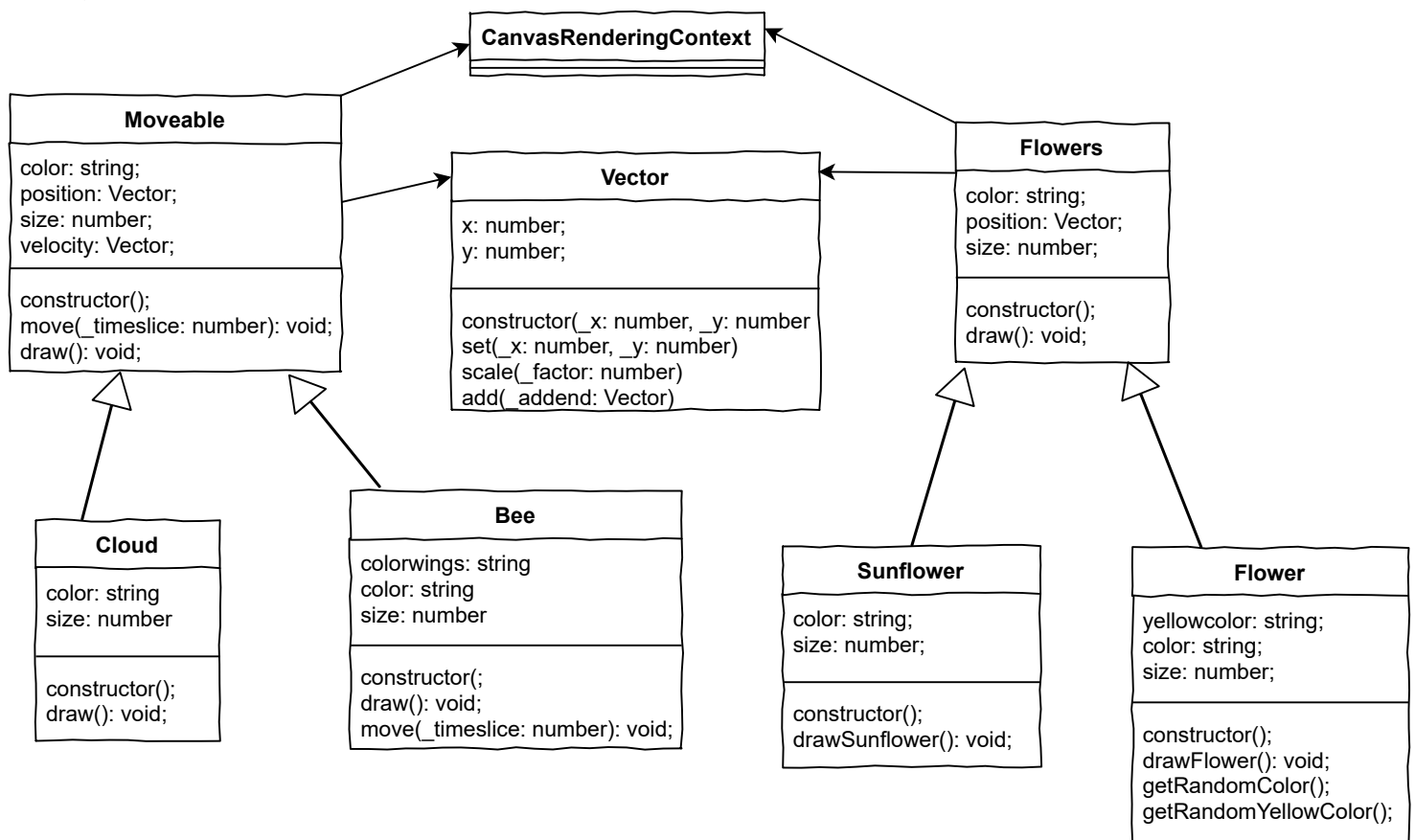
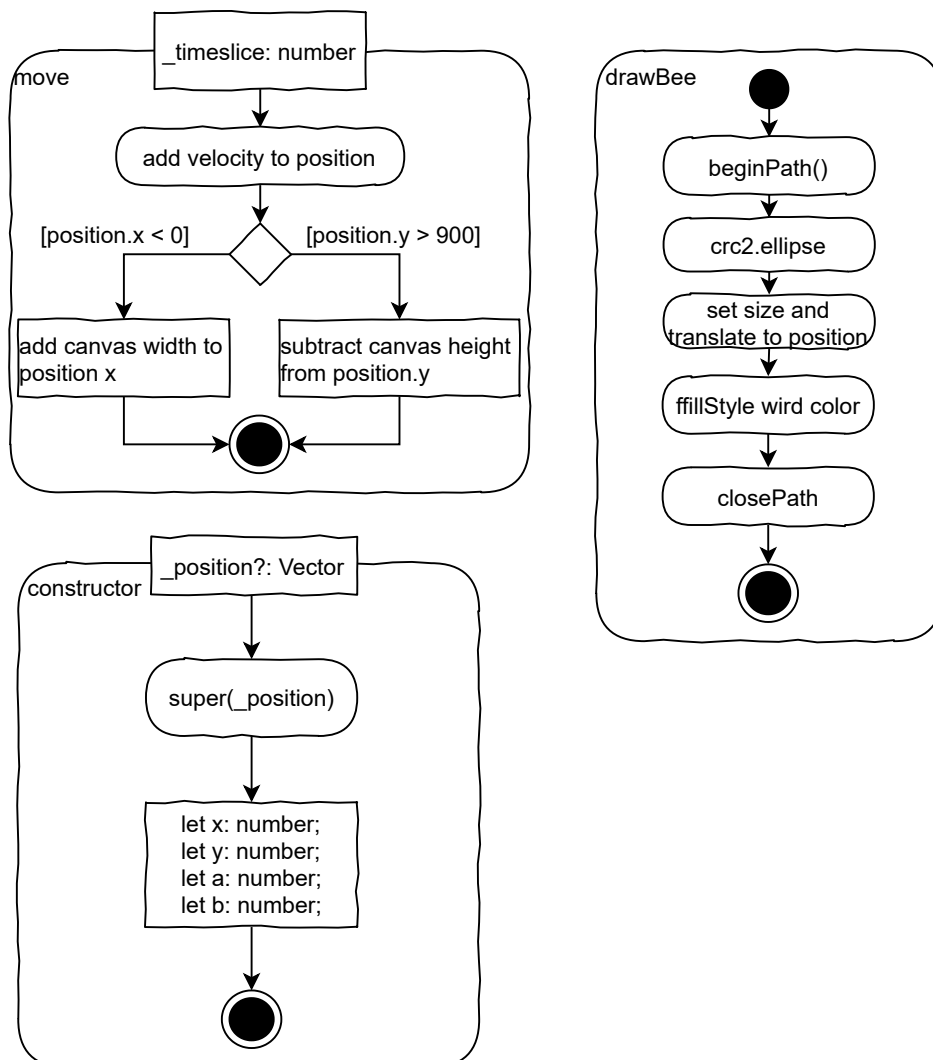


