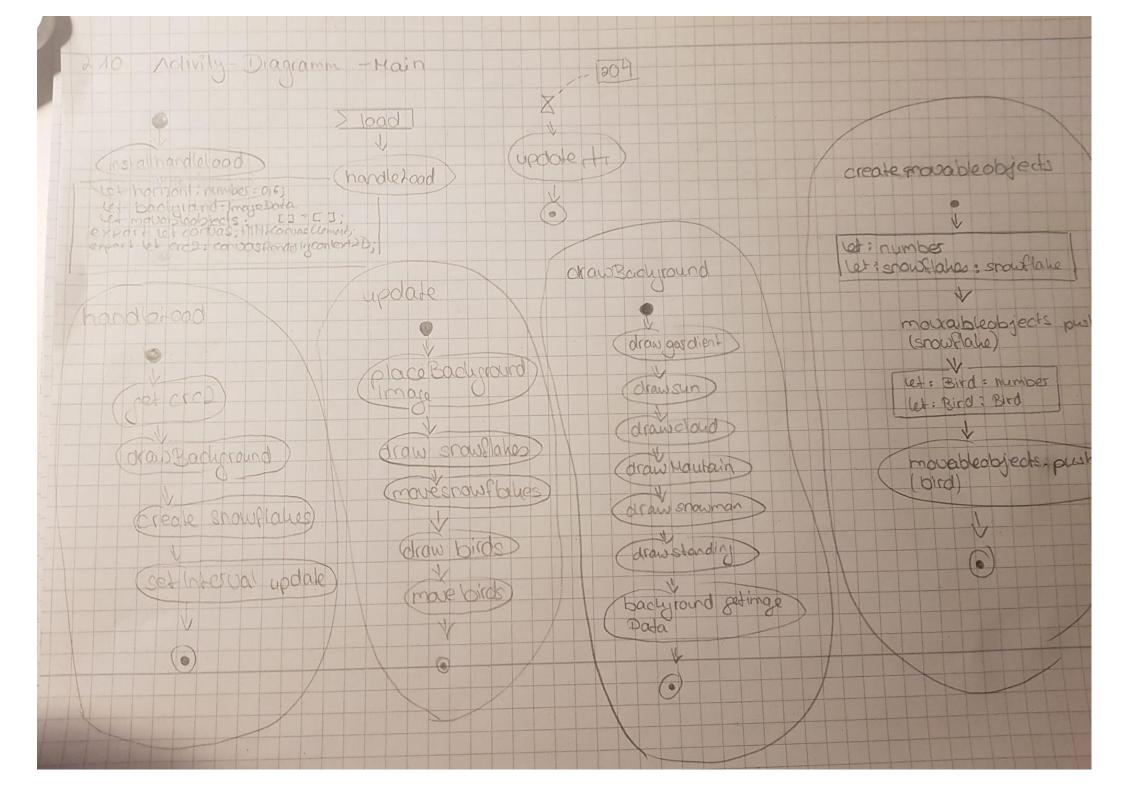
Class Diagramm: 210 Birdhouse class Vector Movableobje cas composperdoling context & X: number position: vector y: number velocity: vector constructor (x: number) y: number) move (): word draw () = void Bird snow Slake constructor constructor drawflying (): void
drawstand (): void
move (timestice: number): void draw (): void move - timeslice: number) : void



210 Birdhouse Classes: Activity Diagramm - Mouable objects - position ? . Vector constructor set position to - position or (random) set velocity random move

