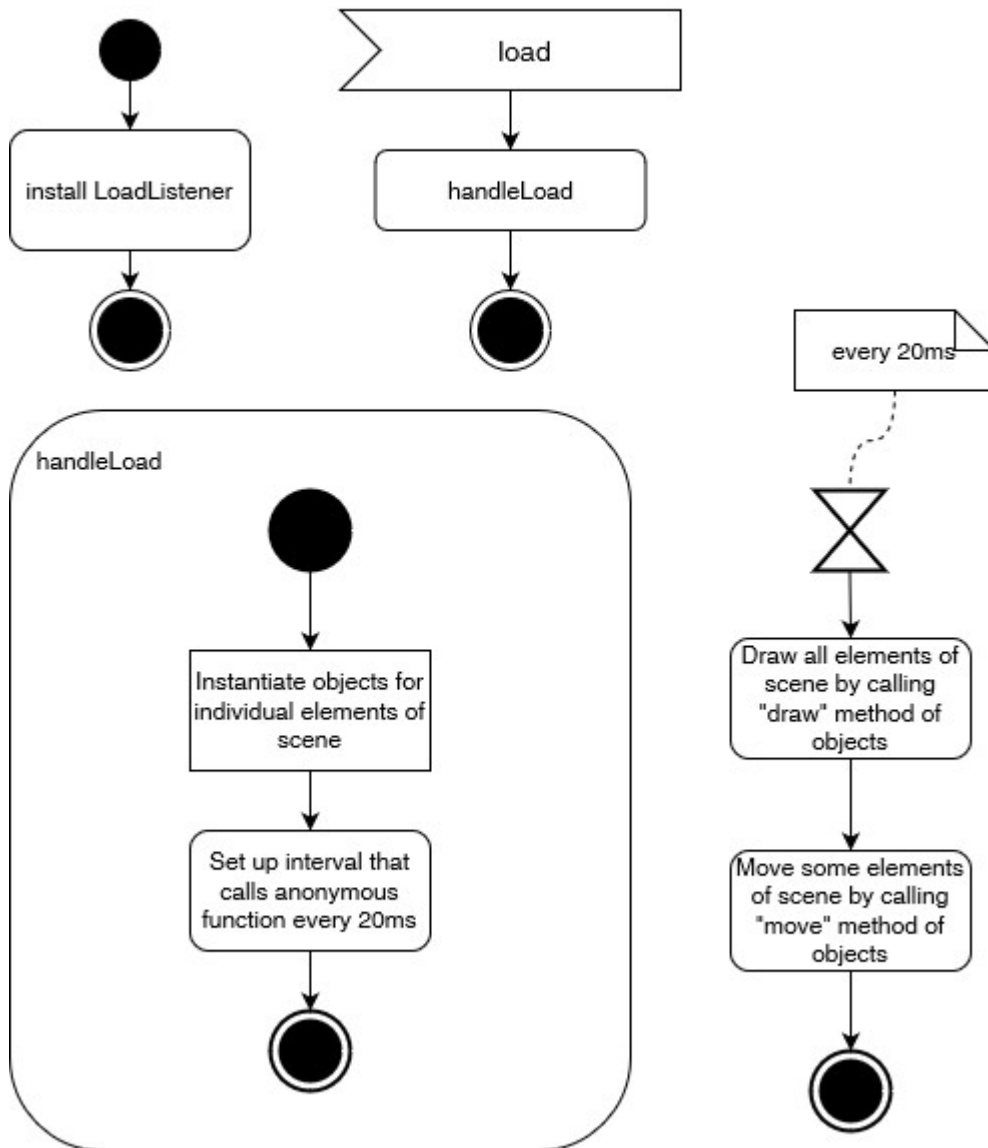
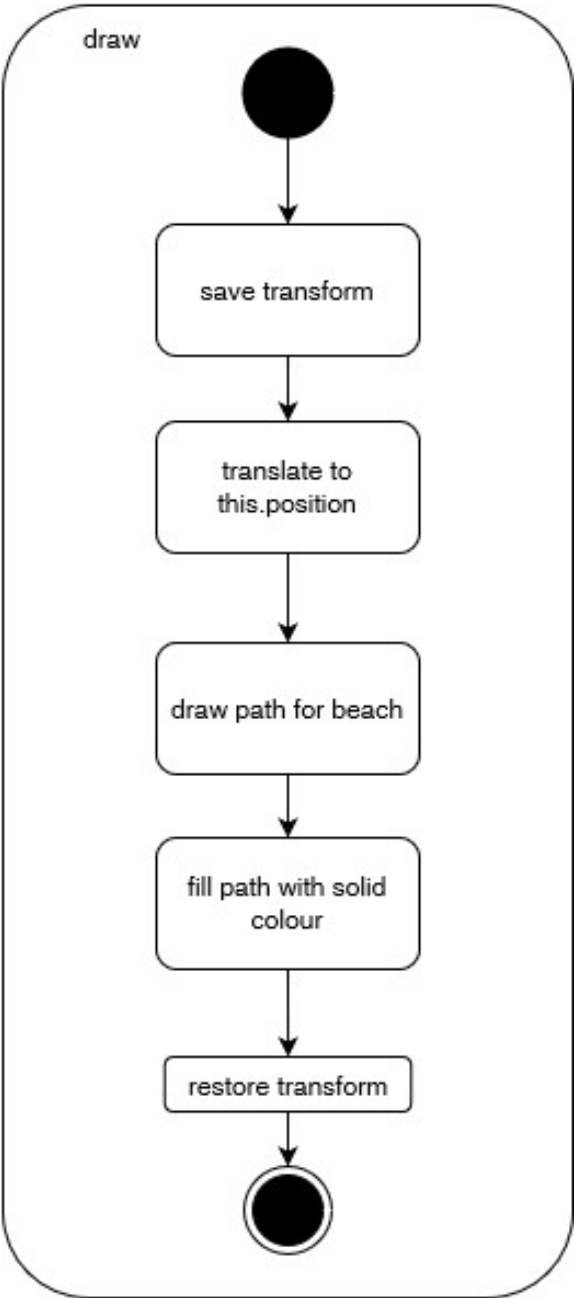
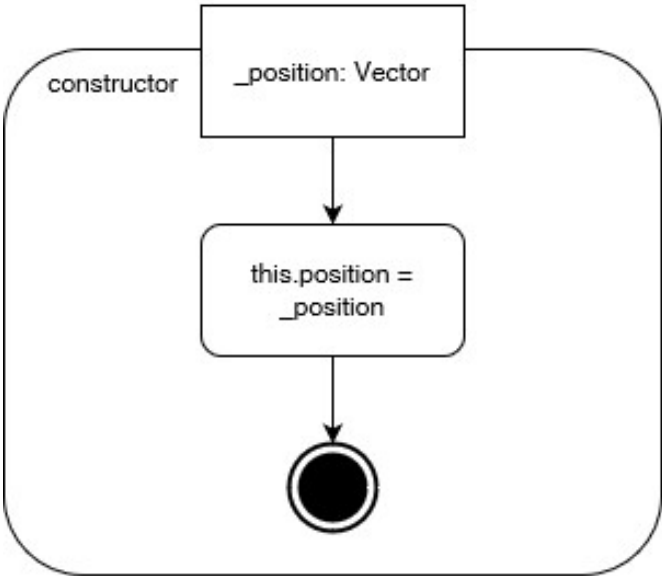


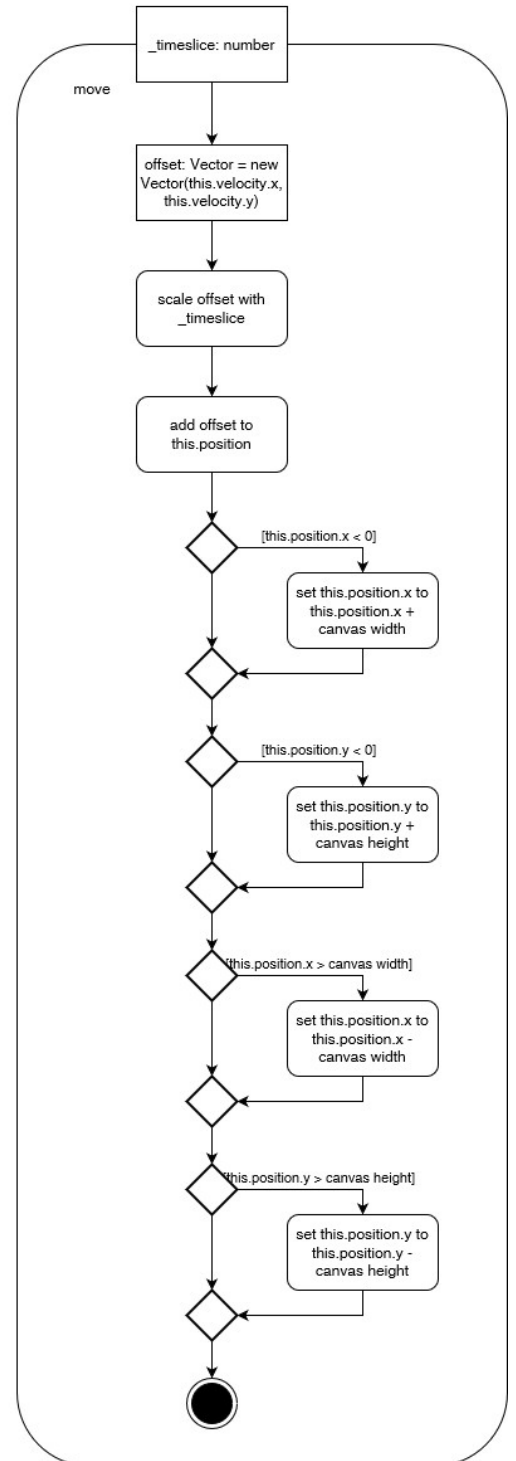
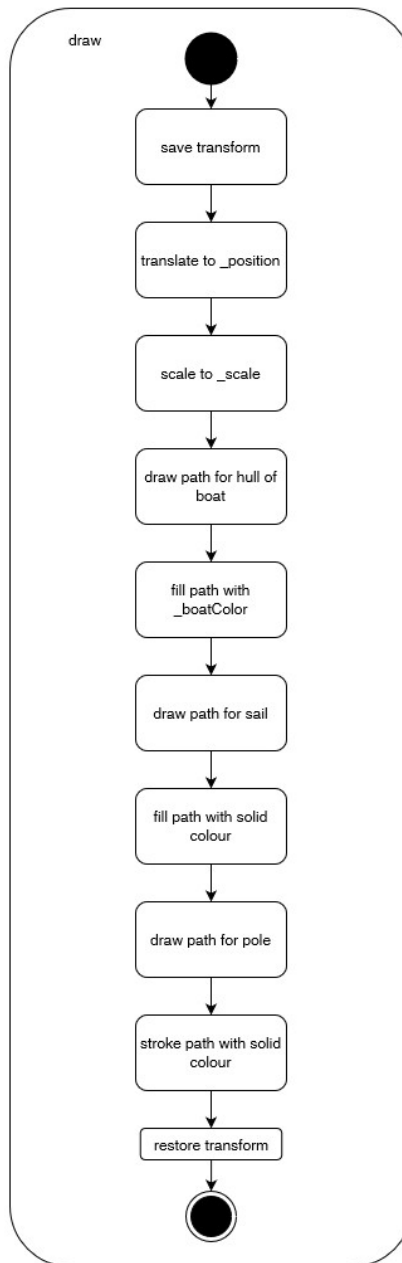
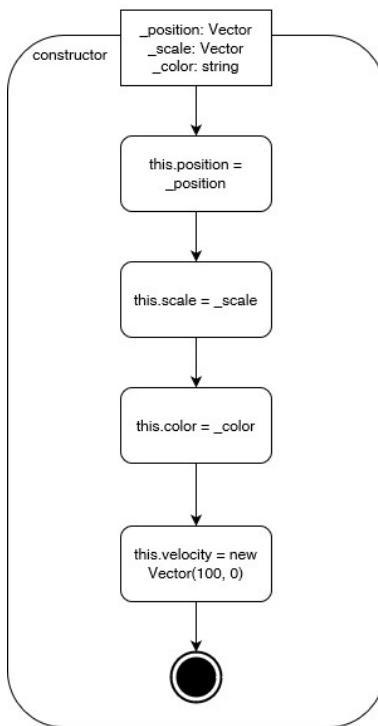
Activity Diagram

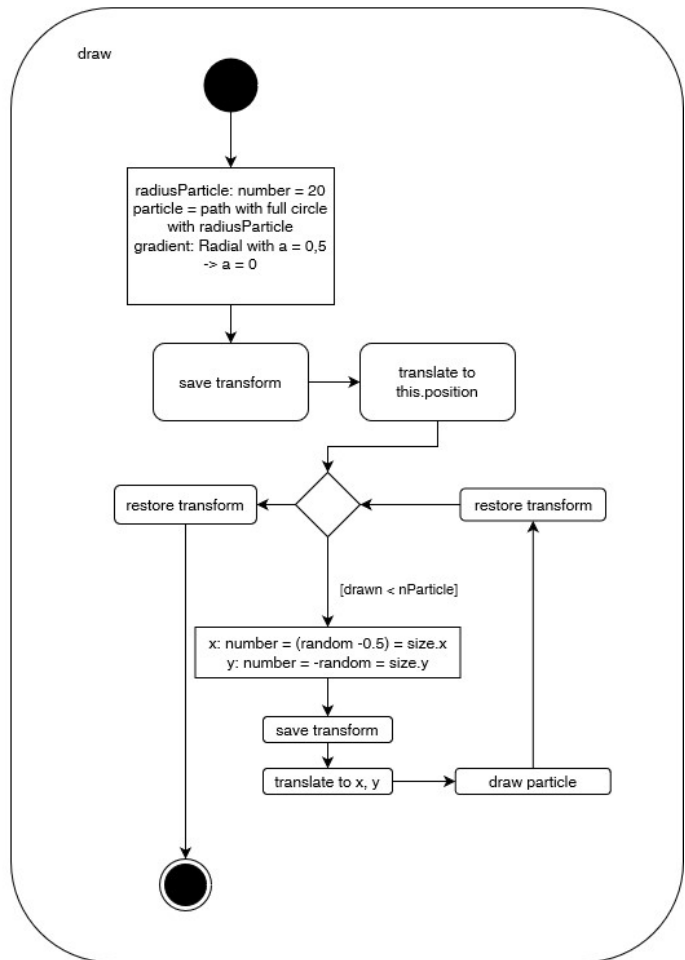
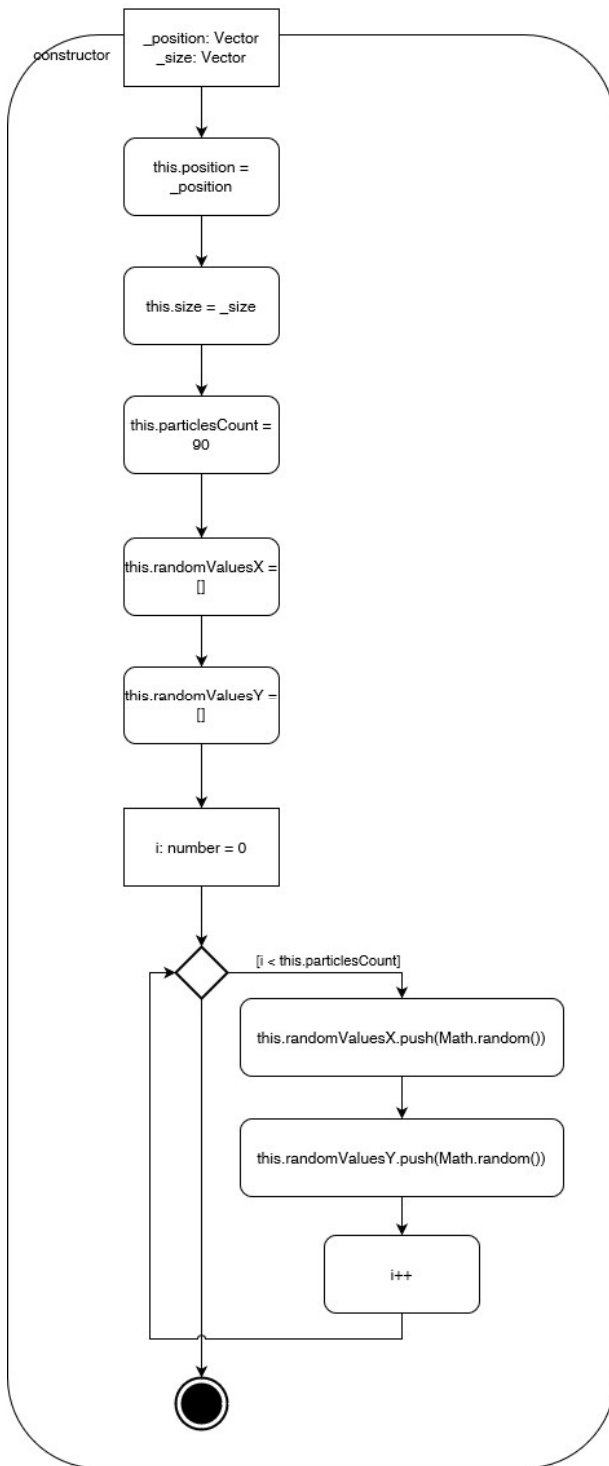


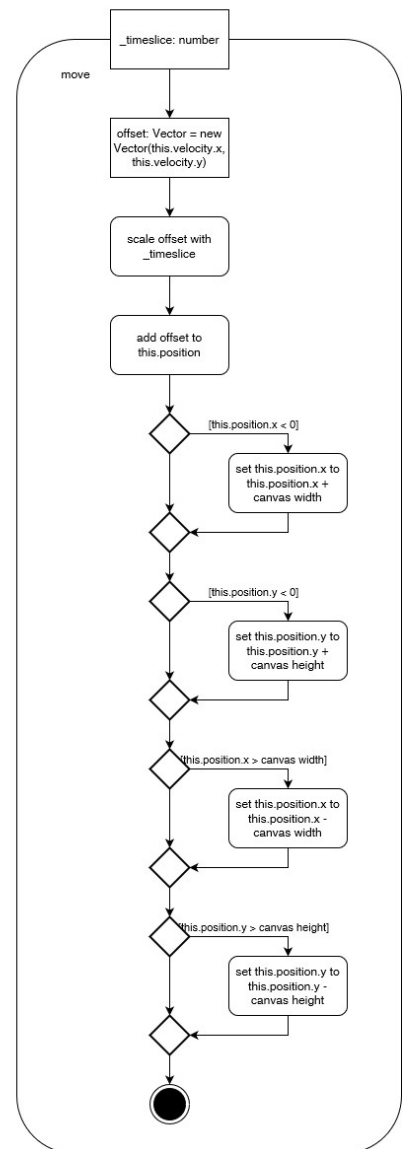
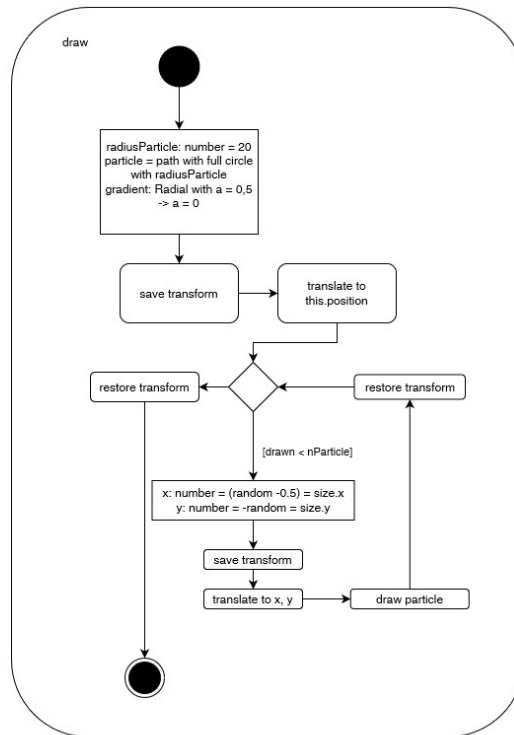