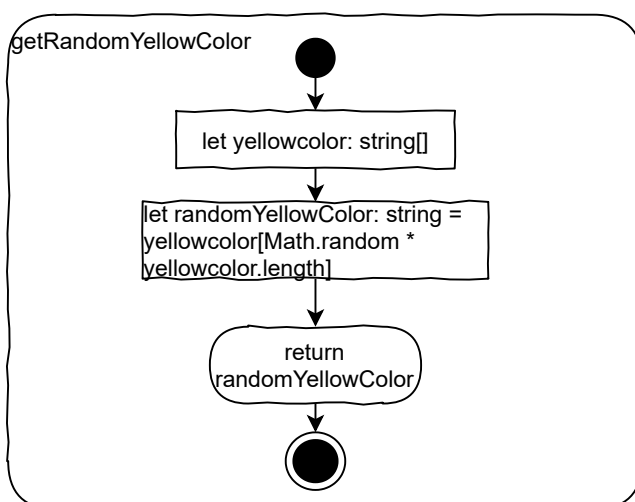
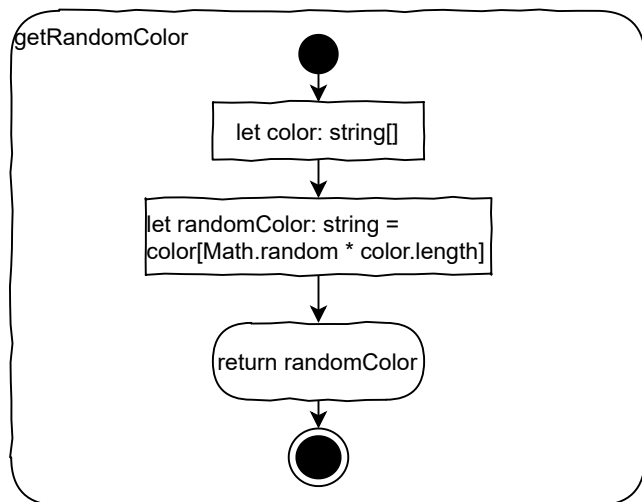
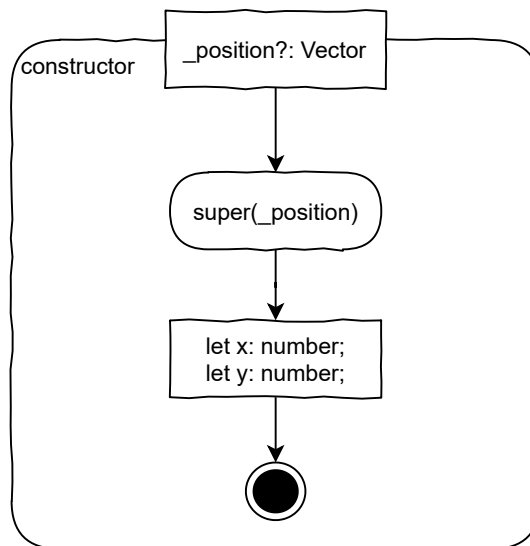
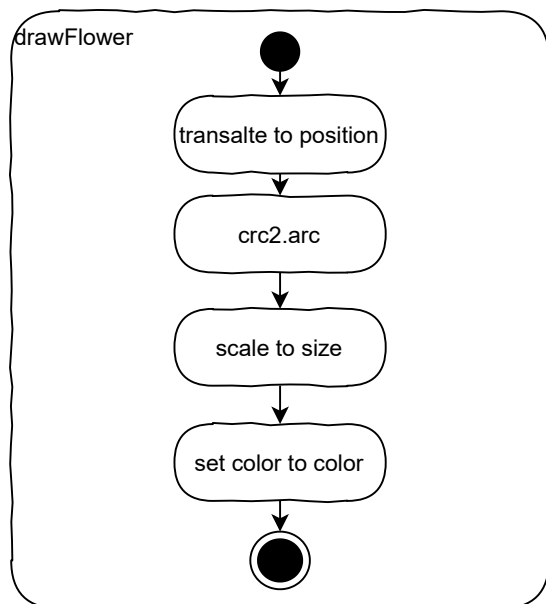
Class Diagram: Blumenwiese



