

CanvasRenderingContext

Moveable

position: Vector
velocity: Vector

Constructor (-position: Vector)

move (-timeslice: number): void
draw(): void

Cloud

Constructor (position: Vector, -fillColor: string)

draw(): void

Leaf

Constructor (-position: Vector,
-fillColor: string,
-shape: number)

draw(): void

drawShape(0-3): void

Vector

x: number
y: number

Constructor (-x: number, -y: number)

Set (-x: number, -y: number): void

Scale (-factor: number): void

add (-added: number): void

random (-minLength: number, maxLength: number): void

copy(): Vector

AD - Moveable

Constructor

-position: Vector

set position to
-position or (0,0)

Set Velocity to (0,0)



draw



move

-timeslice: number

add velocity * -timeslice
to position



add canvas-
dimension to
Component

Subtract canvas-
dimension to
Component



AD - Leaf

Constructor

-velocity: Vector
-position: Vector
-shape: number
-fillColor: string

super(-position)

set velocity to
new Velocity (100,0)



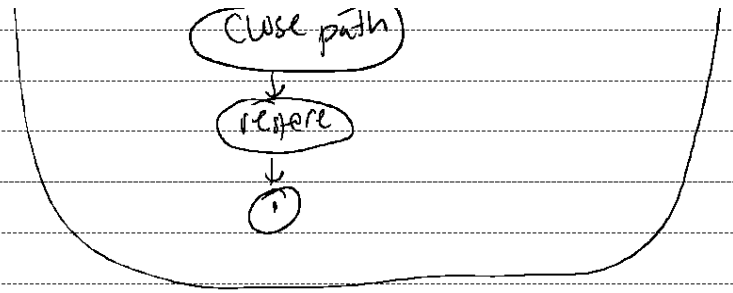
draw

translate position x and y

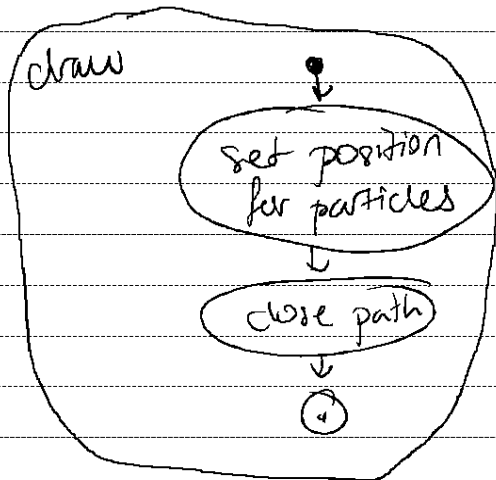
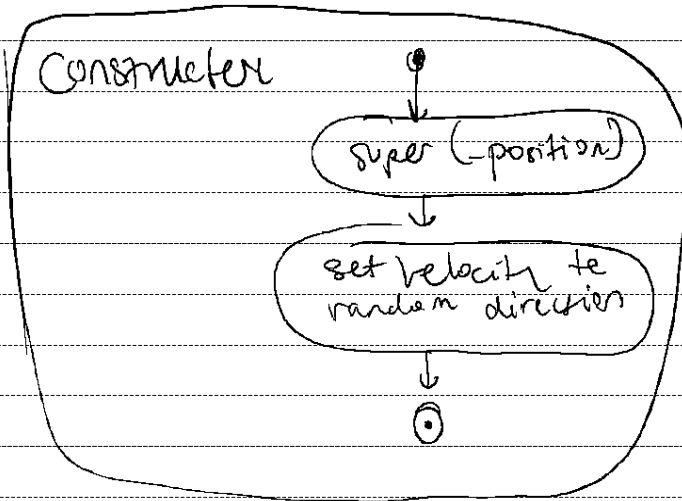
fillColor

switch/case for shape

Close path



AD-Cloud



AD - Main

