

CanvasRenderingContext

Flower

type: string; color: string; vellowcolor: string position: Vector; size: number; velocity: Vector;

constructor(); drawFlower(): void;

move(_timeslice: number): void;

getRandomColor(); getRandomYellowColor();

Cloud

position: Vector; velocity: Vector; size: number; color: string

constructor(); drawCloud(): void;

x: number: y: number;

move(timeslice: number): void;

Vector

constructor(_x: number, _y: number set(_x: number, _y: number) scale(_factor: number) add(addend: Vector)

Bee

position: Vector; velocity: Vector; color: string colorwings: string size: number;

constructor(; drawBee(): void;

move(timeslice: number): void;

Sunflower

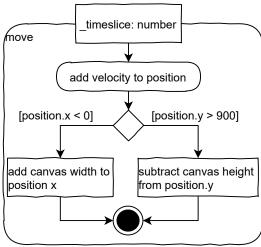
color: string; position: Vector; size: number; velocity: Vector;

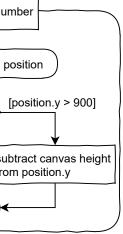
constructor();

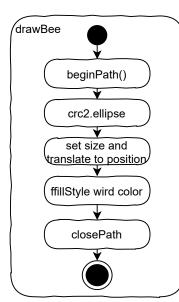
drawSunflower(): void;

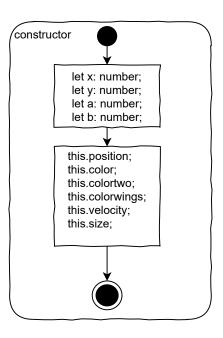
move(timeslice: number): void;

Activity Diagram Bee









Activity Diagram Cloud

