

# Class diagram- Art Canvas

## **birds**

pos: Vector  
size: number  
speed: number  
color: string

constructor(pos: Vector, size: number,  
color: string, speed: number)  
update()  
draw()  
land()  
peck()

## **Snowflake**

pos: Vector  
size: number  
speed: number  
movement: number

constructor()  
update()  
draw()