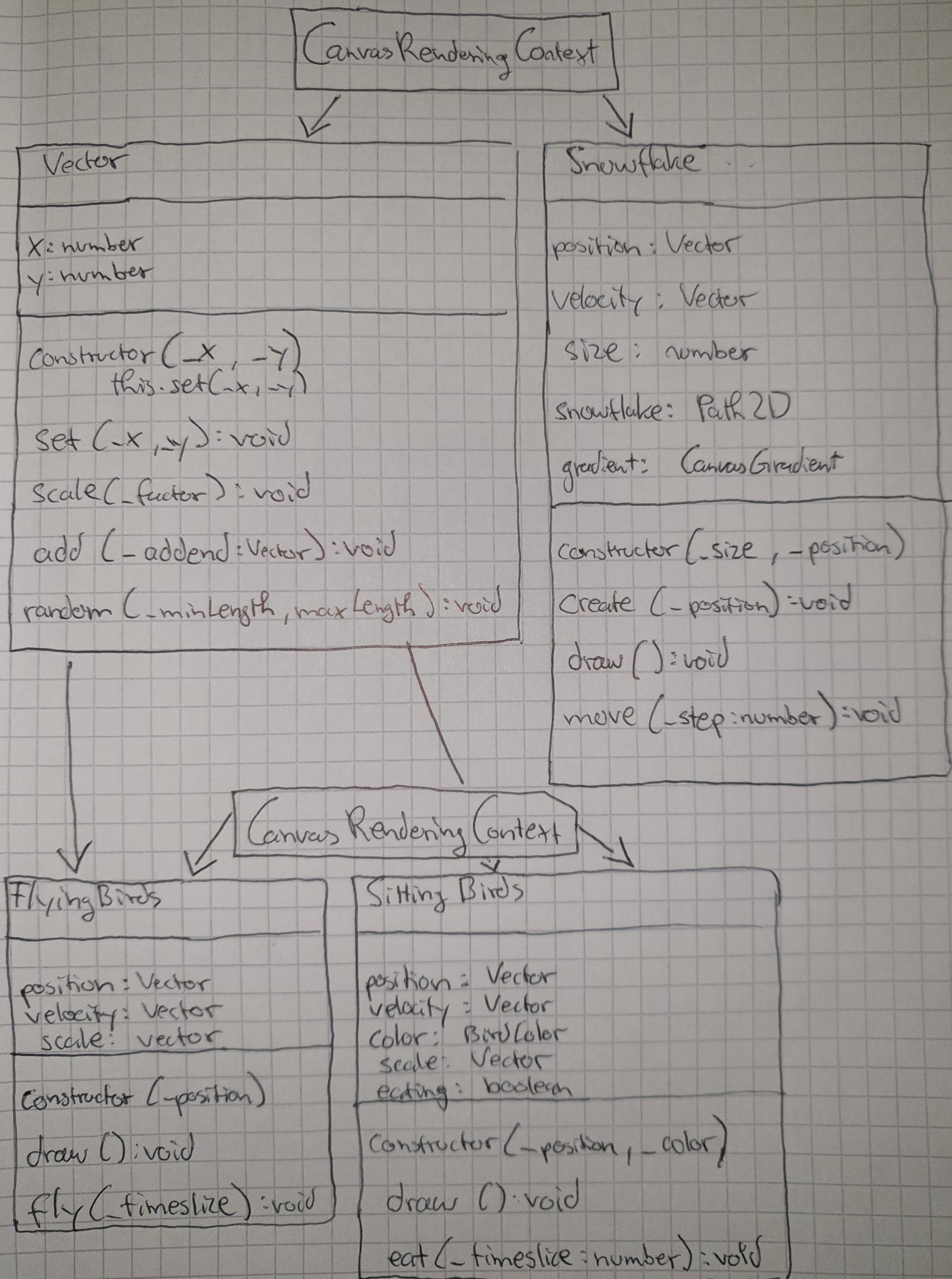


## A09.2 Klasseendiagramme



**FlyingCrows**

position: Vector  
velocity: Vector  
scale: Vector

constructor (-position: Vector)

