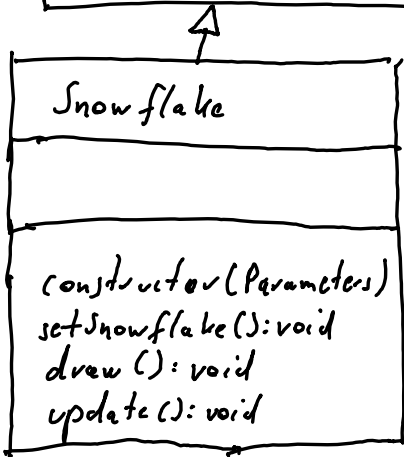
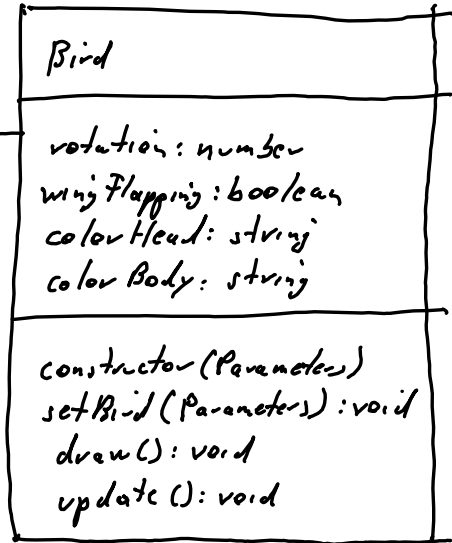
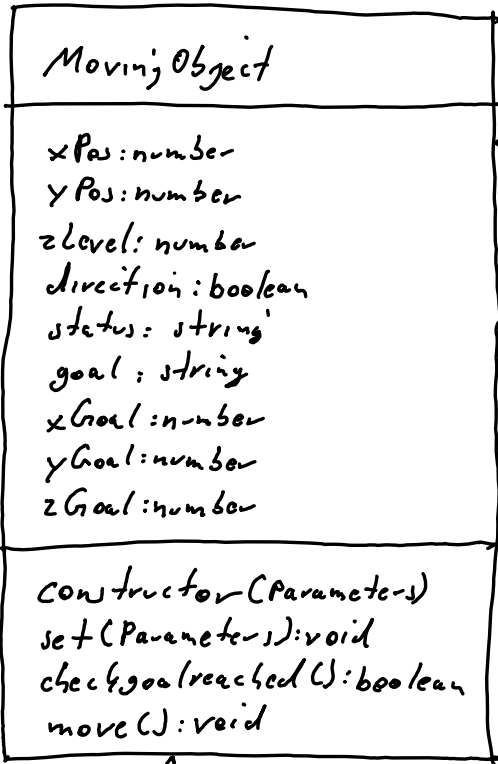


# Klassen



Birdhouse

public drawBase(): void  
public drawTop(): void

Snowman

baseRadius: number  
middleRadius: number  
topRadius: number

constructor (Parameters)  
set (Parameters): void  
draw(): void

Tree

widthTrunk: number  
heightTrunk: number  
width: number  
height: number  
scale: number  
x: number

constructor (Parameters)  
set (Parameters): void  
draw(): void

# Activity

