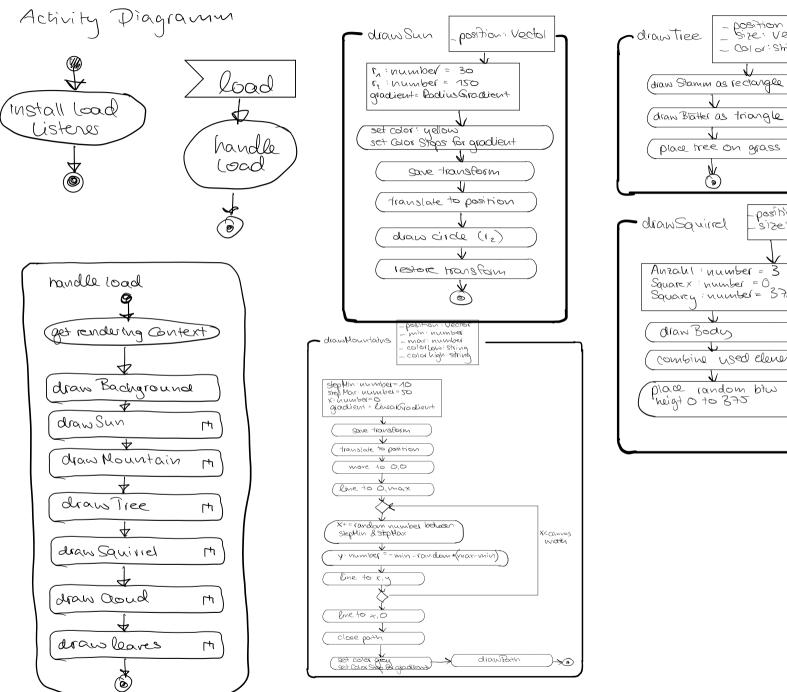
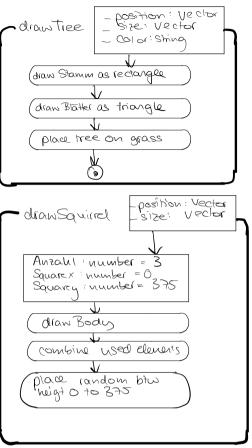
Class Diagramm Canvas Rendering Context Ceaf Main position: Vector relocity: Vectos
type: number handle load draw Bachground drawsun constructor (-size: number) draw Mountains move (_timeslice number) void draw Tree draw (_position: Vector, si že: vector): void draw Squirrel Cloud position: Vector Vecto(size: Vector velocity: Vector gradient: Canvas Gradient x: Number y: number constructor (x:number, y: number)
set (x:number, y: number)
scale (-factor: number)
add (added: Vector) constructor () move (_timeslice:number):void draw (): void random (mintengh: number, maxlength: number) 4





Class leaf