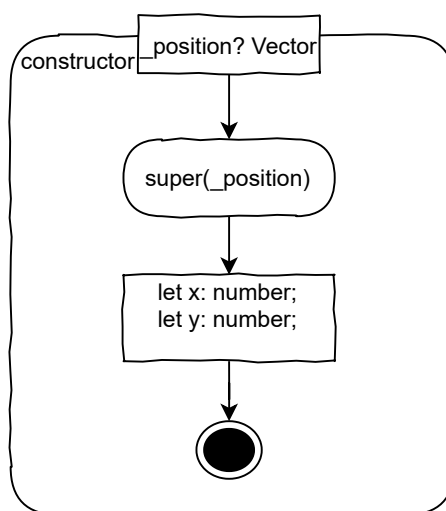
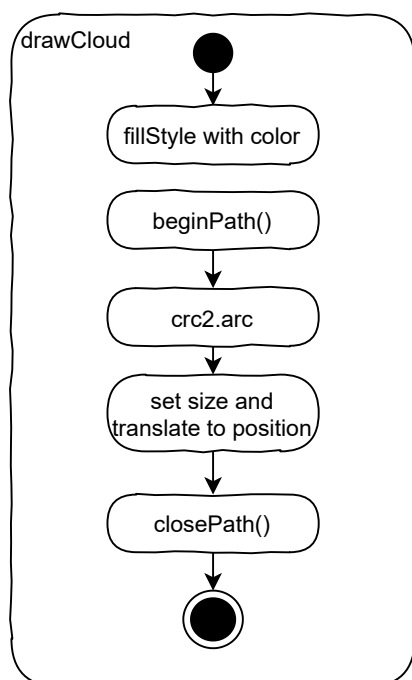
Activity Diagram Bee

