

Canvas Rendering Context

← Moveable

+ position : Vector
+ velocity : Vector

constructor (-x : number, -y : number)

+ move (-timeStep : number, -xVelocity : number, -yVelocity : number) : void

+ draw () : void

→ Vector

+ y : number
+ x : number

constructor (-x : number, -y : number) : void

+ set (x : number, y : number) : void

+ scale (-factor : number) : void

+ add (-addend : Vector) : void

+ random (-minLength : number

 - maxLength : number) : void

+ randomFor/quiver (-minLength : number

 - maxLength : number) : void

Squirrel

constructor ()
+ draw () : void

Horizontal

constructor (-x : number,
 -y : number)
+ draw () : void

Cloud

- size : Vector

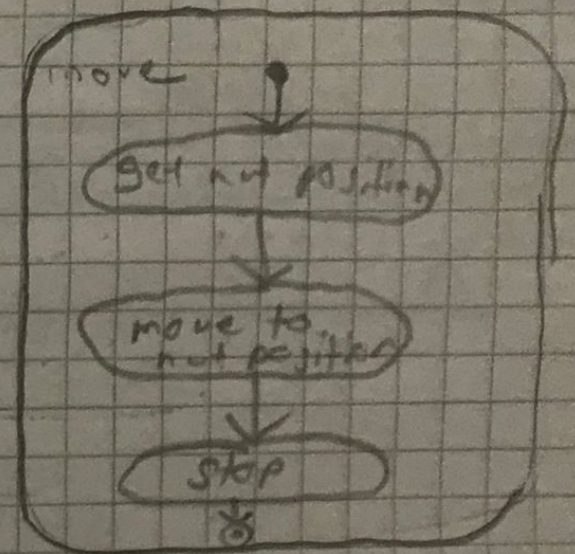
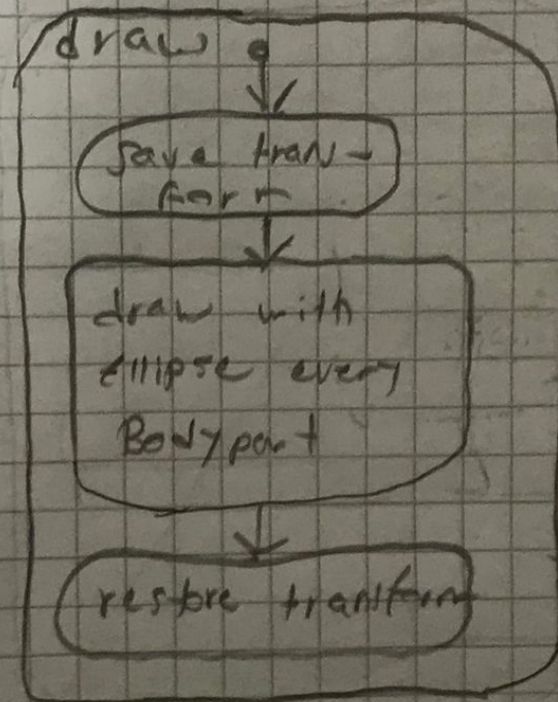
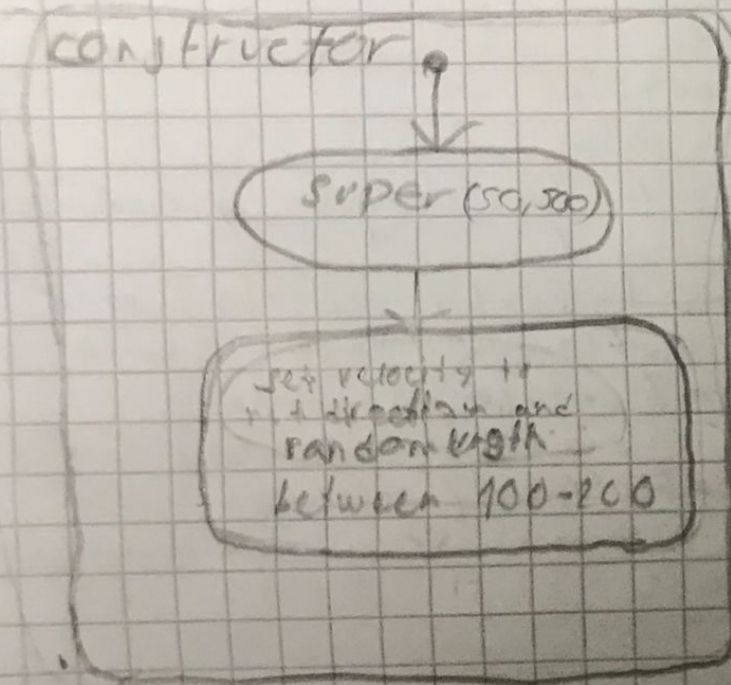
constructor ()
+ draw () : void

