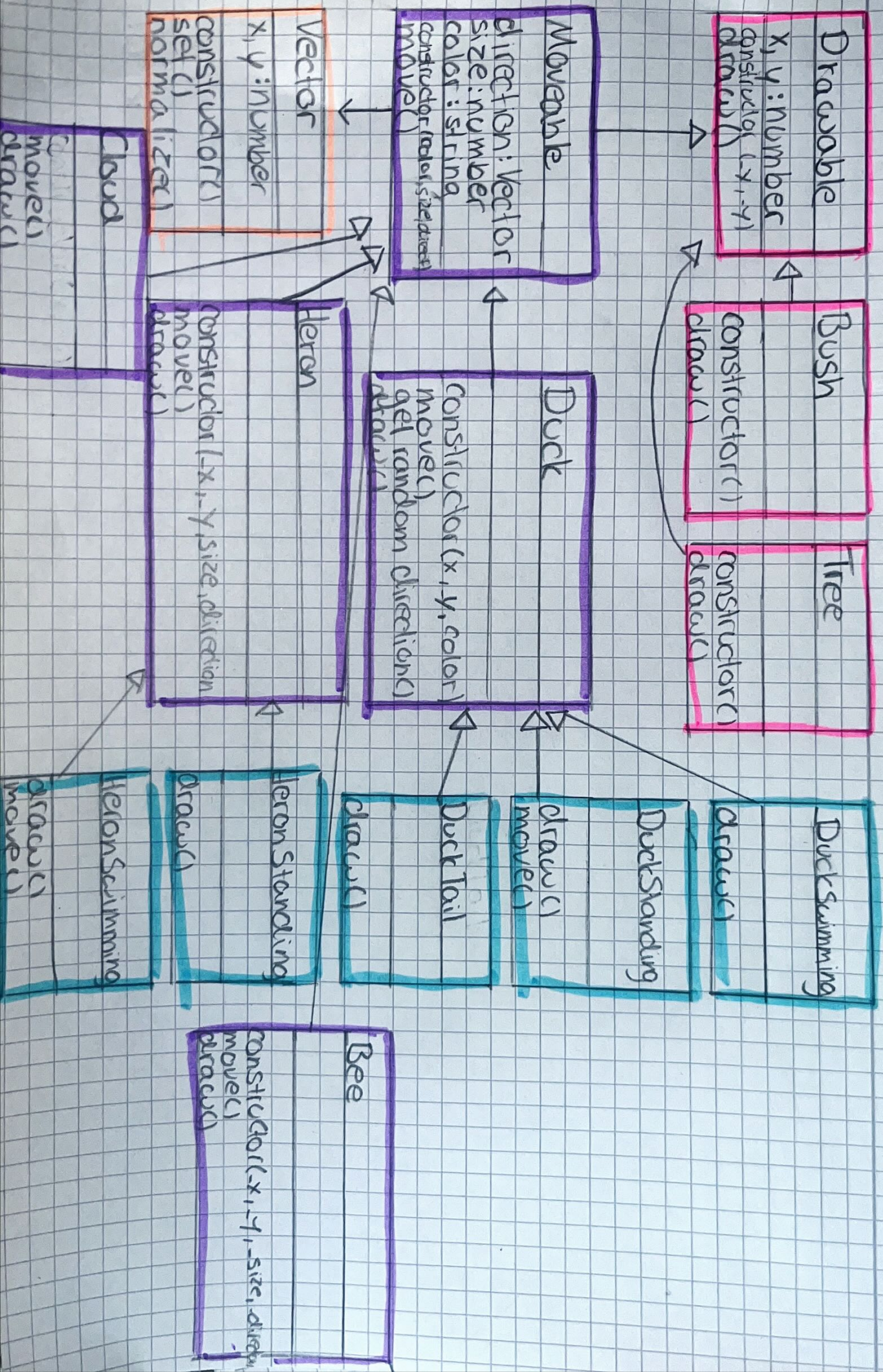
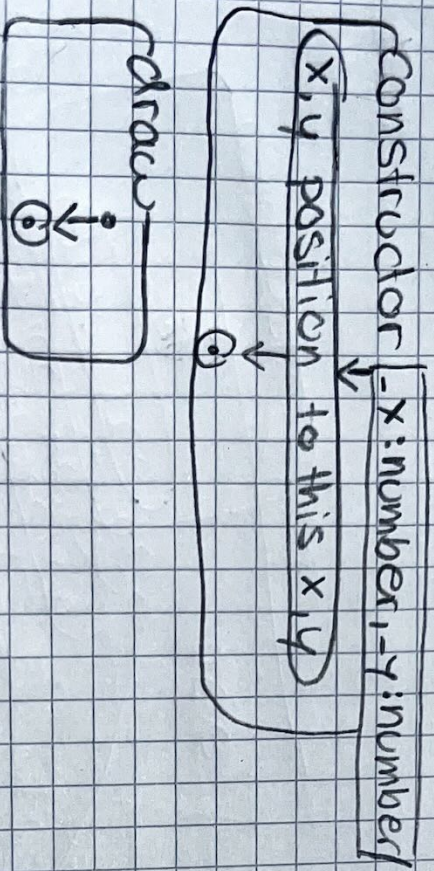


