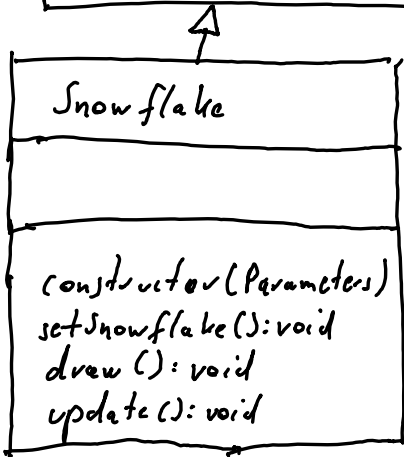
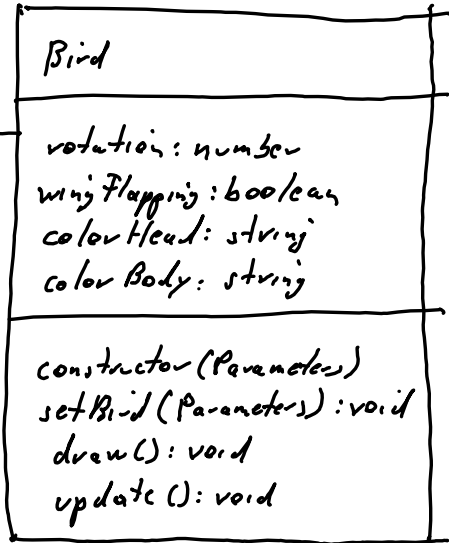
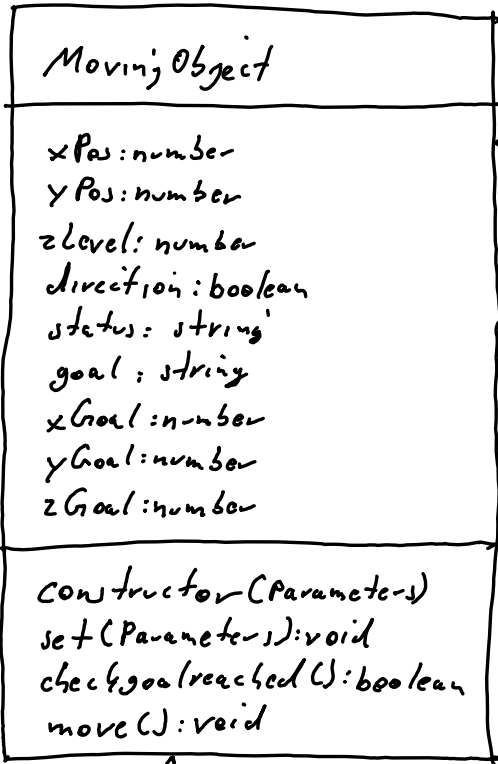


