

move timeslice number

if ( $y > \text{canvas.width}$ )  $y = \text{canvas.height} \cdot \text{Math.random()}$

if velocity +  $\Delta G$

$x = 0$

else  $x = \text{canvas.width}$

super move (- timeslice)

creat

Bird

$i < 300$

let birds = new Bird

snowflake

$i < 200$

let snowflakeSize

let newSnow

moveables.push  
(Bird)

moveable.push

①

## Class Diagram

Canvas Rendering  
Context