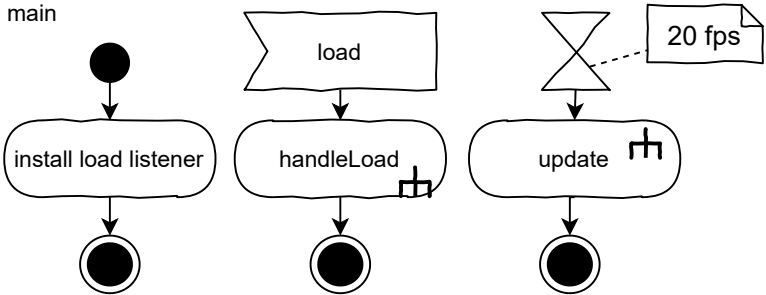


Activity Diagram Flower



Activity Diagram Cloud



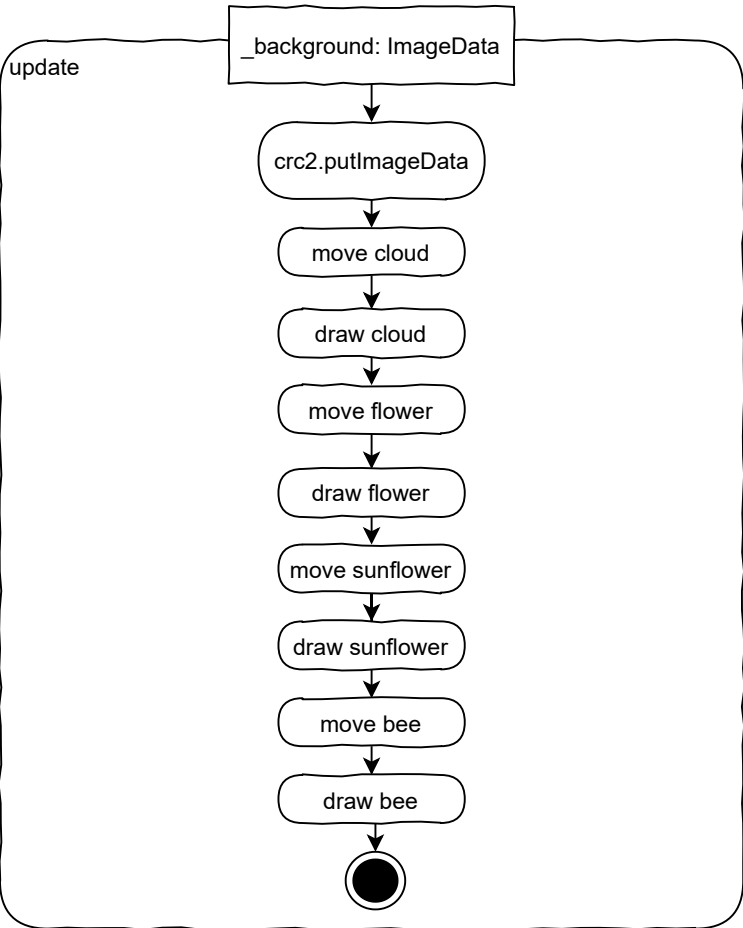
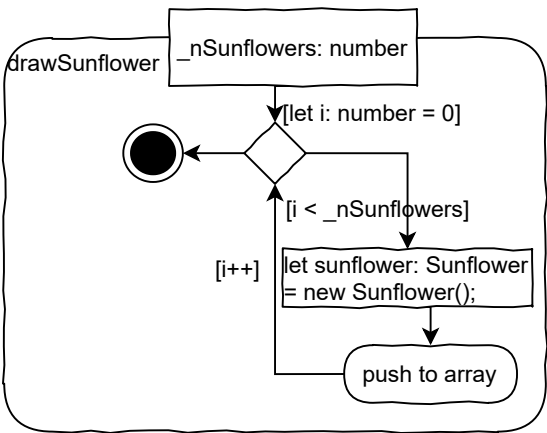
