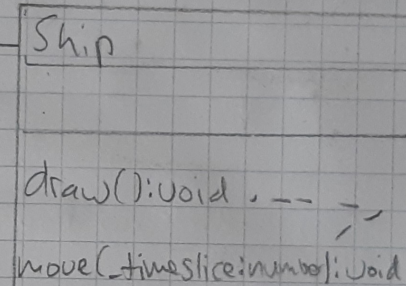
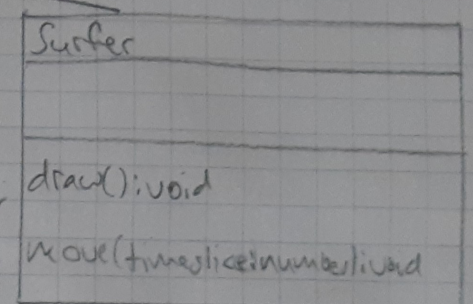
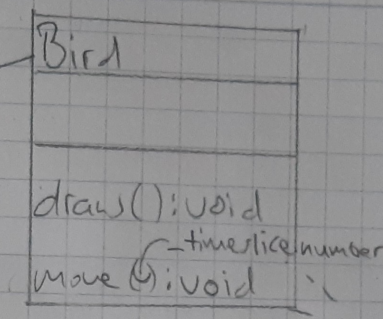
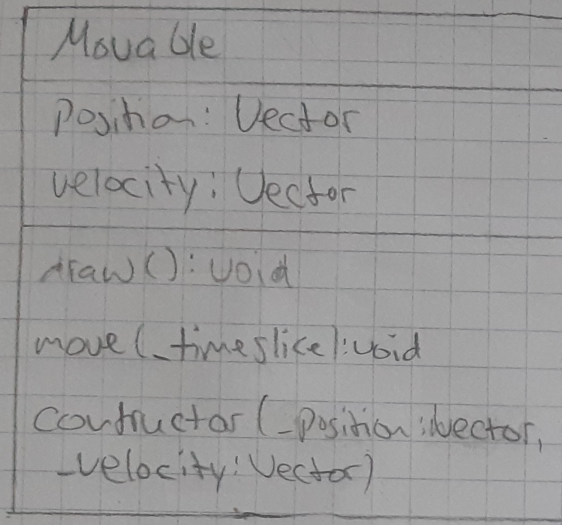
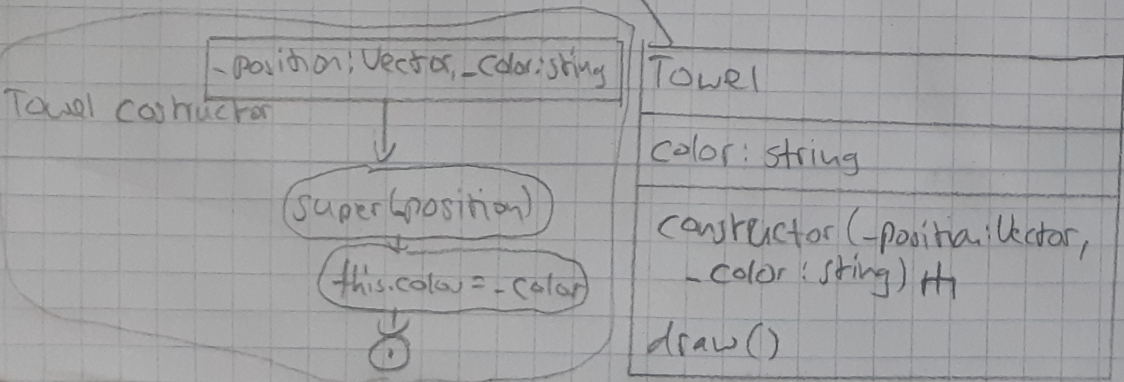
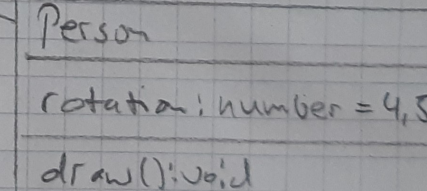
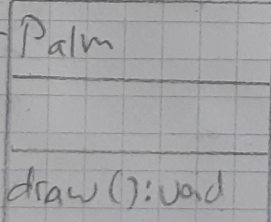
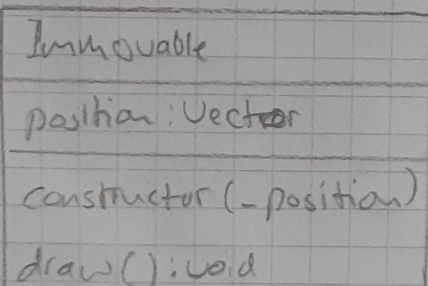