Klassendiagramm: Polymorphe Ententeich

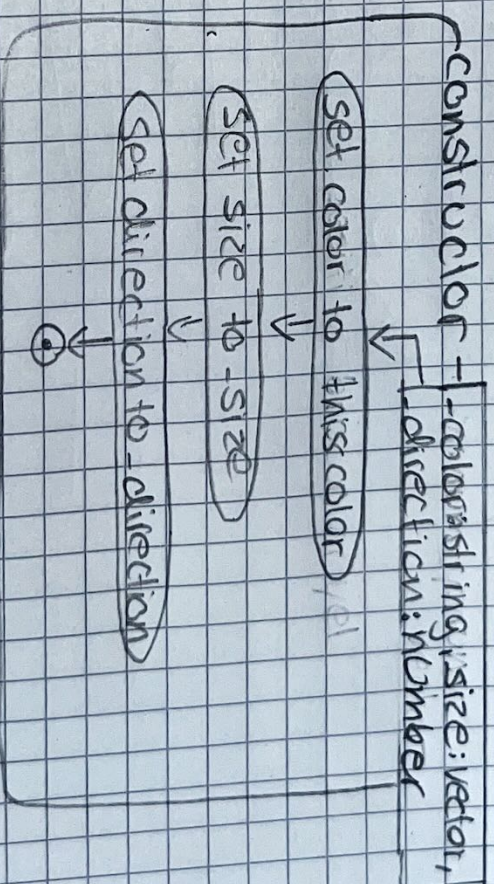


Entertainment: Activity Diagram - Polymorphic

Drawable



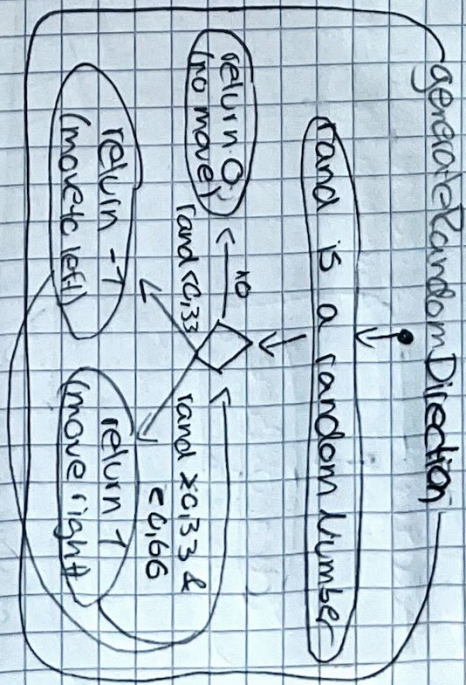
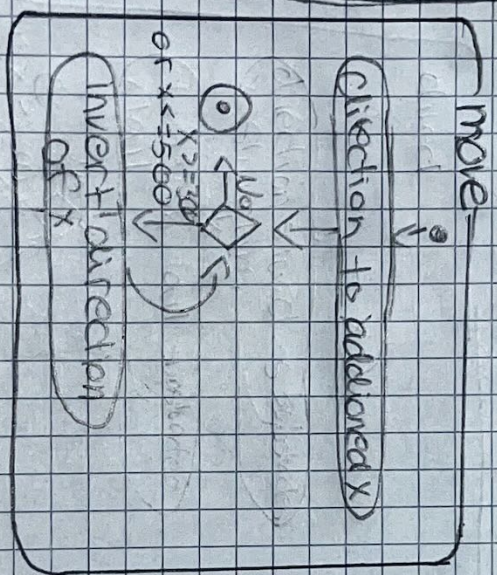
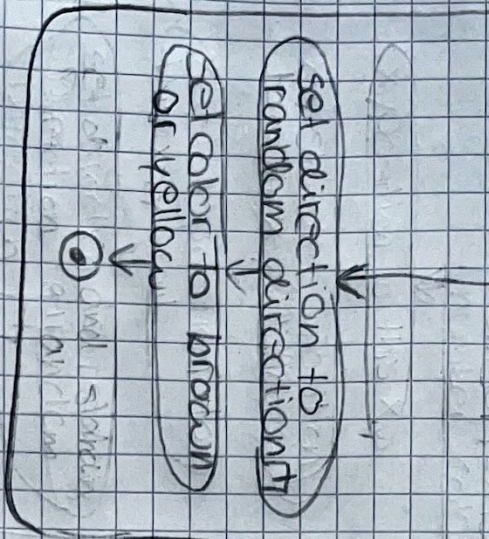
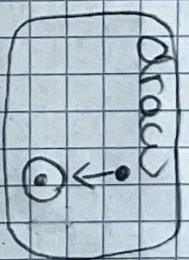
Movable