Klassen



Birdhouse

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

Snowman

baseRadius: number
middleRadius: number
topRadius: number

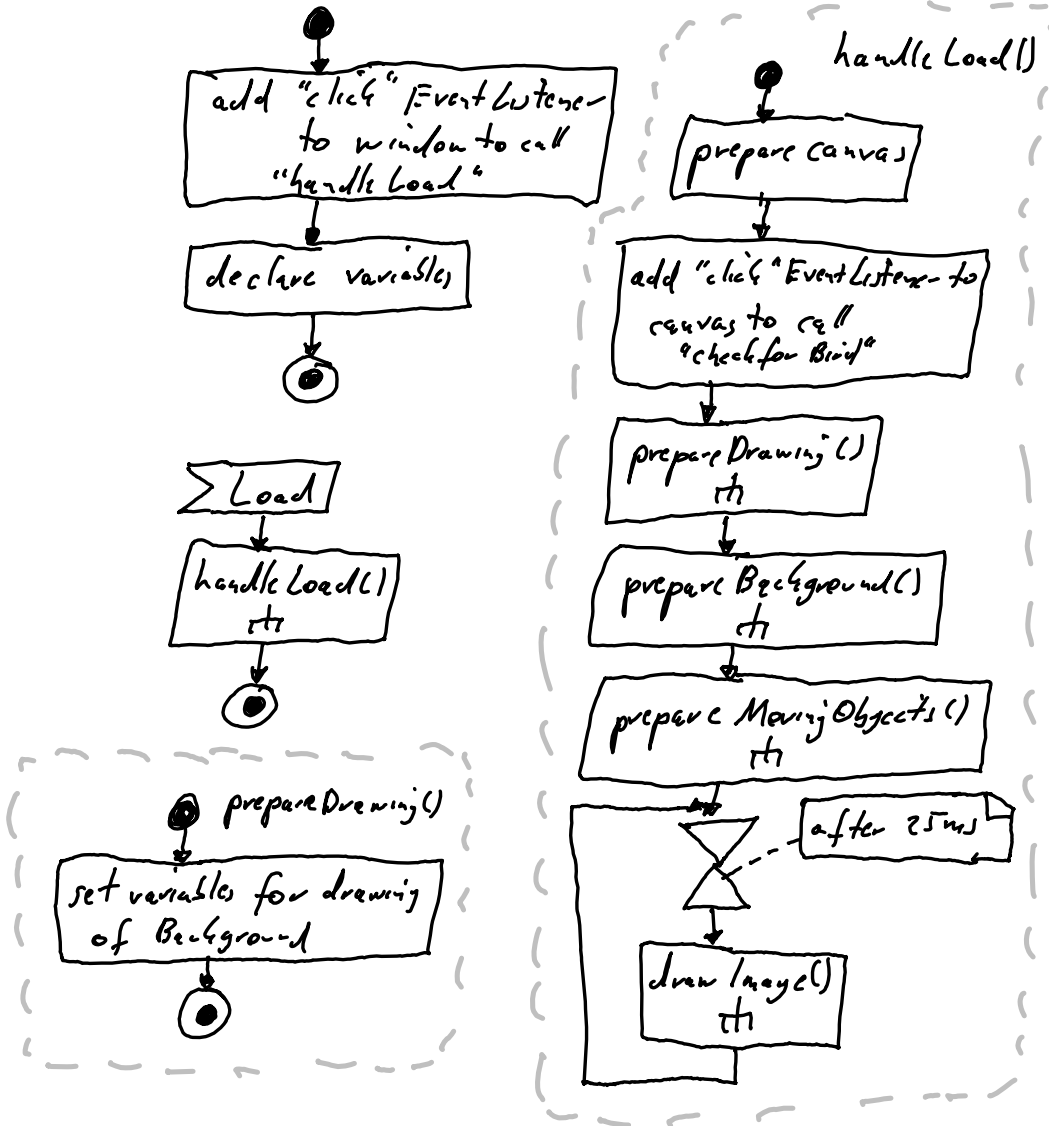
constructor (Parameters)
set (Parameters): void
draw(): void

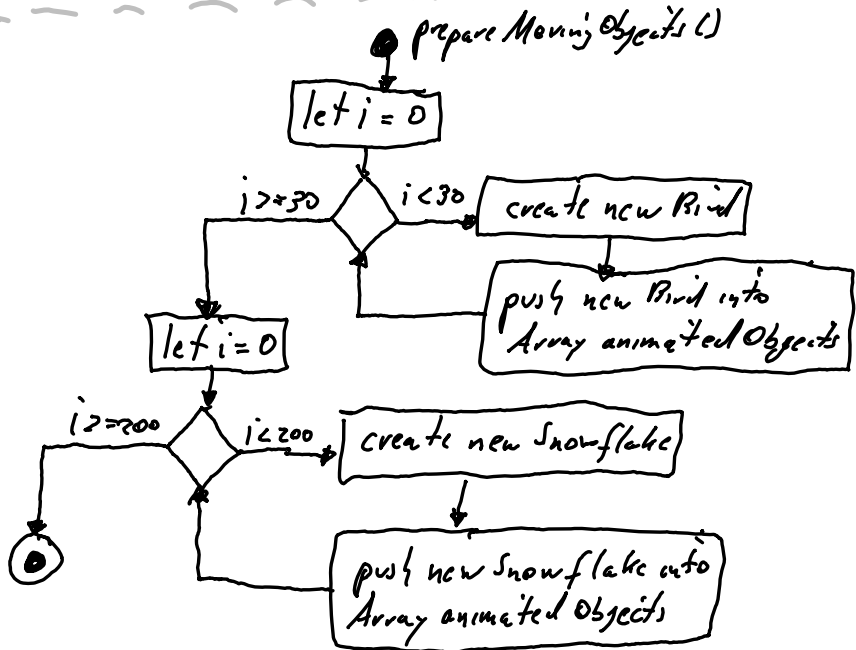
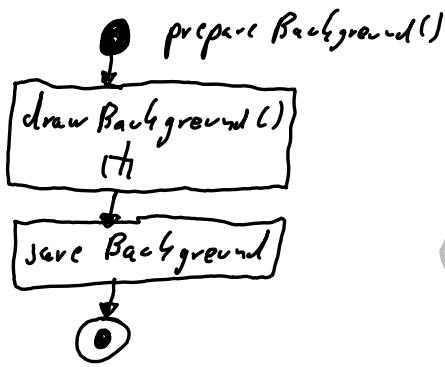
Tree

