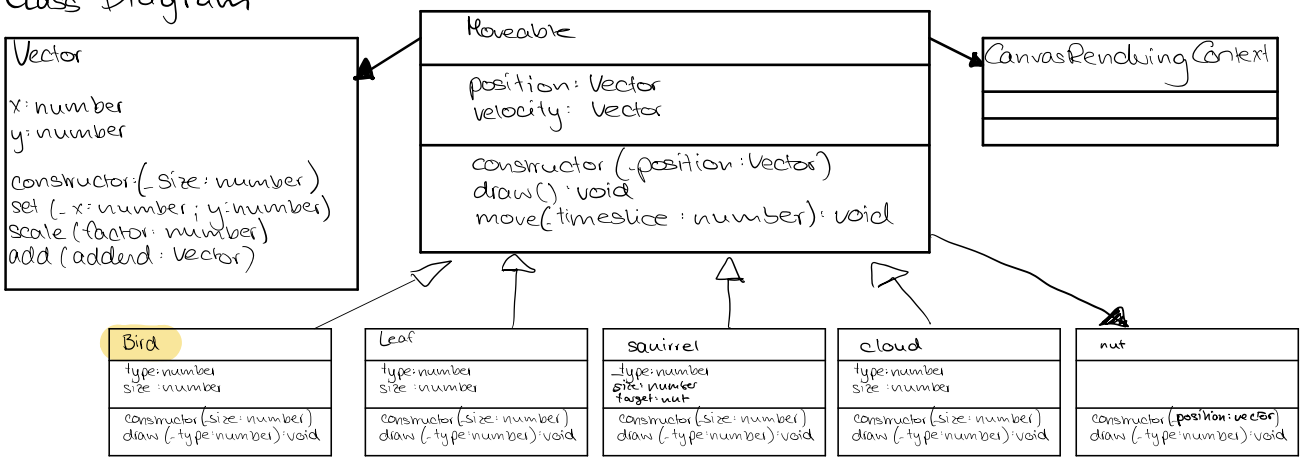
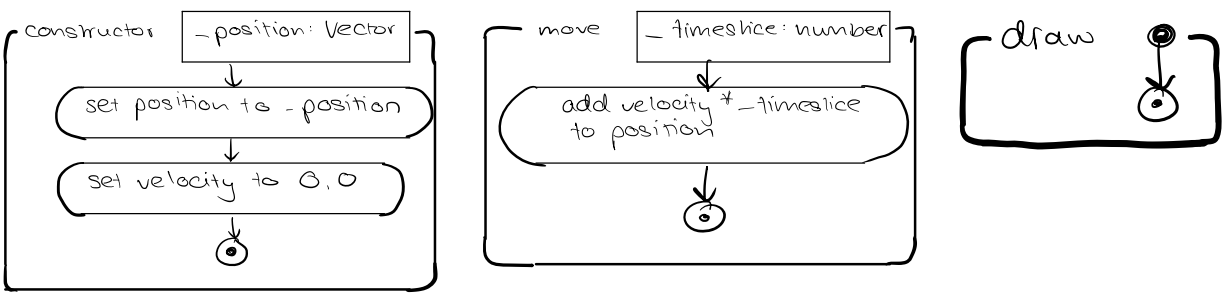
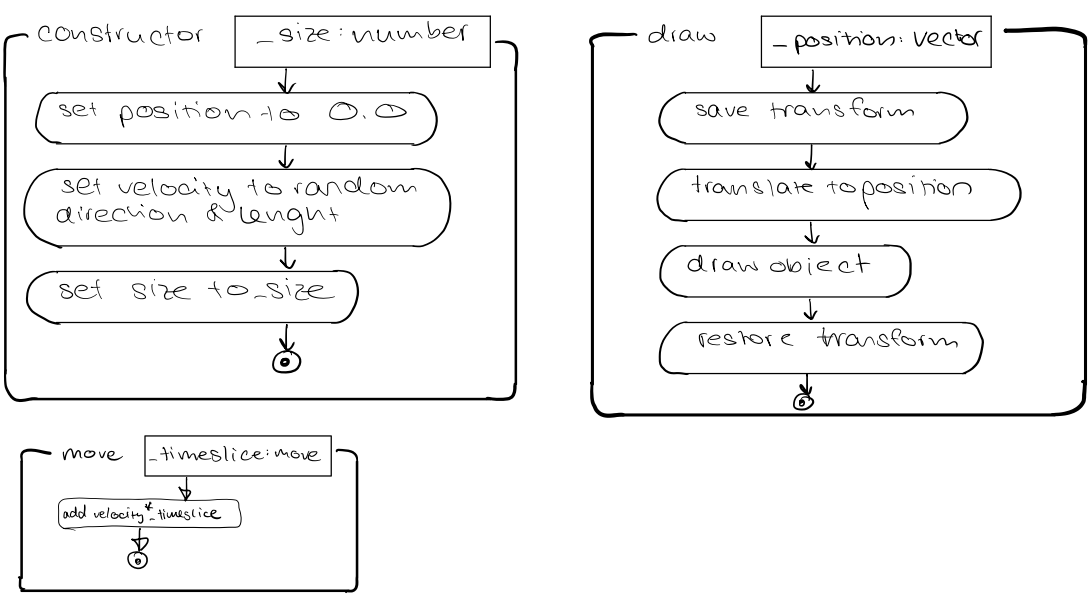
Class Diagram



