Bird Moving Object ×Pas:nomber votation: number y Pos: number wing Flapping: boolean zlevel: number color Head: string direction: boolean color Body: string status: string constructor (Paraneles) goal : string set Bird (Parameters): void & Goal:n-nber drew(): void y Goal: number update (): void Z Goal: number constructor (Parameters) se + (Parameters): void checkgoolreached (): boolean move (): veid

Snow flake

(onstructor (Parameters)

set Snow flake (): void

draw (): void

update (): void

public draw Base Wiveid
public draw Top U: void

Snowman

base Rediis: number

middle Rediis: number

top Rediis: number

constructor (Parameter's)

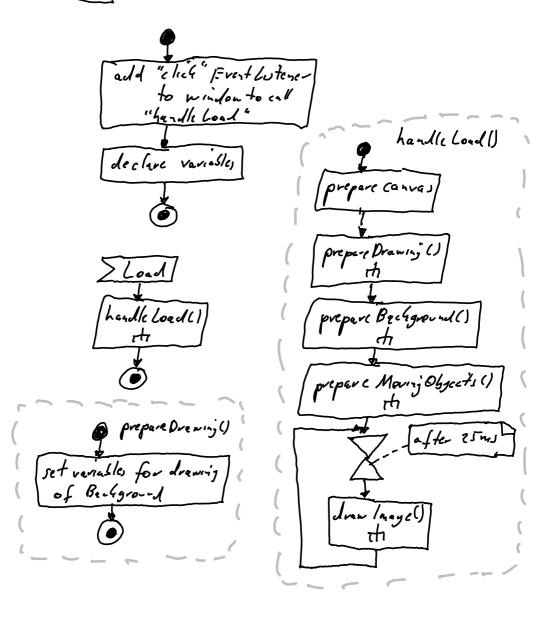
set (la aameter): void

draw U: void

Tree

width Trunk: number
height: number
width: number
height: number
Jeale: number
fint: number
constructor (Pavameters)
set (Parameters): void

draw (): void



prepare Background() draw Background () Jave Background prepare Mounis Syeats () let i = 0 12+30 create new Bird push new Bird into Array animated Objects leti=0 (2=700 create new Snowflake 12 200 pust new Snowflake ento Array animated Objects

