let bee of beeArray

bee.move(1 / 30)

bee.drawBees(0, 0)

let i : number = 0

cloudArray[i].drawCloud();

cloudArray[i].move(1 / 50);

i < 20

i: number = 0

let cloud: Cloud = new Cloud (cloudposition, cloudsize, velocityCloud, xCloudArray[i], yCloudArray[i]

cloud.drawCloud();

cloudArray.push(cloud)

[i < 20] ←