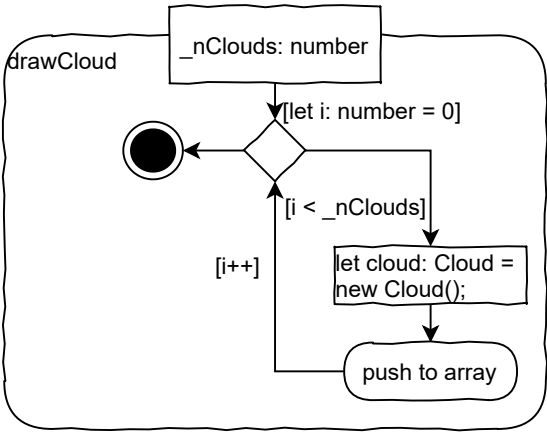
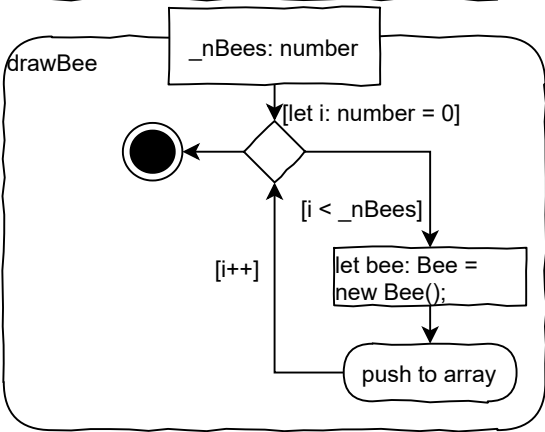
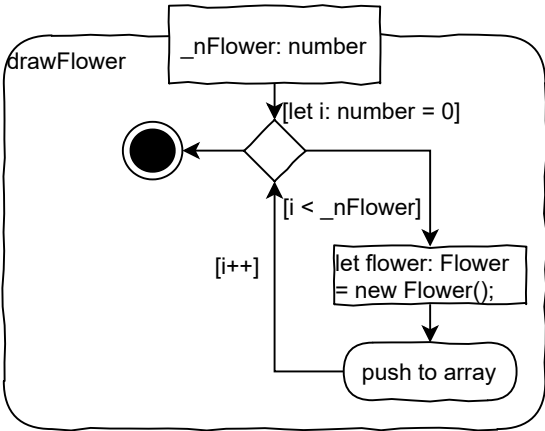
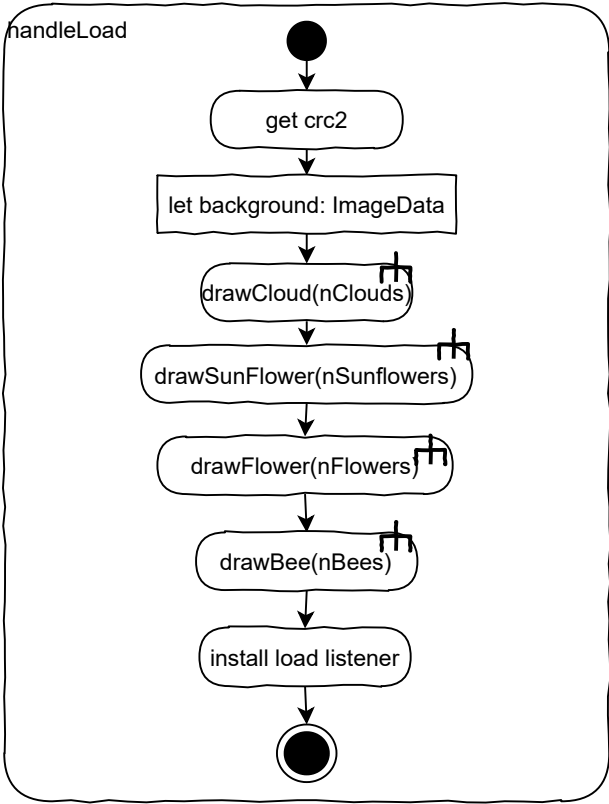


