L09.2_BlumenwieseClasses - **ClassDiagram** -

CanvasRenderingContext

Vector

x: number
y: number

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

Cloud

position: Vector
size: Vector
velocity: Vector
nParticles: number

---

constructor(_position: Vector, _size: Vector, _nParticles: number)
draw()
move(_timeslice: number)

Bee

position: Vector
amount: number
velocity: Vector

---

constructor(_position: Vector)
draw(_position: Vector)
move(_timeslice: number)

Flower

position: Vector
scaleFactor: number
color: string

---

constructor(_position: Vector, _scaleFactor: number, _color: string)
draw()

Conifer

position: Vector
scaleFactor: number

---

constructor(_position: Vector, _scaleFactor: number)
draw()

Broadleaf

position: Vector
scaleFactor: number

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constructor(_position: Vector, _scaleFactor: number)
draw()