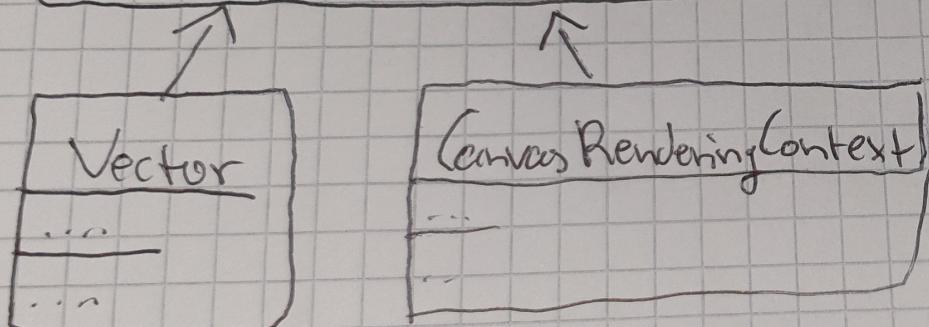
draw (): void

fly (-timesize: number): void

**Color**

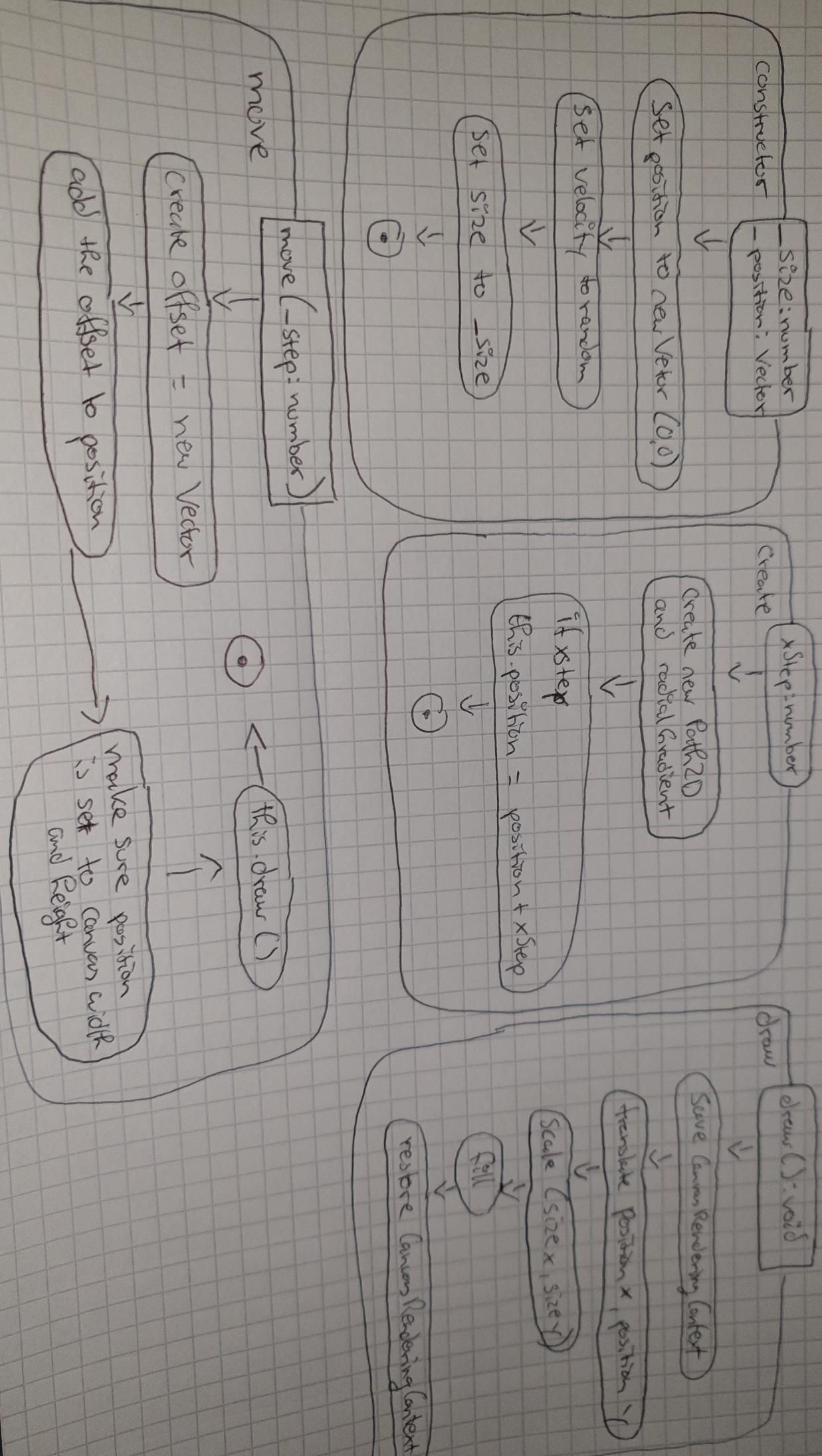
birdColor: string  
eyeColor: string

export let color: BirdColor[] = []



