

Ententeich: Activity Diagramm - move-methods

Duck

Constructor: $x: \text{number}, y: \text{number},$
 $-x: \text{standing: number}, -y: \text{standing: number},$
 $-x: \text{tail: number}, -y: \text{tail: number},$
 $-color: \text{string}$

Position to this x,y

x,y standing position to this x,y standing

x,y tail position to this x,y tail

set direction and standing direction to random direction

set color to brown or yellow

move

direction to x

direction standing substitutes x standing

direction tail substitutes x tail

$x > 300$
 $\text{or } x < 500$

invert direction of x

$x < 100$
 $\text{or } x > 300$
 $\text{or } x < 500$

invert direction of x tail

Set standing to 0

Set x standing to 400

generate random number

rand is a random number

(return 0) (no move)

(return -1) (move left)

(return 1) (move right)

rand < 0,33

rand > 0,33 & < 0,66

Bee

Constructor -

-x: number, -y: number, size:
number, -direction: Vector

this.x, y to -x, -y

this.size to -size

this.direction to
direction

move -

generate randomx

no

randomx
< 0

randomx
multiply with
-1

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

this.x
> 0

this.x to left
side of canvas

this.x
< 0

this.x to right
side of canvas

this.y
> 0

this.y to
top side of
canvas

this.y
< 0

this.y to
bottom side
of canvas