

example function for creating an Object Main Brogram n Object : number update create Object draw the bachground: > load let :: number =0 Window, add sun sunlight, sky beach, water Evertistens load, (hulload th i < nObjects Sterate through the mountles array, draw the objects (ship, (movables. Dush (new Object) surfers, birds) and mase them had Load Herate through the immabables modbles: Movable[]=[] same thing for the array and draw the objects immoustes: Turnouste []=[] immovables array (towels, people, palms) define canno and Reddains context Crease Birds (5) (create Object create Ship () (reate Susposi) create Palms (41) create Towell ) create Dersons () [workerset Interval (update Tt., 20)]