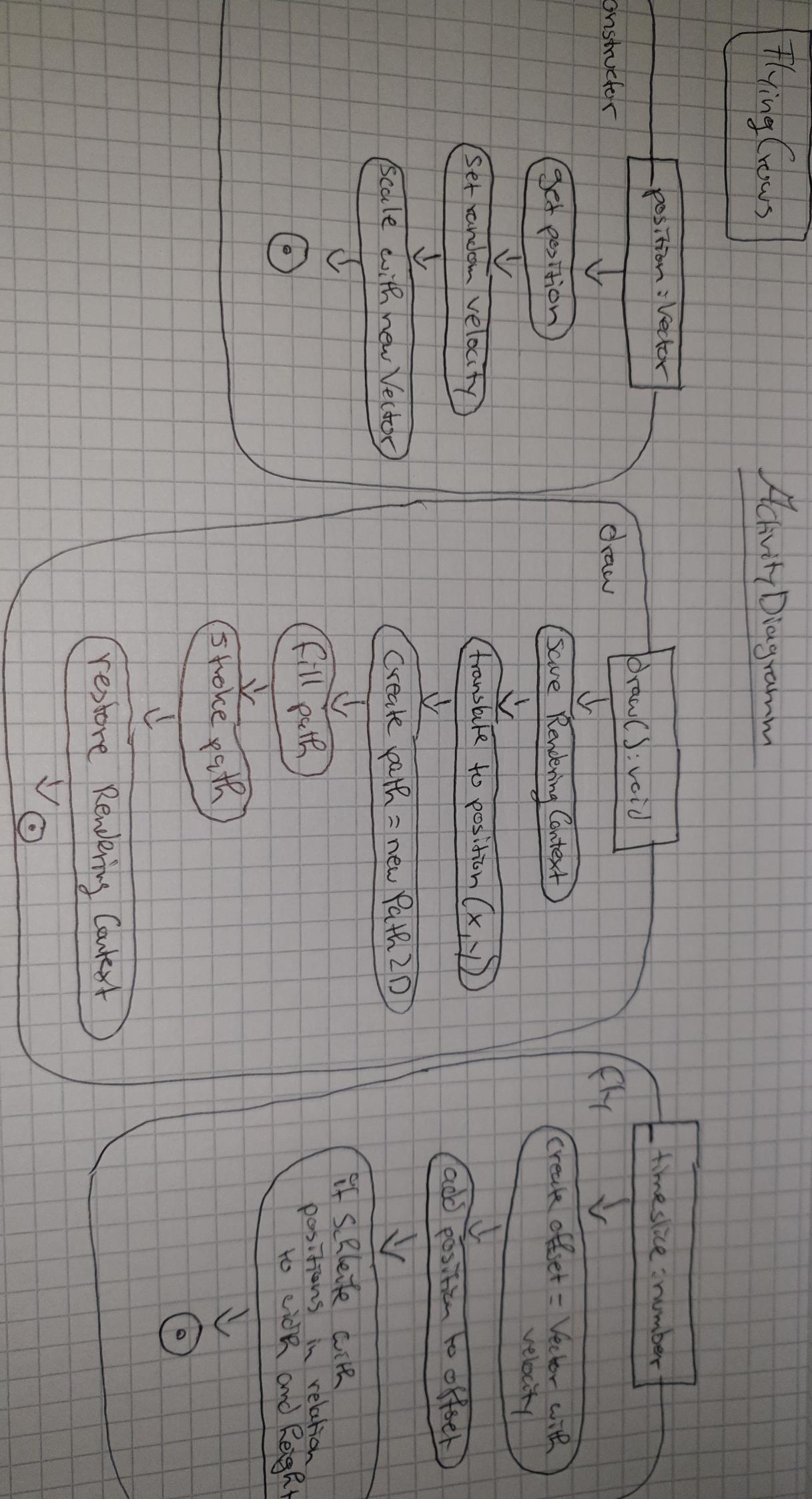
## LOG 2 Activity Diagramm Erweiterung

**Showflake**



## FlyingCrows