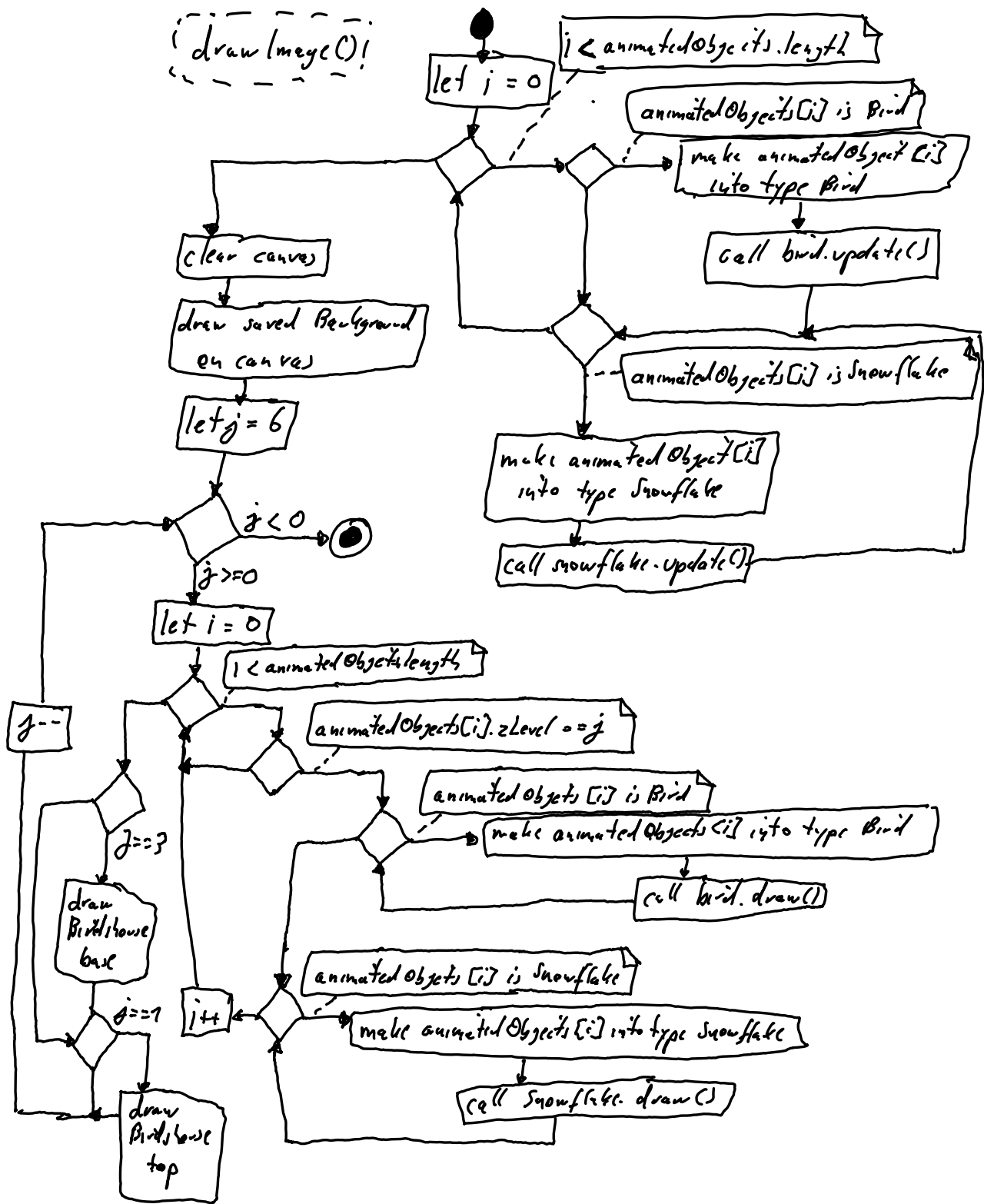
widthTrunk: number
heightTrunk: number
width: number
height: number
scale: number
x: number

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

Activity







click for Bird(event: MouseEvent): void

click on canvas

let i = 0

i < animatedObjects.length

clicked xPos within $\pm 10px$ of animatedObject[i].xPos

clicked yPos within $\pm 10px$ of animatedObjects[i].yPos

animatedObjects[i] is Bird

remove animatedObjects[i] from array

create Bird(event)
tr

create Bird(click: MouseEvent)

create new Bird

add new Bird to
array animatedObjects