## Class Diagram

# CanvasRenduring

#### Moveable

position: vector velcity: vector

constructor drzw () void move (\_ timeslice : number)

#### Vector

x: number

constructor (-x: number, -y: number,

Set (\_x:number,-y number):void Scale (-fader:number):void add (\_addend:vector):void

#### Snowflake

size: number

moveBy(-timeslice:number)

drawc): void

constructor (-size: number, -position: vector)

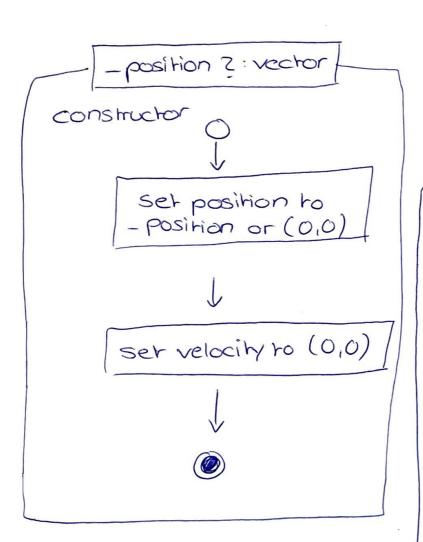
#### Bird

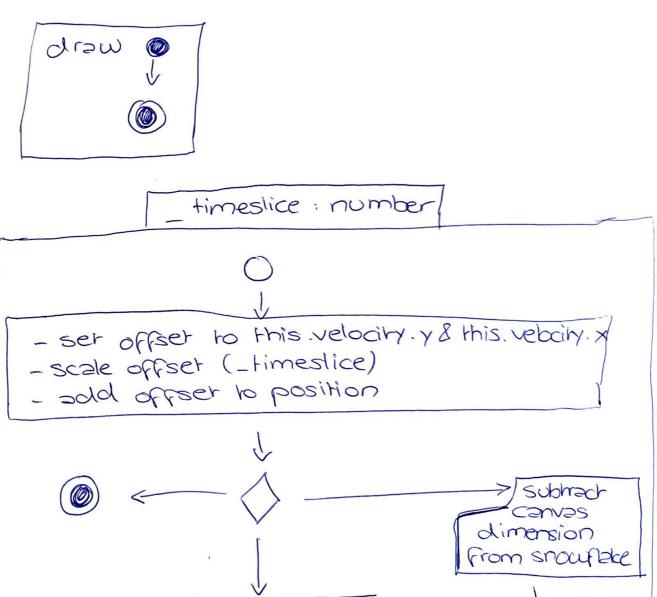
Constructor (\_size:number, - position: vector)

move (-timeslice:number)

### Alchvirahsdiagramm

moveable





add canvas dimension to snowflake To the second like the second