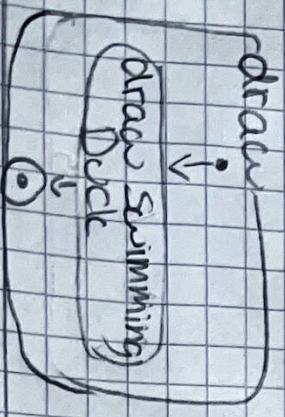
Content each: Activity Diagramm - move-methods

Duck

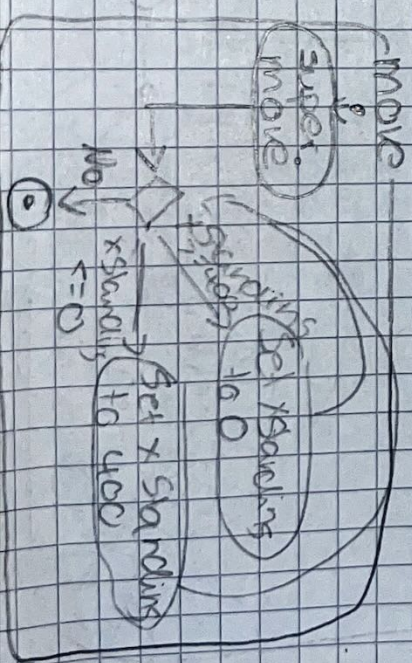
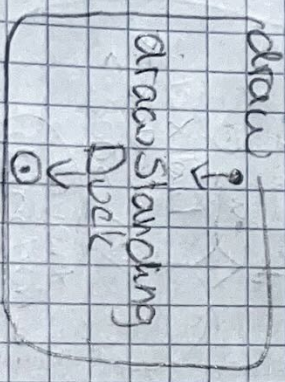
Constructor - x: number, y: number, color: string



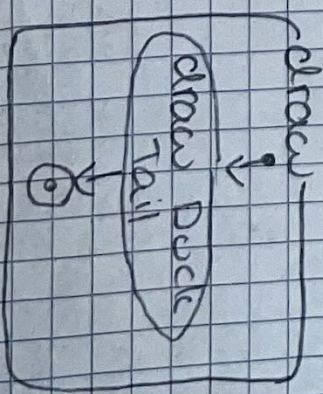
Duck Swimming



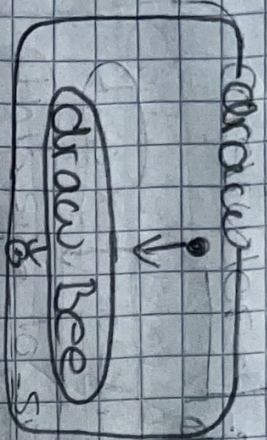
Duck Standing



Duck Tail

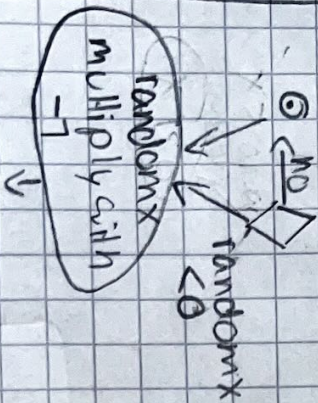


Bee



move -

generate random x



update position
this.x & y to this
direction.x & y

