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 Radius: number

middle Radius: number

top Radius: number

constructor (Parameters)

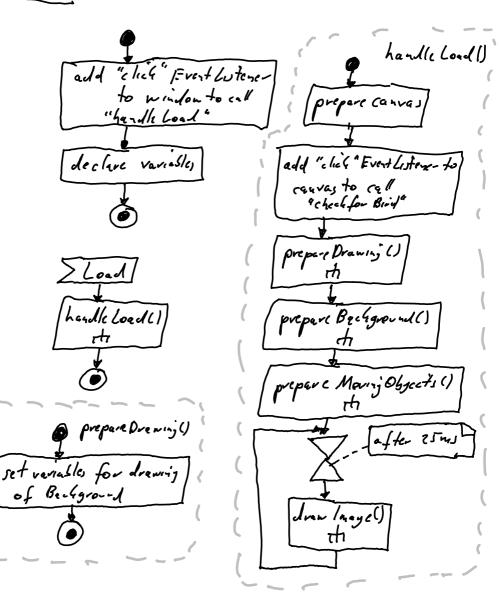
set (Parameters): void

draw U: void

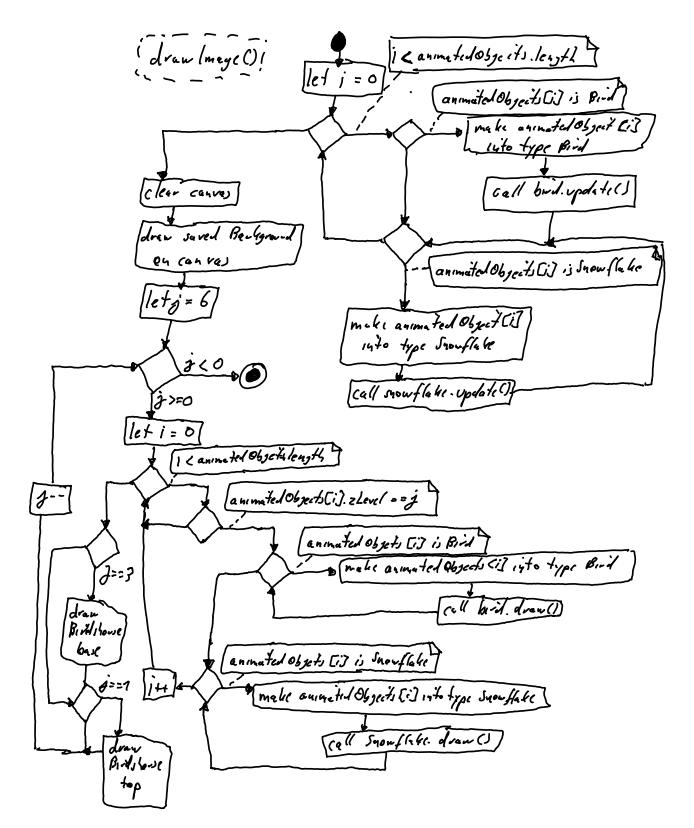
Tree

width Trunk: number
heigth Trunk: number
width: number
heigth: number
Jeale: number
tint: number
tint: number
constructor (Pavameters)
set (Perameters): roid

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



check for Bird (event: Meuse Event): vaid > click of cenver let i = 01 1 canimated Objects length clicked x Por within + 10px of a nimated Object Cit. clicked y for within + 10px of animated Objects [i] . y Pos animated Objects [i] is Birch remove enematedobjects Cil from array crate Bird(event) create Bird (chick: Mouse Event) create new Bird add now Bord to array animited Objects