crc2

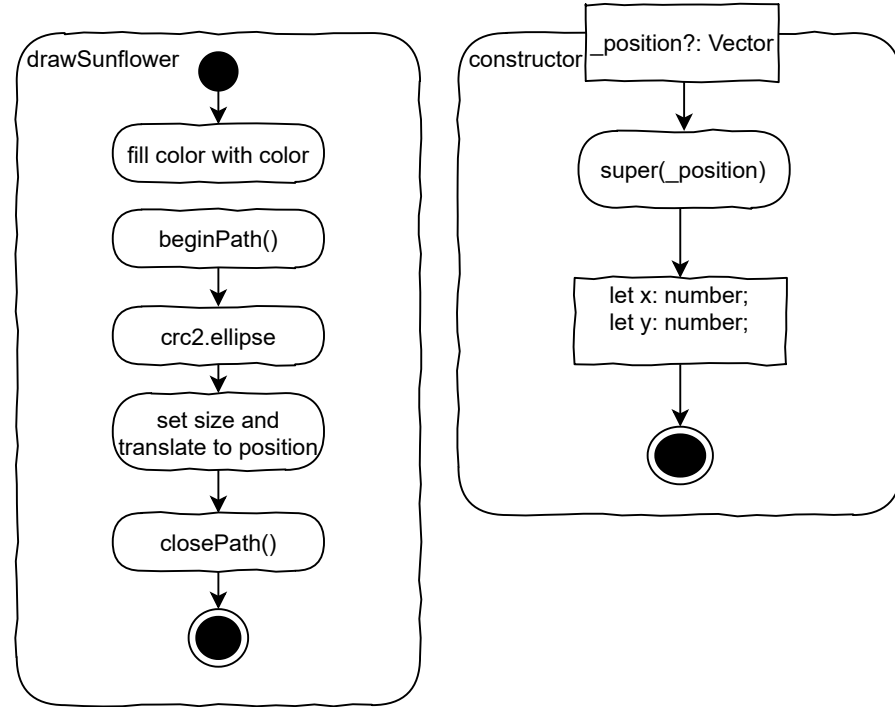
flowers: Flower[]
moveobjects: MoveObject[]

<<Interface>>
VectorMain

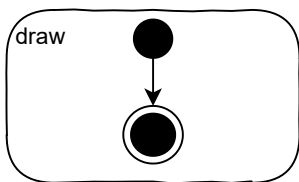
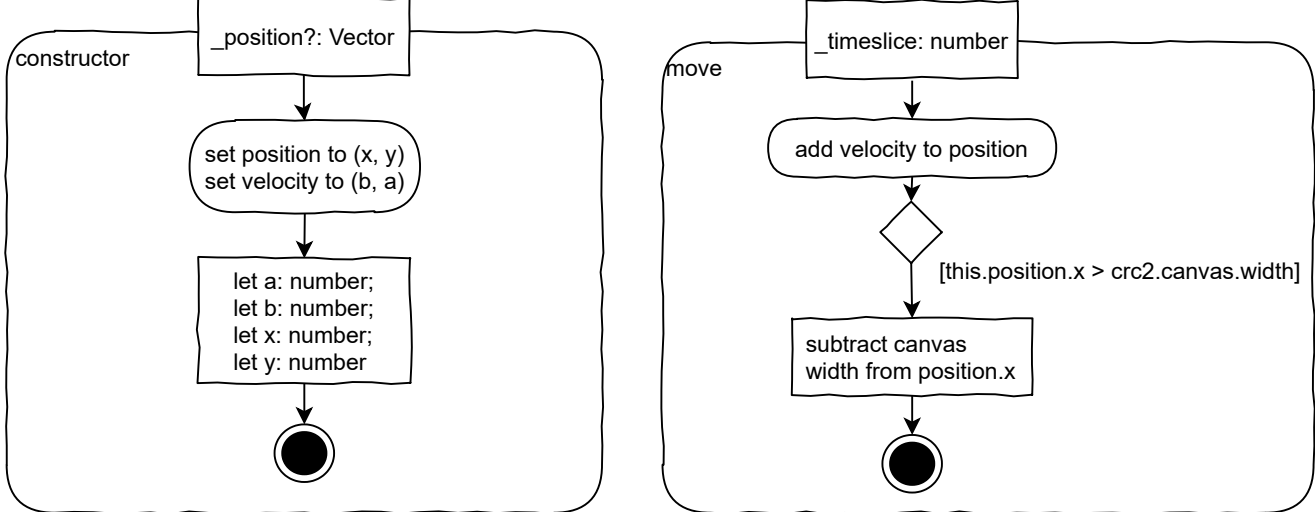
x: number;
y: number;



Activity Diagram Sunflower



Activity Diagram: Moveable



Activity Diagram: Flowers

