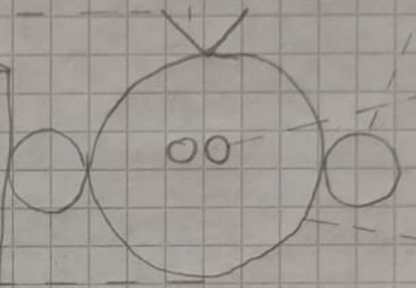
Scribble

```
scale(this.randomScale, this.randomScale)
ctx2.translate(this.posX, this.posY)
```

```
strokeColor = black
moveTo and lineTo
```



```
strokeStyle = black
fillStyle = white
arc(-12, 0.3, 0, Math.PI*2)
```

```
strokeStyle = black
fillStyle = black
arc(-2, -1, 1, 0, Math.PI*2)
```

```
strokeStyle = brown
fillStyle = gold
arc(0, 0, 8, 0, Math.PI*2)
```

```
Für alle 4 Kreise:
fillStyle = turkise
arc(3, 3, 12, 0, 2*Math.PI)
fill
```

```
drawCloud()
translate(posX, posY)
```

```
strokeStyle = lightblue
fillStyle = white
lineWidth = 0
moveTo and bezierCurveTo
```

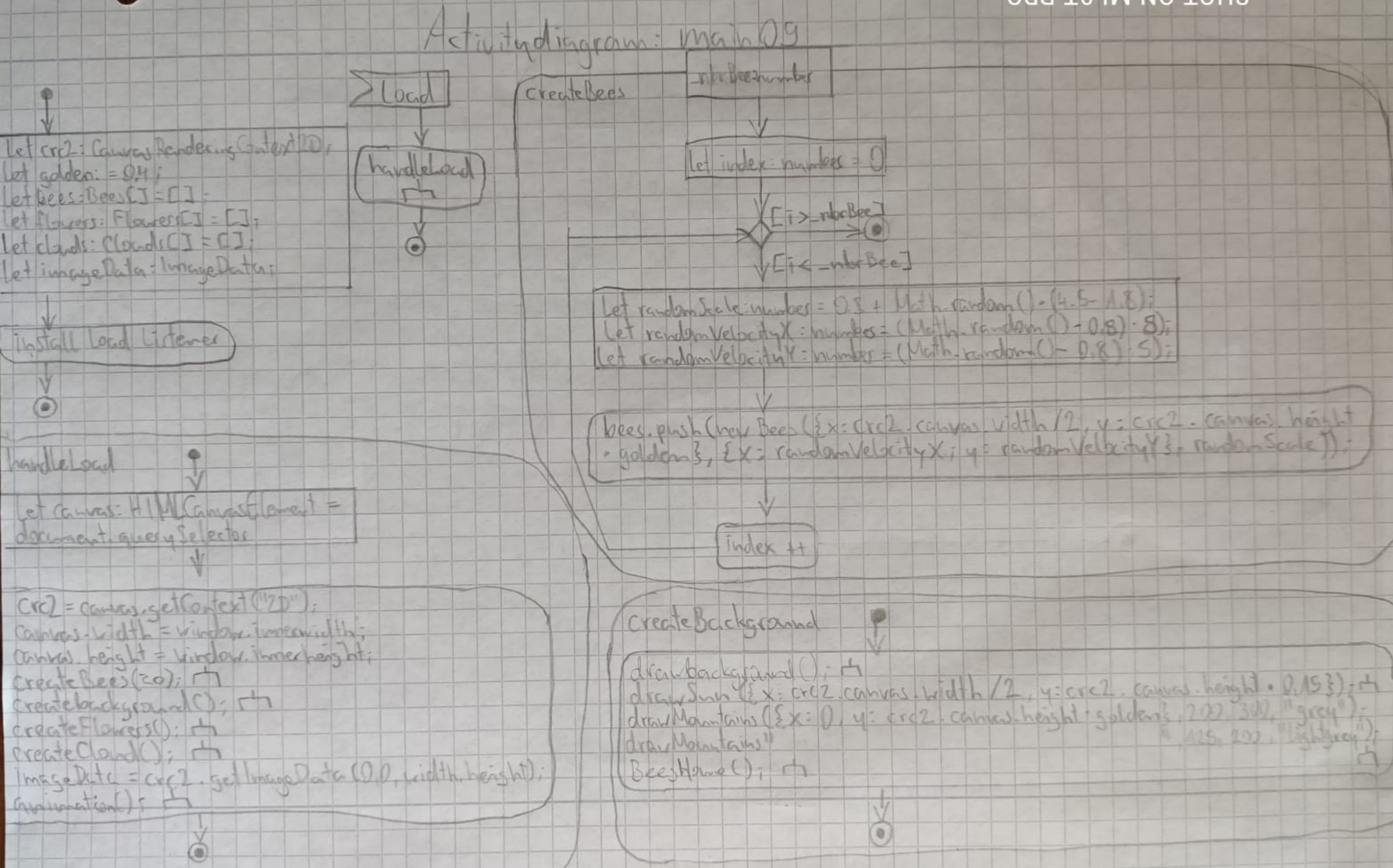
```
function BeesHome()
translate(canvas.width/2, canvas.height*0.35)
```

```
