

constructor (_color: string, _position: vector)
draw(): void
move(): void

Cloud
position: Vector
color: string

constructor (_color: string, _position: vector)
draw(): void
move(): void