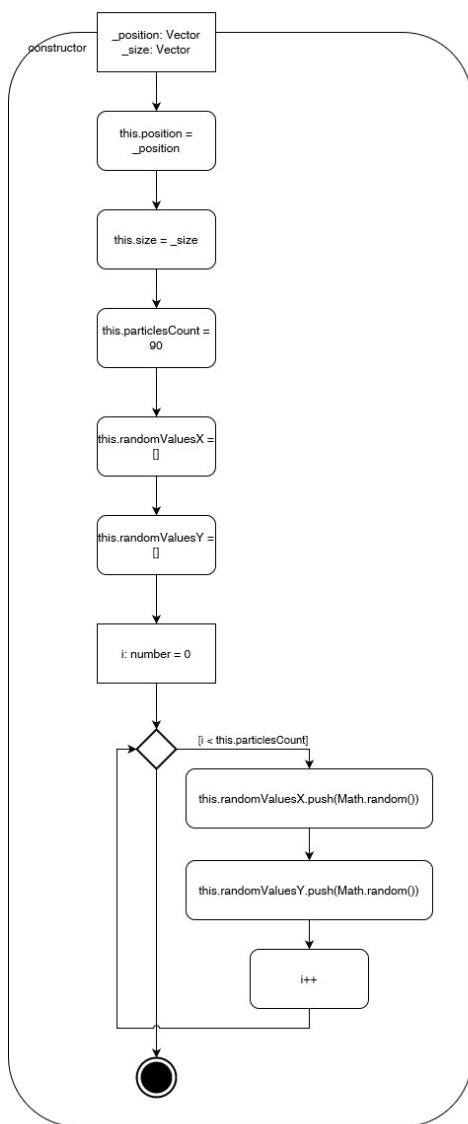
Activity Diagram - Beach

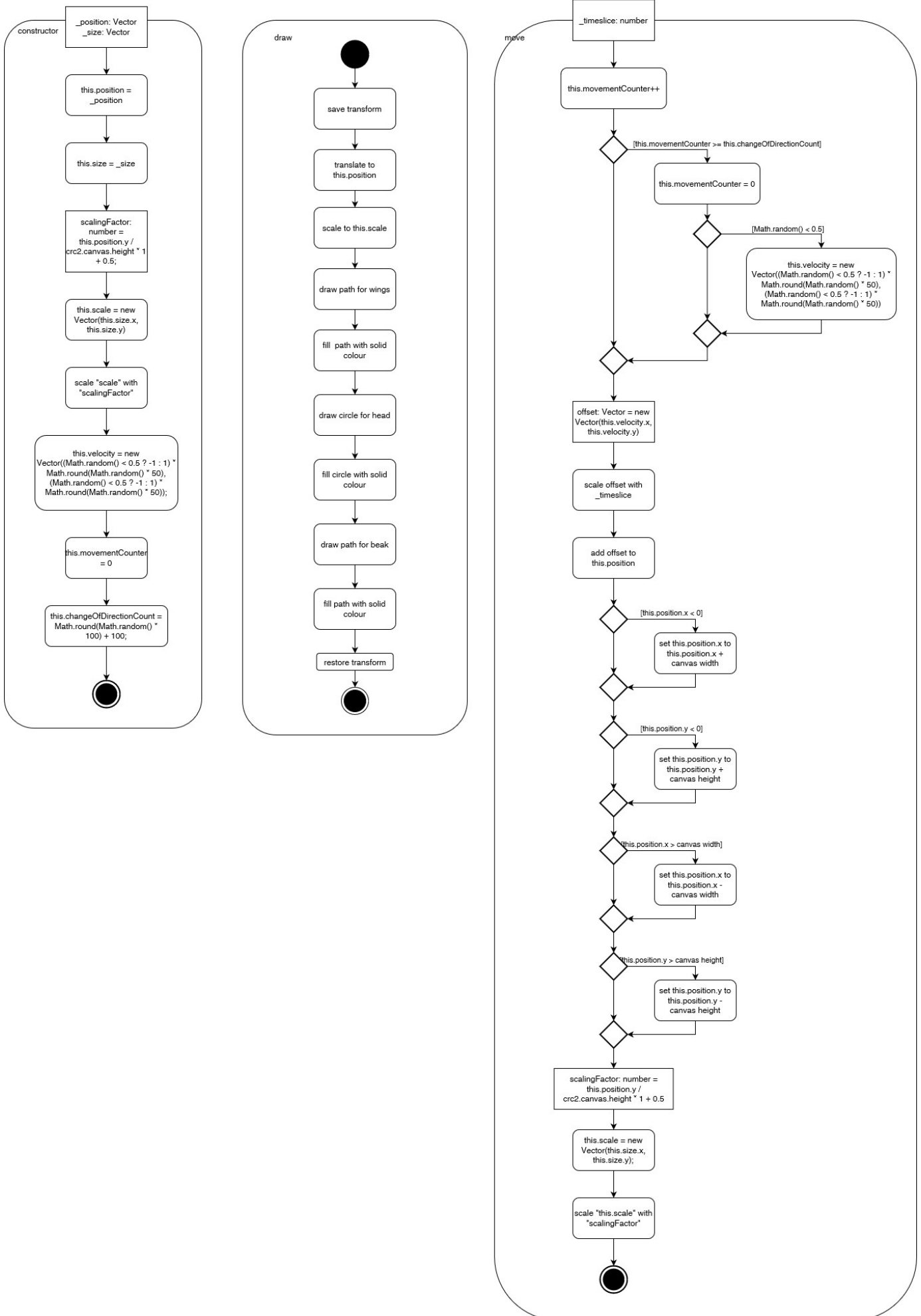


Activity Diagram - Boat









Class diagram

<div>Sky</div> <div>position: Vector</div> <div> constructor (_position: Vector) draw(): void </div>	<div>Sea</div> <div>position: Vector</div> <div> constructor (_position: Vector) draw(): void </div>	<div>Beach</div> <div>position: Vector</div> <div> constructor (_position: Vector) draw(): void </div>	<div>Person</div> <div> position: Vector clothes: "shirt" "skirt" color: string </div> <div> constructor (_position: Vector, _clothes: "shirt" "skirt", _color: string) draw(): void </div>
<div>Cloud</div> <div> position: Vector size: Vector velocity: Vector particlesCount: number randomValuesX: number [] randomValuesY: number [] </div> <div> constructor (_position: Vector, _size: Vector, _velocity: Vector, _particlesCount: number, _randomValuesX: number [], _randomValuesY: number []) draw(): void move(_timeslice: number): void </div>	<div>Bush</div> <div> position: Vector size: Vector </div> <div> constructor (_position: Vector, _size: Vector) draw(): void </div>	<div>PalmTree</div> <div> position: Vector scale: Vector color: string </div> <div> constructor (_position: Vector, _scale: Vector, _color: string) draw(): void </div>	<div>Surfboard</div> <div> position: Vector scale: Vector color: string </div> <div> constructor (_position: Vector, _scale: Vector, _color: string) draw(): void </div>
<div>Surfer</div> <div> position: Vector scale: Vector color: string </div> <div> constructor (_position: Vector, _scale: Vector, _color: string) draw(): void </div>	<div>Boat</div> <div> position: Vector scale: Vector color: string velocity: Vector </div> <div> constructor (_position: Vector, _scale: Vector, _color: string, _velocity: Vector) draw(): void move(_timeslice: number): void </div>	<div>Moewe</div> <div> position: Vector size: Vector scale: Vector velocity: Vector movementCounter: number changeOfDirection: number </div> <div> constructor (_position: Vector, _size: Vector) draw(): void move(_timeslice: number): void </div>	<div>Sun</div> <div>position: Vector</div> <div> constructor (_position: Vector) draw(): void </div>
<div>Swimmer</div> <div> position: Vector scale: Vector velocity: Vector </div> <div> constructor (_position: Vector, _scale: Vector, _velocity: Vector) draw(): void move(_timeslice: number): void </div>	<div>Vector</div> <div> x: number y: number </div> <div> constructor (_x: number, _y: number) set(_x: number, _y: number): void scale(_factor: number): void add (_addend: Vector): void </div>		