arc(0, 8, 15, 0.2*Math.PI, 2)
fillStyle = beige
fill()
```

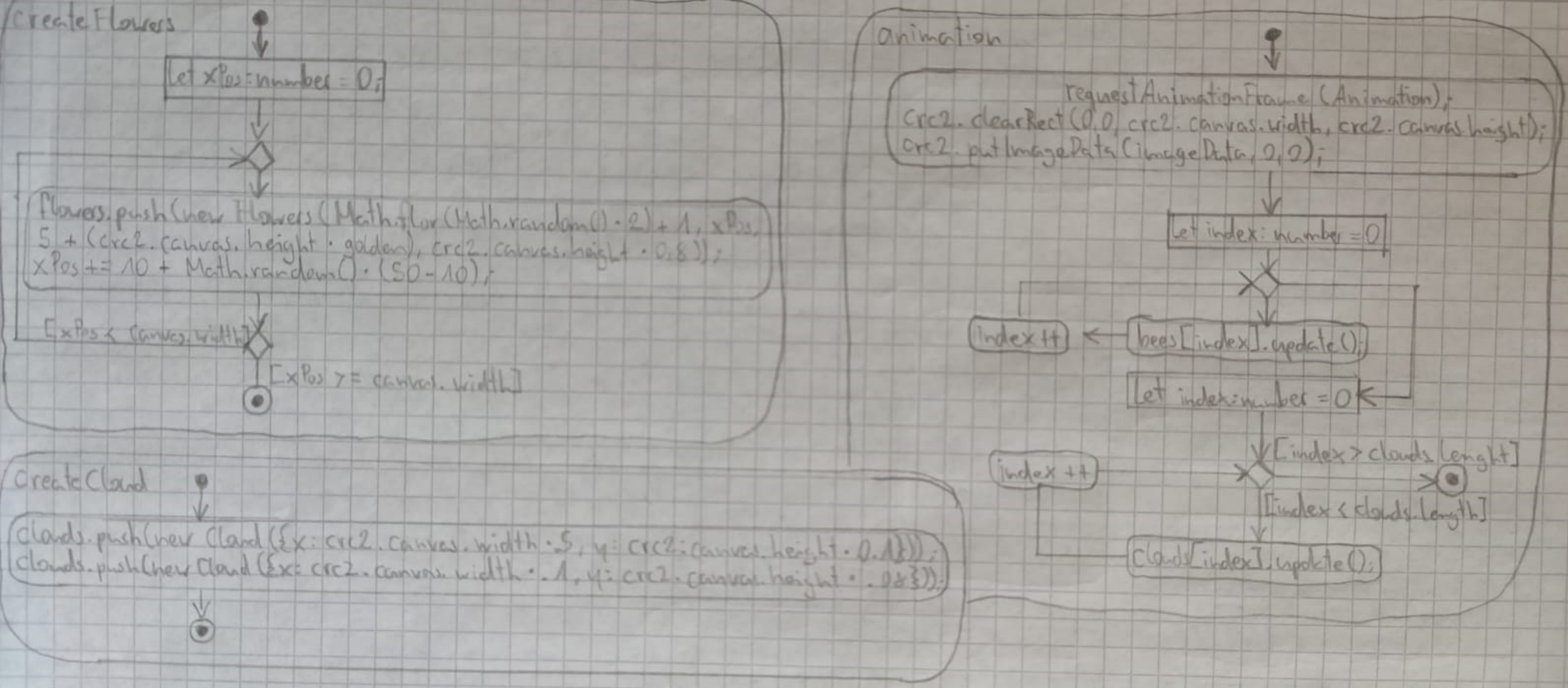
```
strokeStyle = beige
fillStyle = brown
scale(11, 11)
lineWidth(0.5)
lineTo()
```

```
fillStyle = green
fillRect(0, -25, 2.4, 25)
