

Virus 9; Activity Diagram Canvas 2 draw Bachground handle load handleload load listens Cet pattern - Canvas Rende get rendering Cantest (create Merseter relly (10/2) (create pattern) expurt lest crc2: can vas Rendring Can ker 2d let mourbles Moreable []=[] create Attiliages (5) fill carres with patter (creak Killerselle (3) (0) (crak (orona (10) Creake Partitul (window set Interval (updak 120) -> 0 Canvas 2 update (draw Bachground cells = first value of munables [cells instance of colls more (1/300)) [all values of (0) movelles done ) Scells of Perhituely cells move (11-1001) >(cells.dem() cell== rest value of movables