Leaf

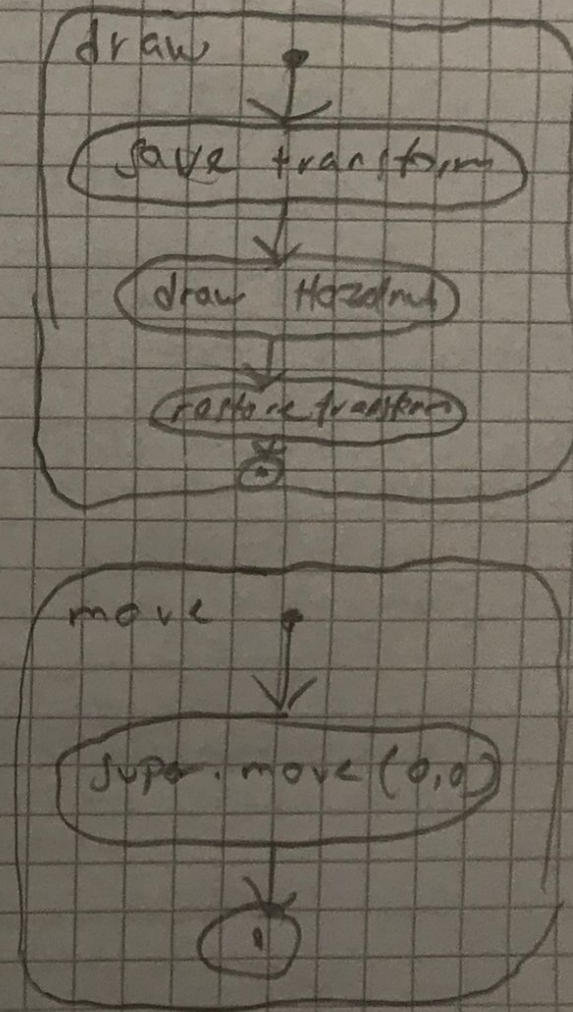
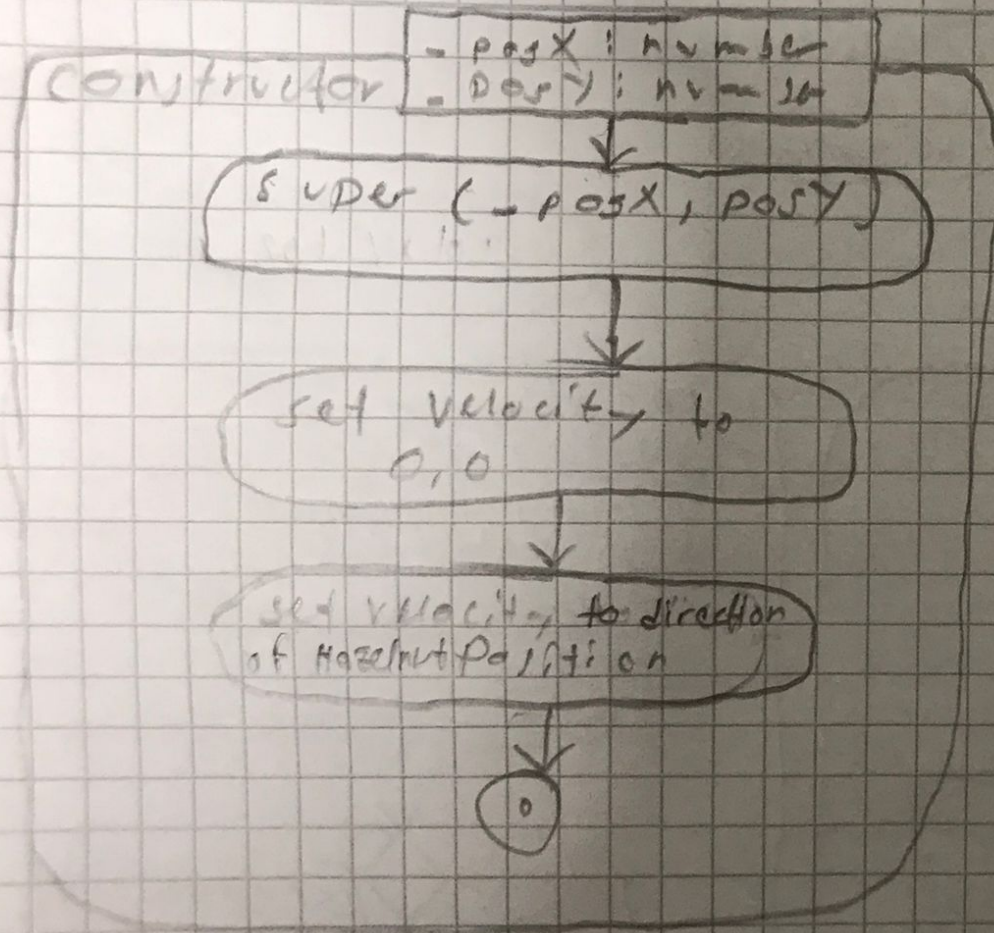
- color : string

constructor (-color : string)
+ draw () : void
+ move () : void

Golden Herby Advanced Activity Diagram - Squirrel



Golden Herbs Advanced: Activity Diagram - Hazelnut



Golden Herbs Advanced Activity Diagram - Main