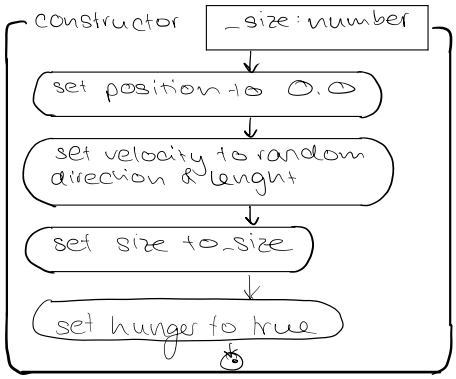
Activity Diagram : Movable

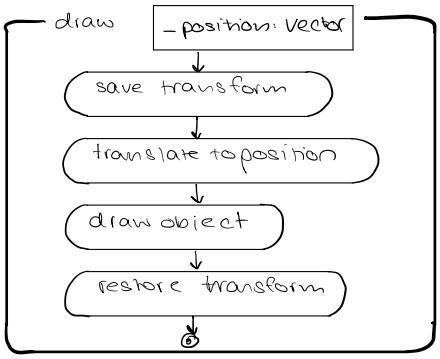


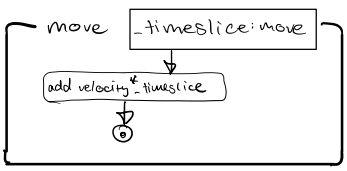
Activity Diagram: Leaf



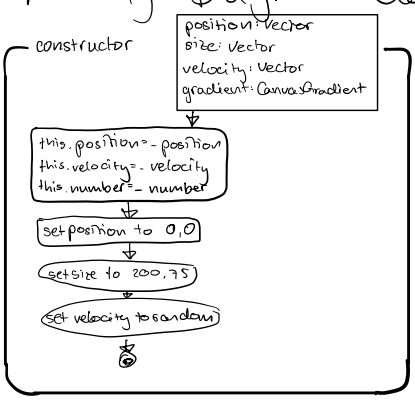
Activity Diagram : Squirrels

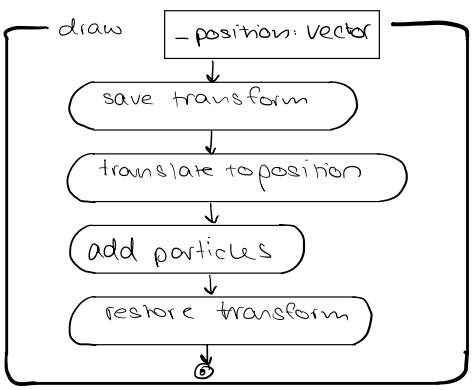


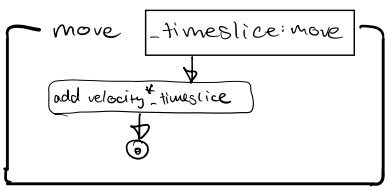




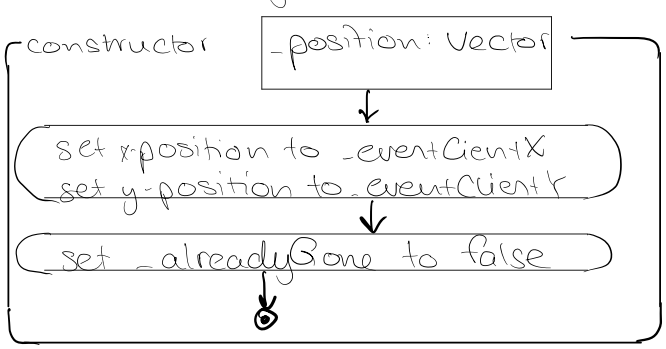
Activity Diagram: Cloud

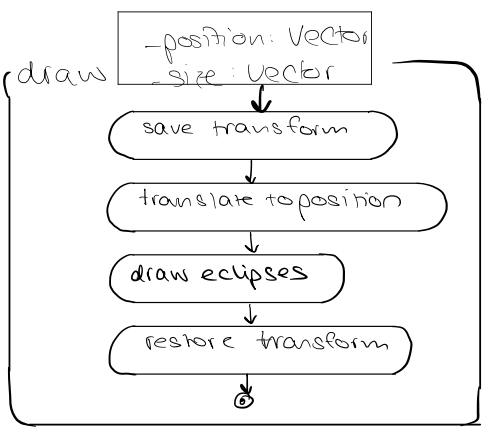


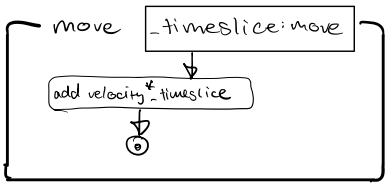




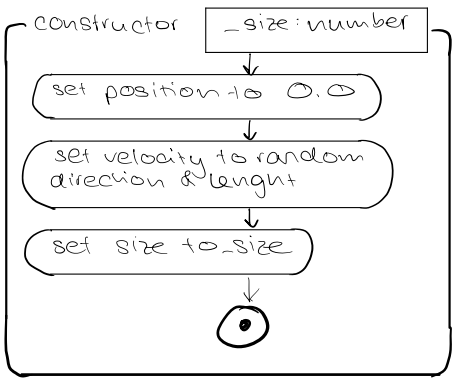
Activity Diagram : Nut