### Activity Diagram

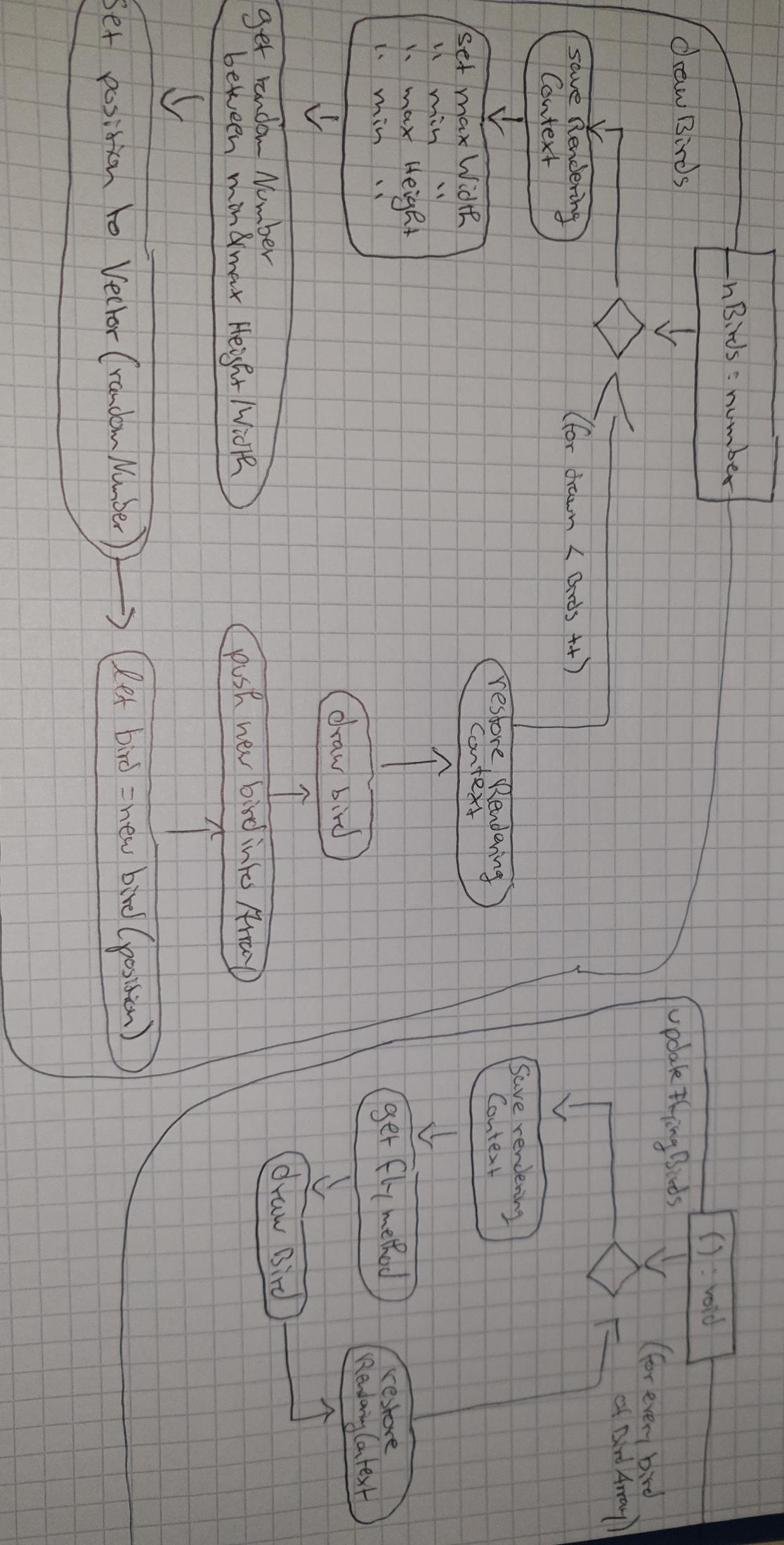


## Hawk Programm

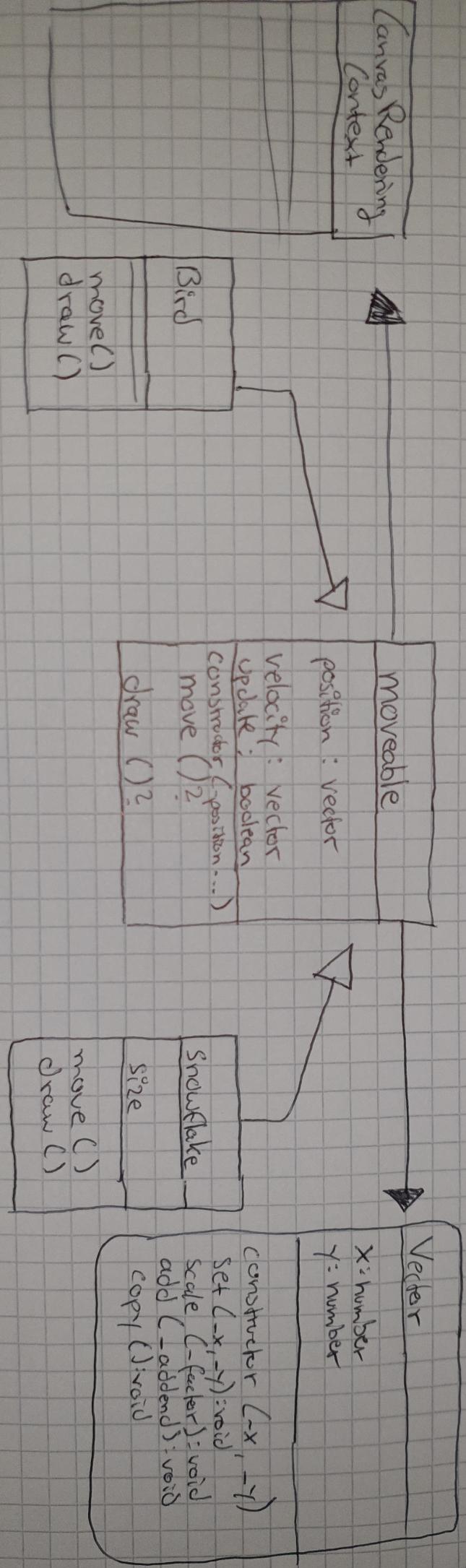
(Erweiterung der  
Raven Draw  
Bird Function)

(Add an setInterval update FlyingBirds to Rundelands)

