CanvasRenderingContext

Flower

type: string; color: string; yellowcolor: 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;

move(timeslice: number): void;

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;

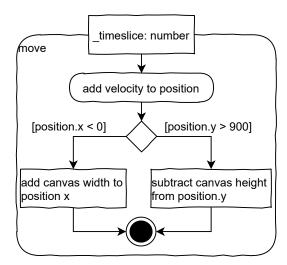
Vector

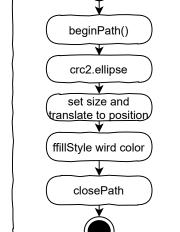
x: number; y: number;

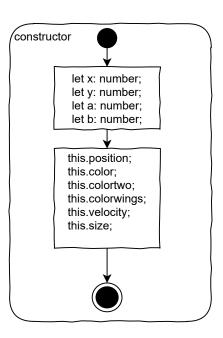
constructor(_x: number, _y: number set(_x: number, _y: number) scale(_factor: number) add(_addend: Vector)

drawBee

Activity Diagram Bee







Activity Diagram Cloud