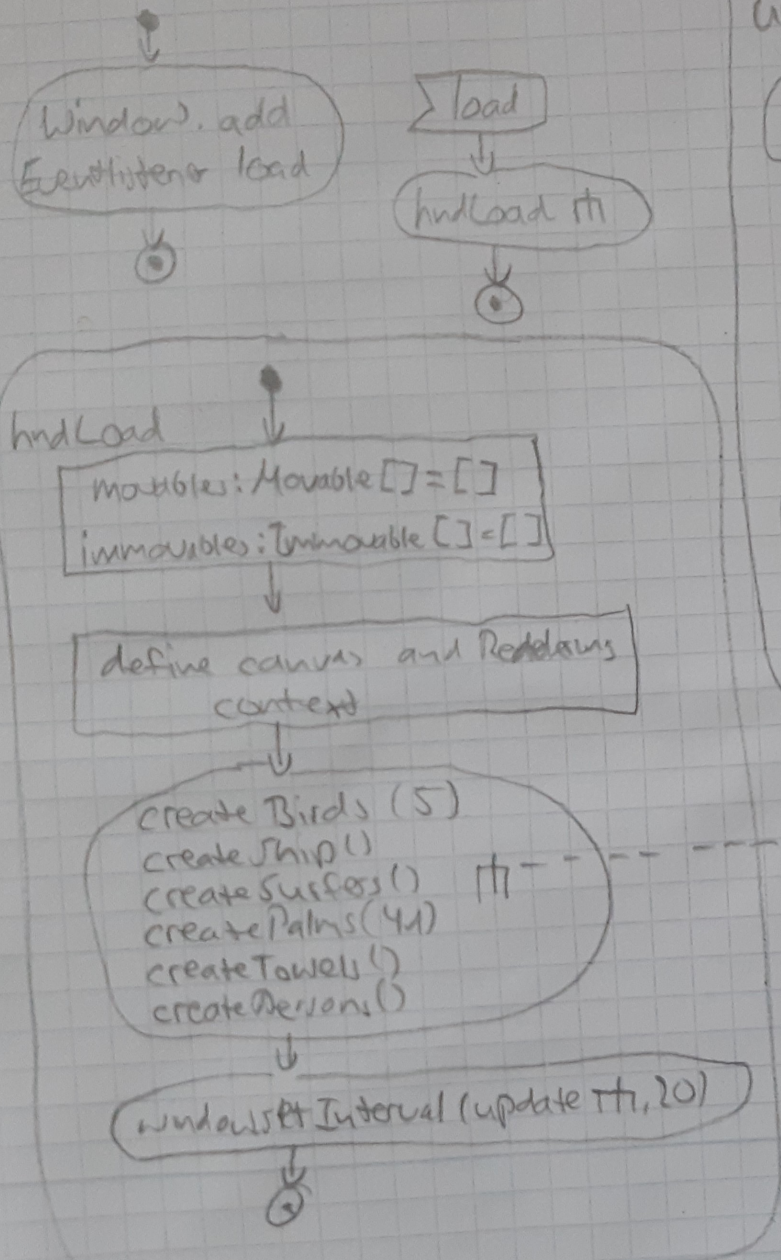
Strand Polymorphie



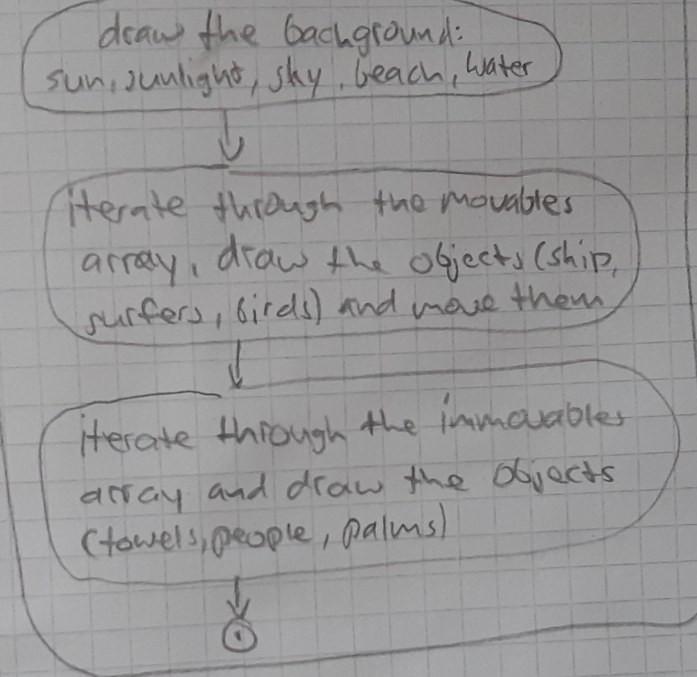
Die Methode draw() und move() sind genau gleich wie in LOS.2, deshalb habe ich sie nicht nochmal ausgeschrieben



Main Program



update



create Object

example function for creating an Object

