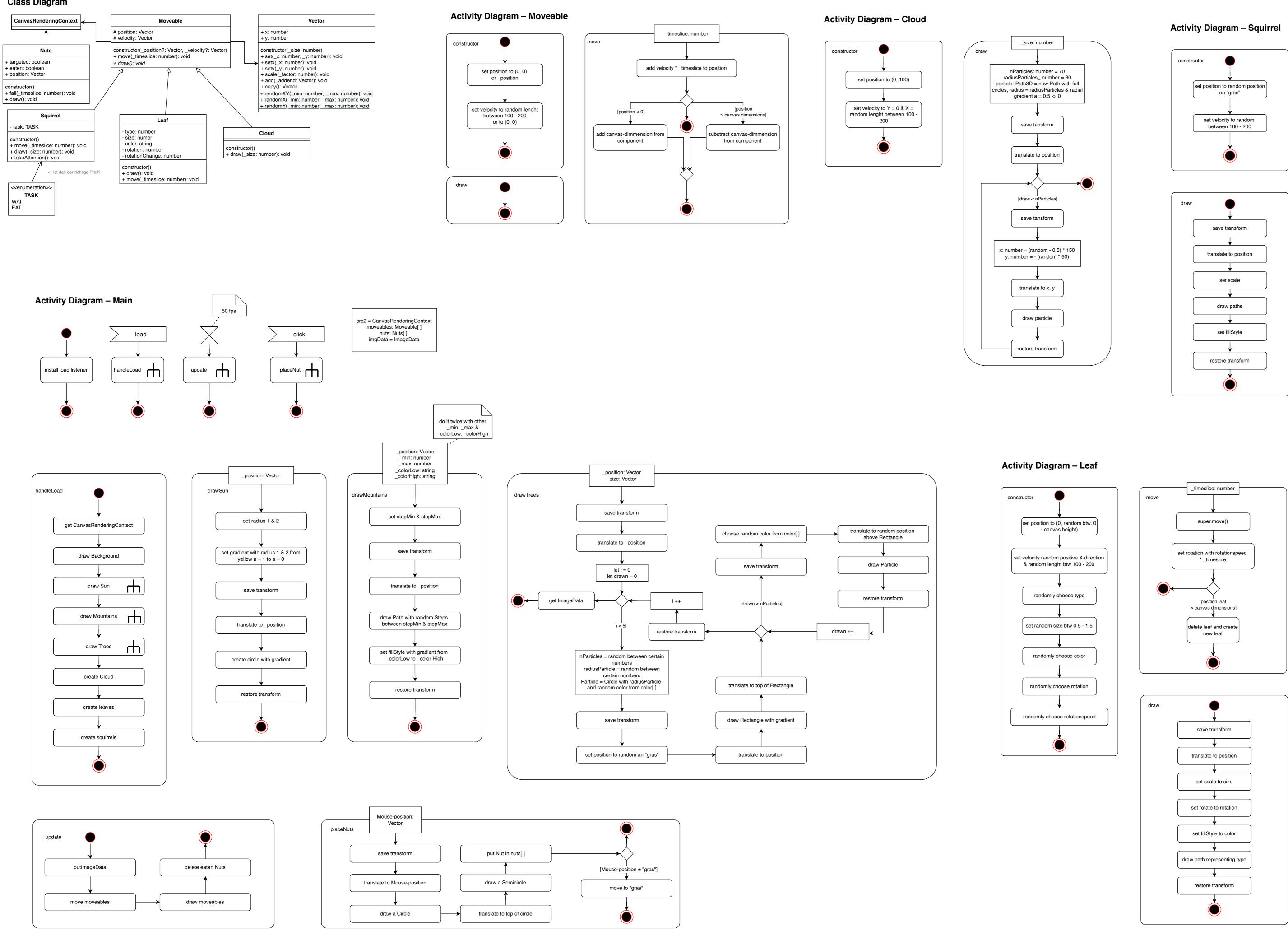
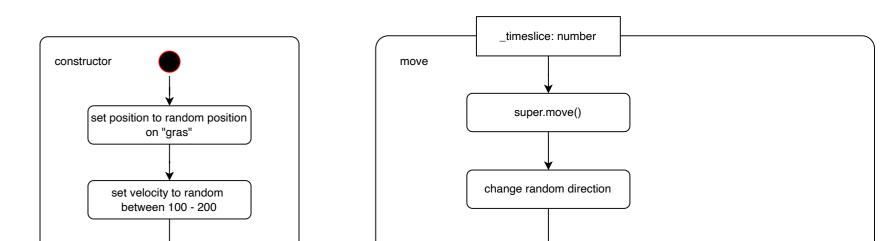
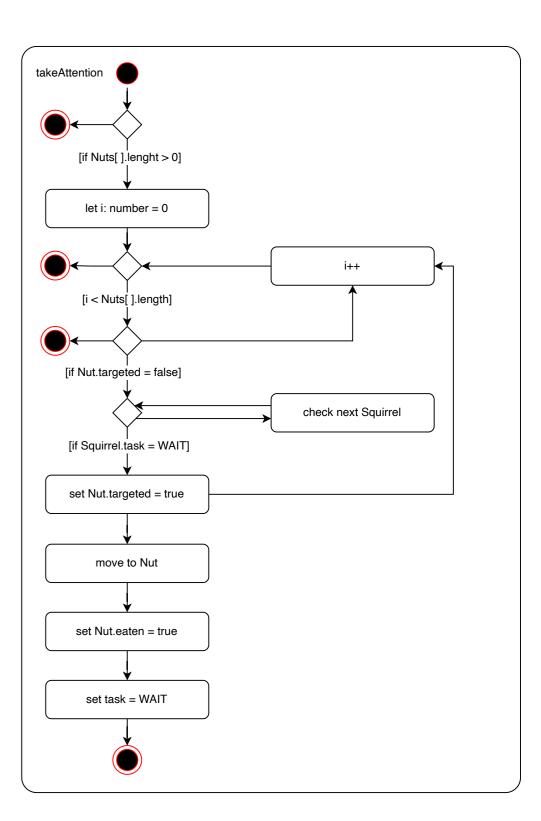
## **Class Diagram**





[position.y > canvas height]

change velocity.y to negative



—position.y < "gras" → change velocity.y to positive