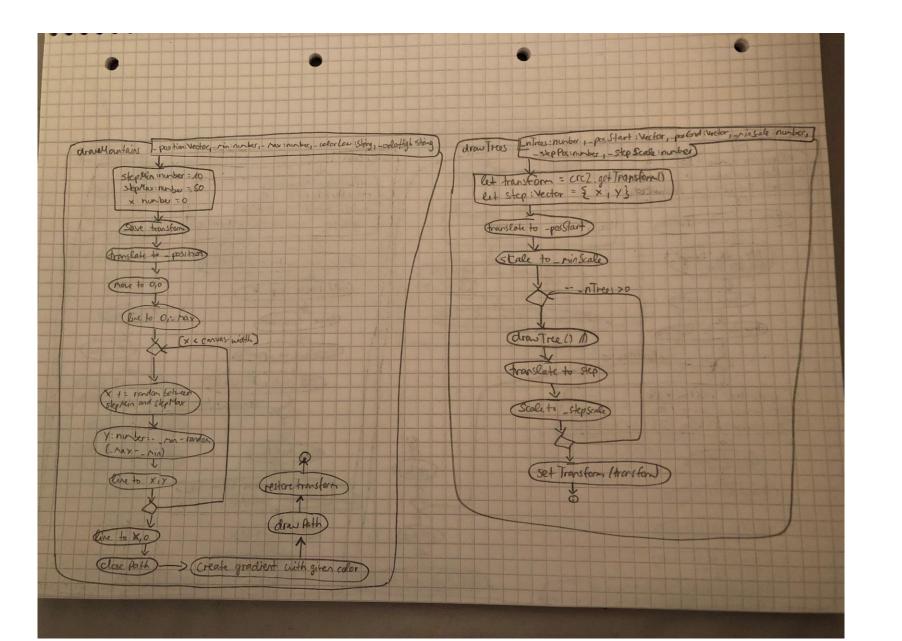
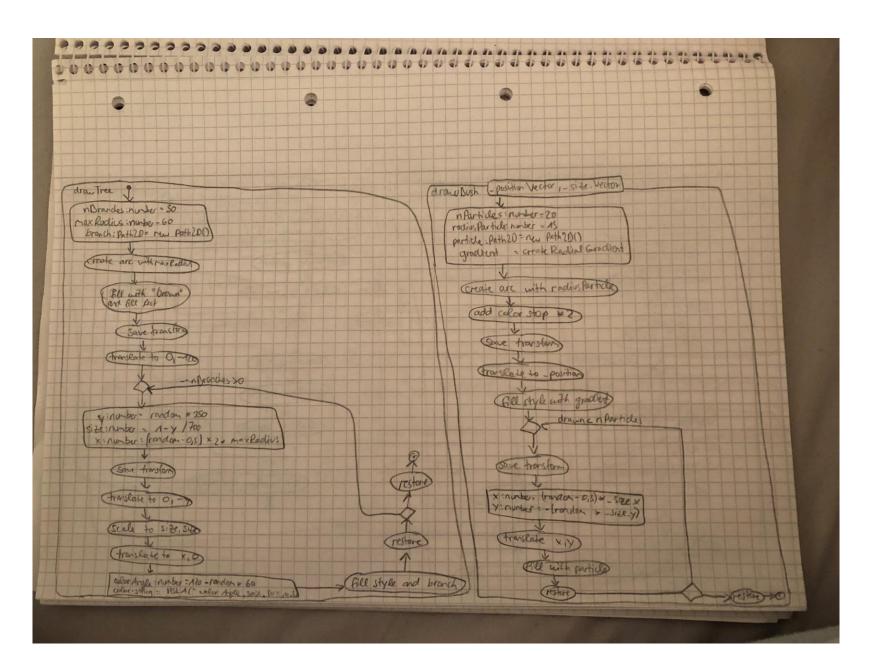
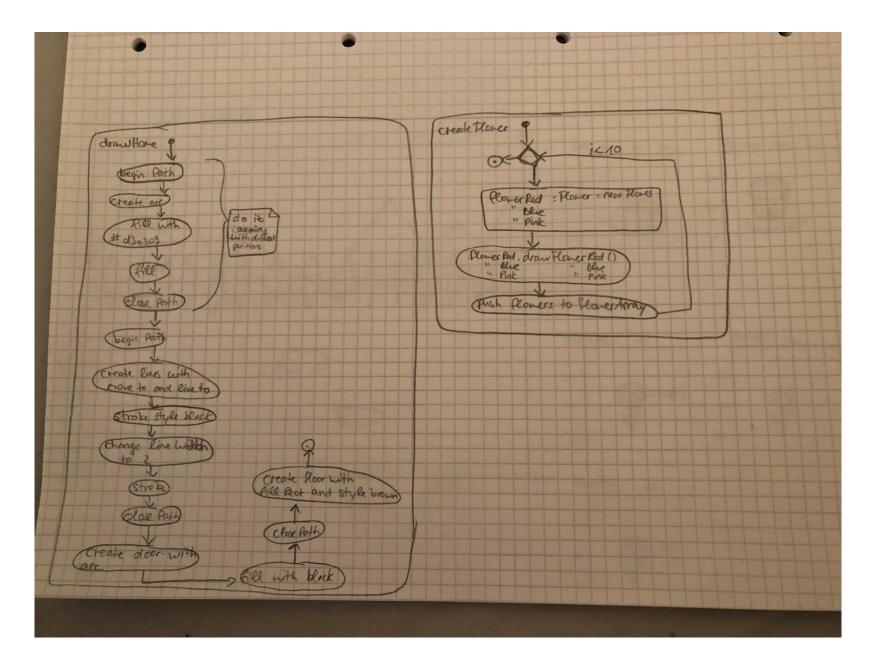


drawbackground createllands Clet gradient create Linear Em (Ret dad (clark = new Chiel () (createbee iLAO (push clad to clad knay gradient odd different 0 (Cet be Bee = new box (0.8) (push bee to bee troy) Pill Style more cloud (clear Rect (0,0, width height)) Rill Rect (Put mage Data (inage Data, 0,0)) movelce - position vector drawsum - let bee of be havay Cet dood of cladfray let ra: number = 30; let r2 number = 150; let gradient = creak Gradient (0,0,000,000) bee more (1/50) (gradial add color stop (bee draw () Caraw dova Granslate to partion







Blurenniese : Class Diagram canuas lendering Context Cloud Vector position: vector velocity vector x: number y: number Constructor (-size Wector, - position?: Vector) constructor (x:number, y:number)
set (x:number, -y:number)
scale (-factor:number) draw () add (addlered : Vector) randon (-min length: number, - maxlength: no Bee > Vector position: Vector velocity: Vector size: number constructor (size: number, position?: Vector) draw () Flowers > Vector position: Vector draw Flower Red()
draw Flower Red() draw Flower Pink()