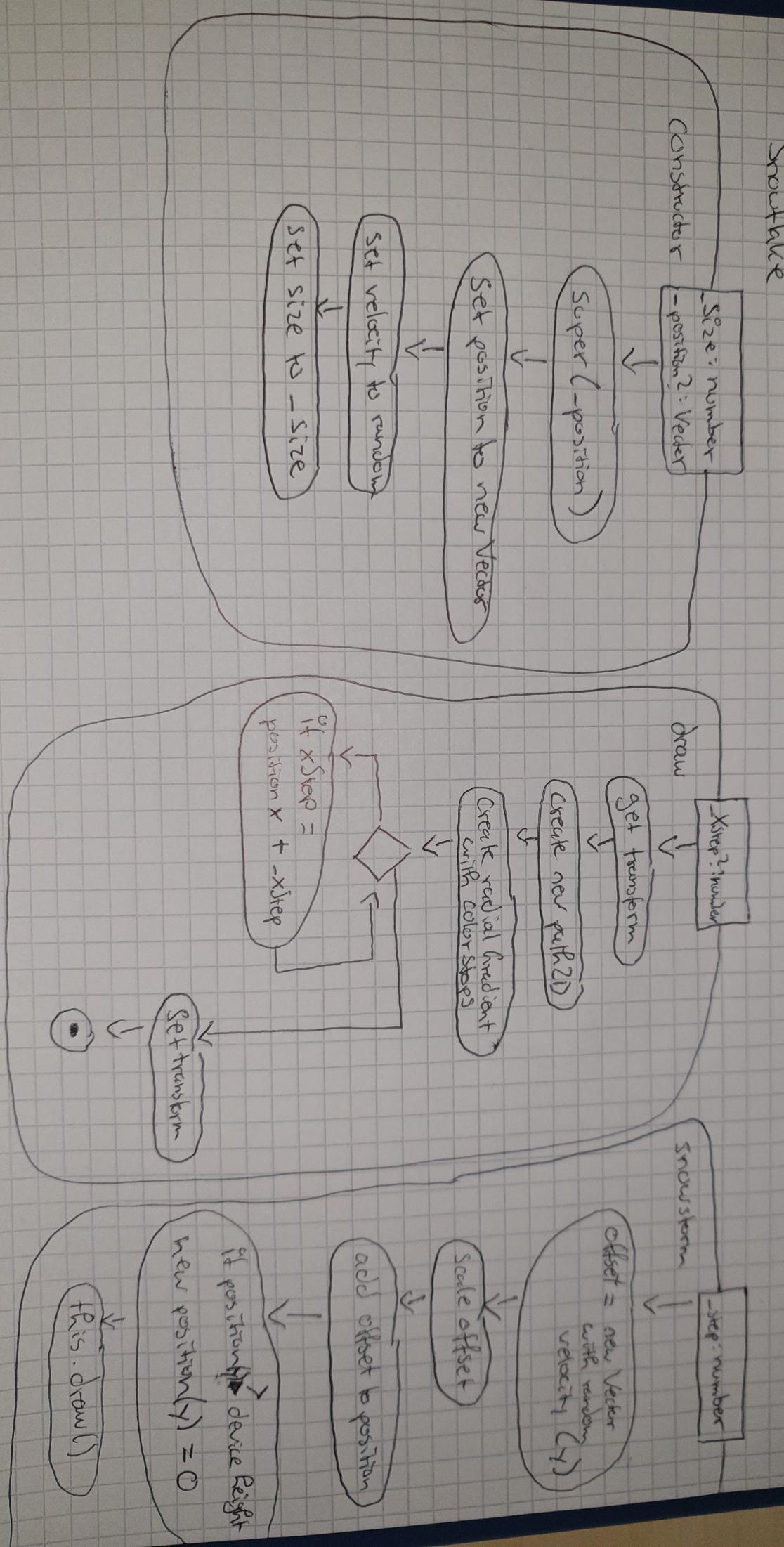
## Activity Diagramm



## L. 10.2 Klasseendiagramm



## 10.2 Activity Diagram Erweiterung



Main.ts!

## 10.2 Activity Diagram Erweiterung

▷ Push snowflakes and birds into moveables Area(

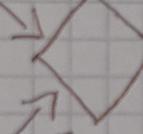
update

Get RenderingContext  
and put  
ImageData on Canvas

update Moveables

Object Transform

for moveable  
at moveables



Set transform

Check = false  $\rightarrow$  moveable . draw()

if moveable  
instance of Snowflake

= draw() & move()

if moveable instance of FlyingBird

if moveable instance  
of FlyingBird / FlyingCrow  
= draw() & fly()