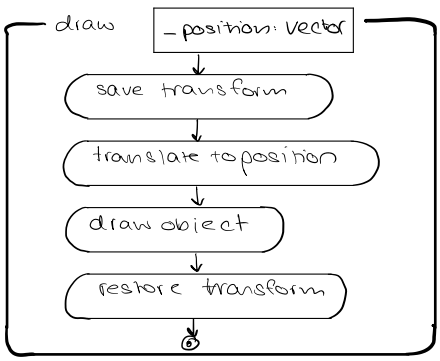


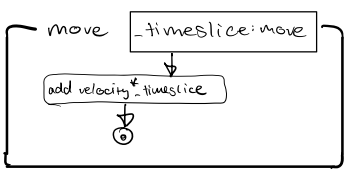




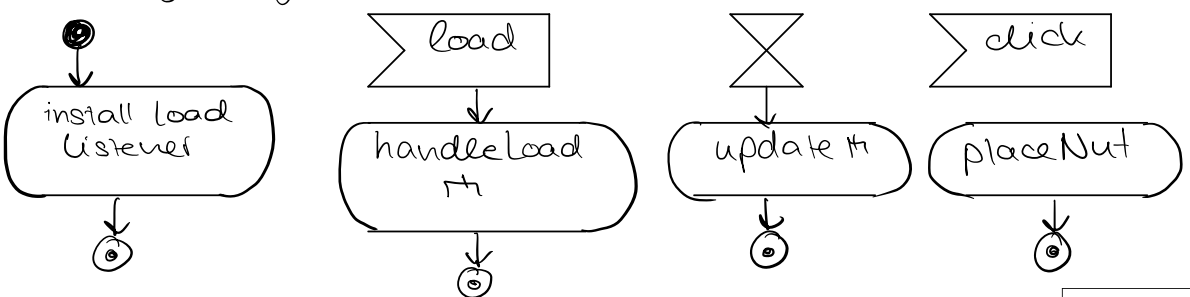
Activity Diagram: bird

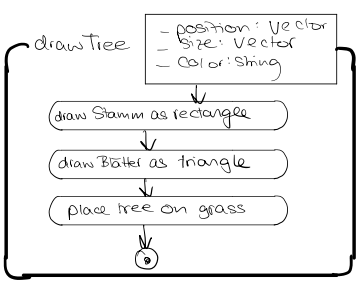


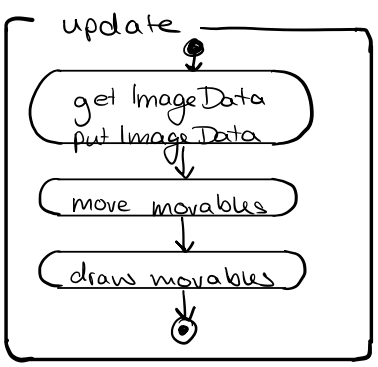


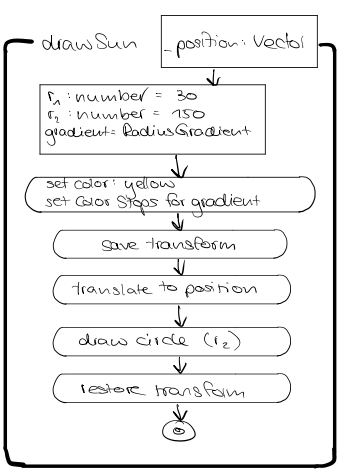


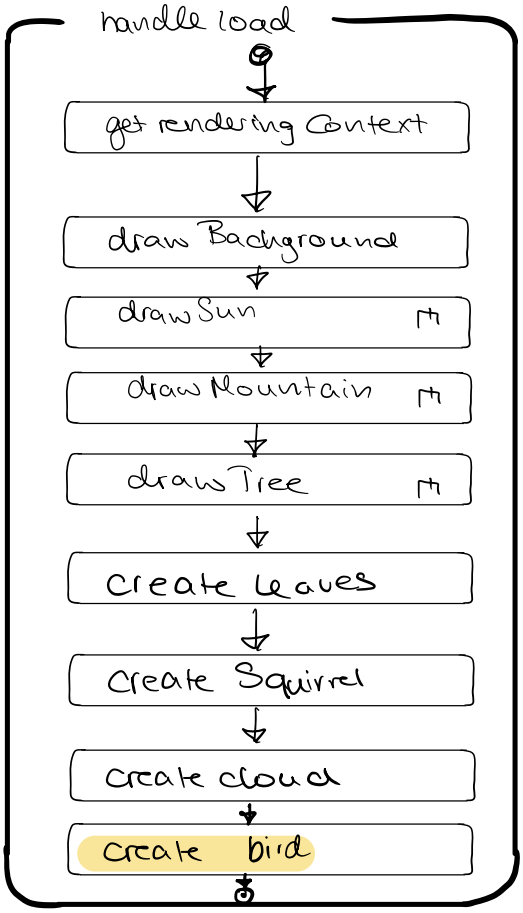
Activity Diagram: Main

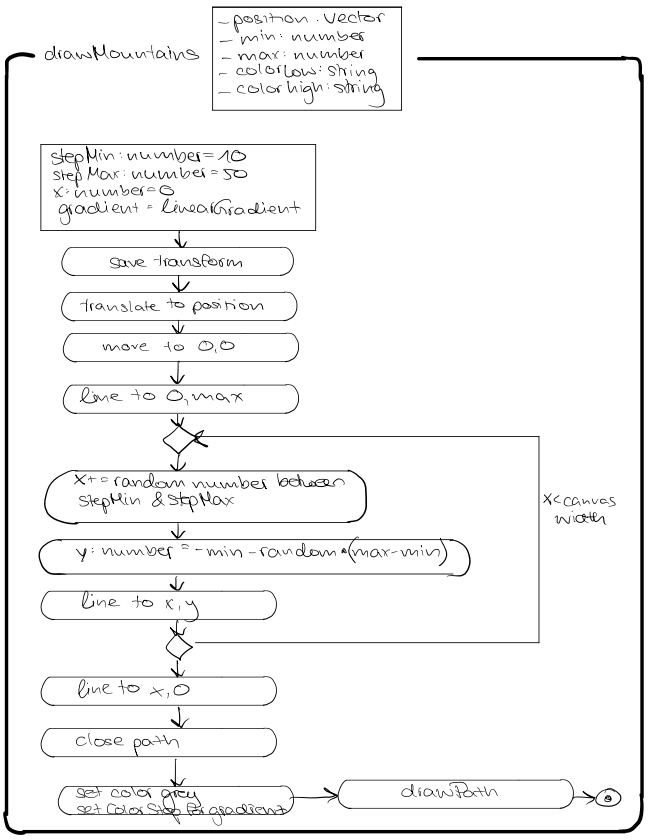


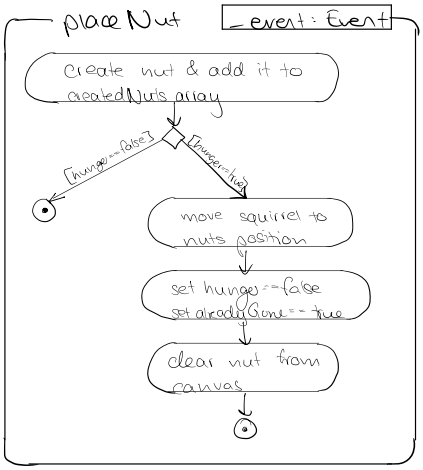







handle load
get rendering Context
draw Background
draw Sun
draw Mountain
draw Tree
create leaves
create Squirrel
create cloud
create bird


drawMountains
_position : Vector
_min : number
_max : number
_colorLow : String
_colorHigh : String
stepMin : number = 10
stepMax : number = 50
x : number = 0
gradient = linearGradient
save transform
translate to position
move to 0,0
line to 0,max
x += random number between stepMin & stepMax
x<canvas width
y : number = -min - random*(max-min)
line to x,y
line to x,0
close path
set color grey
drawPath


placeNut
_event : Event
Create nut & add it to createdNuts array
[hunger == false]
[hunger == true]
move squirrel to nuts position
set hunger = false
set alreadyGone = true
clear nut from canvas