ellipse(-3.5, -14, 2.4, 8, -35*Math.PI/180, 0, 2*Math.PI)
fill
```

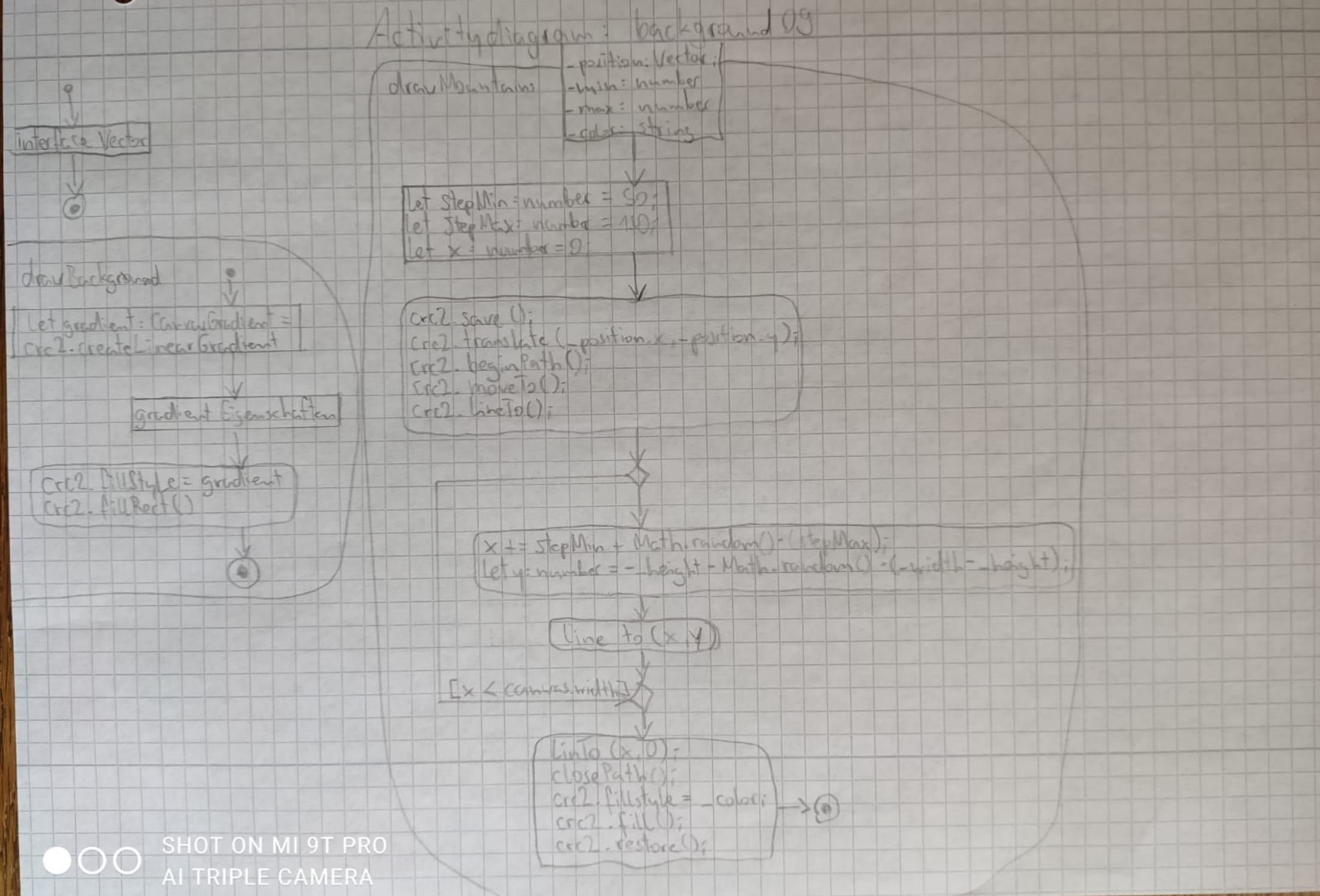
Activitydiagram: main.js



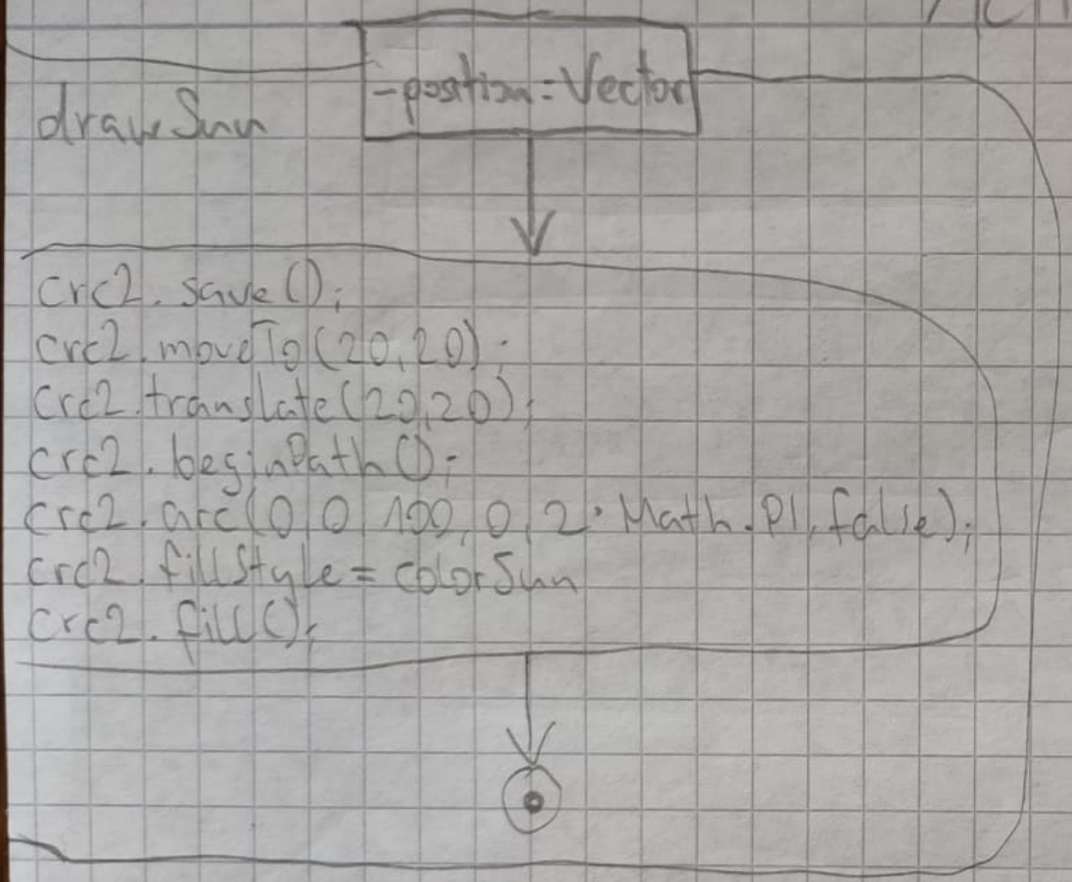
Activity diagram : main 09



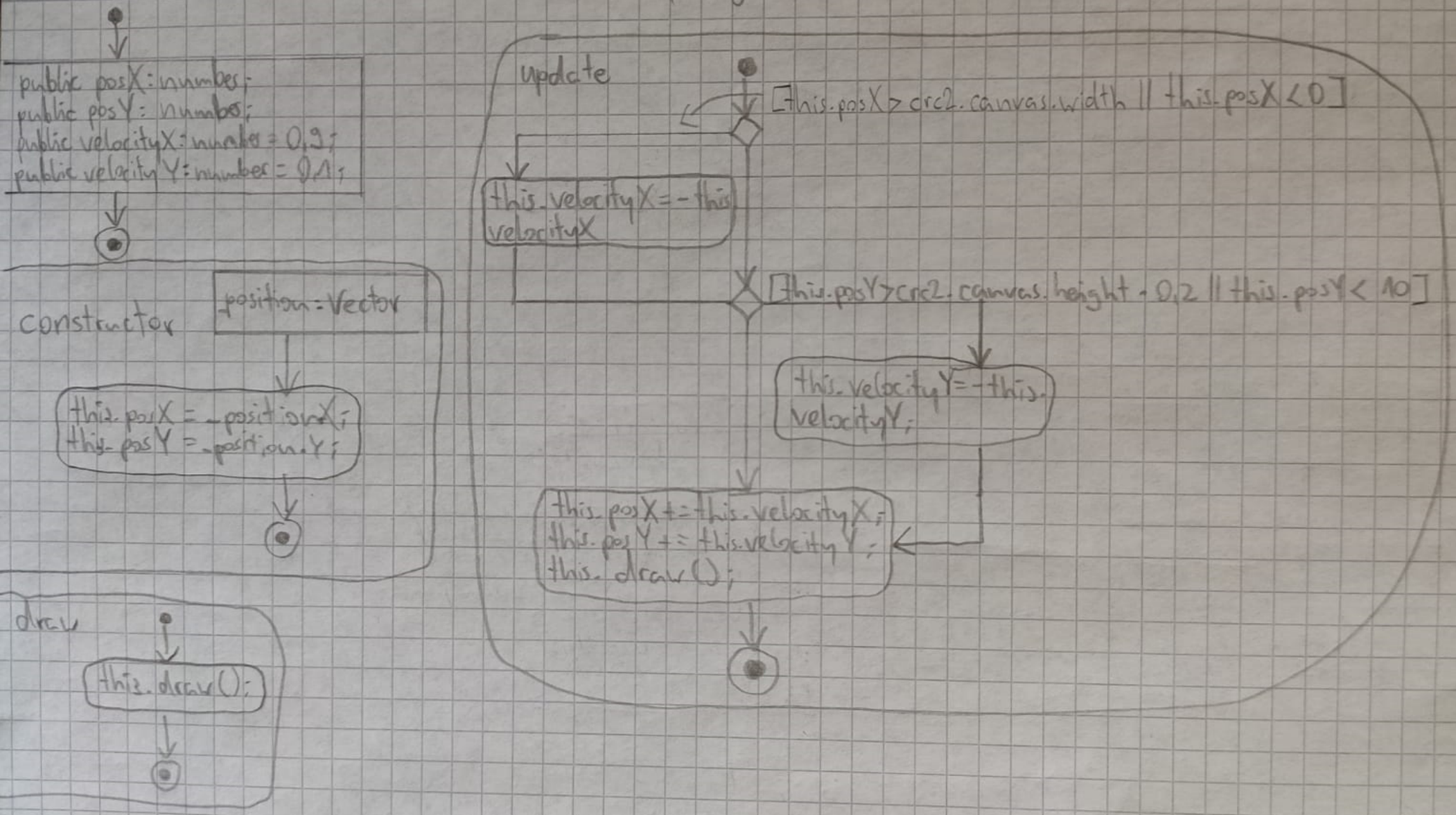
Activitydiagram: background



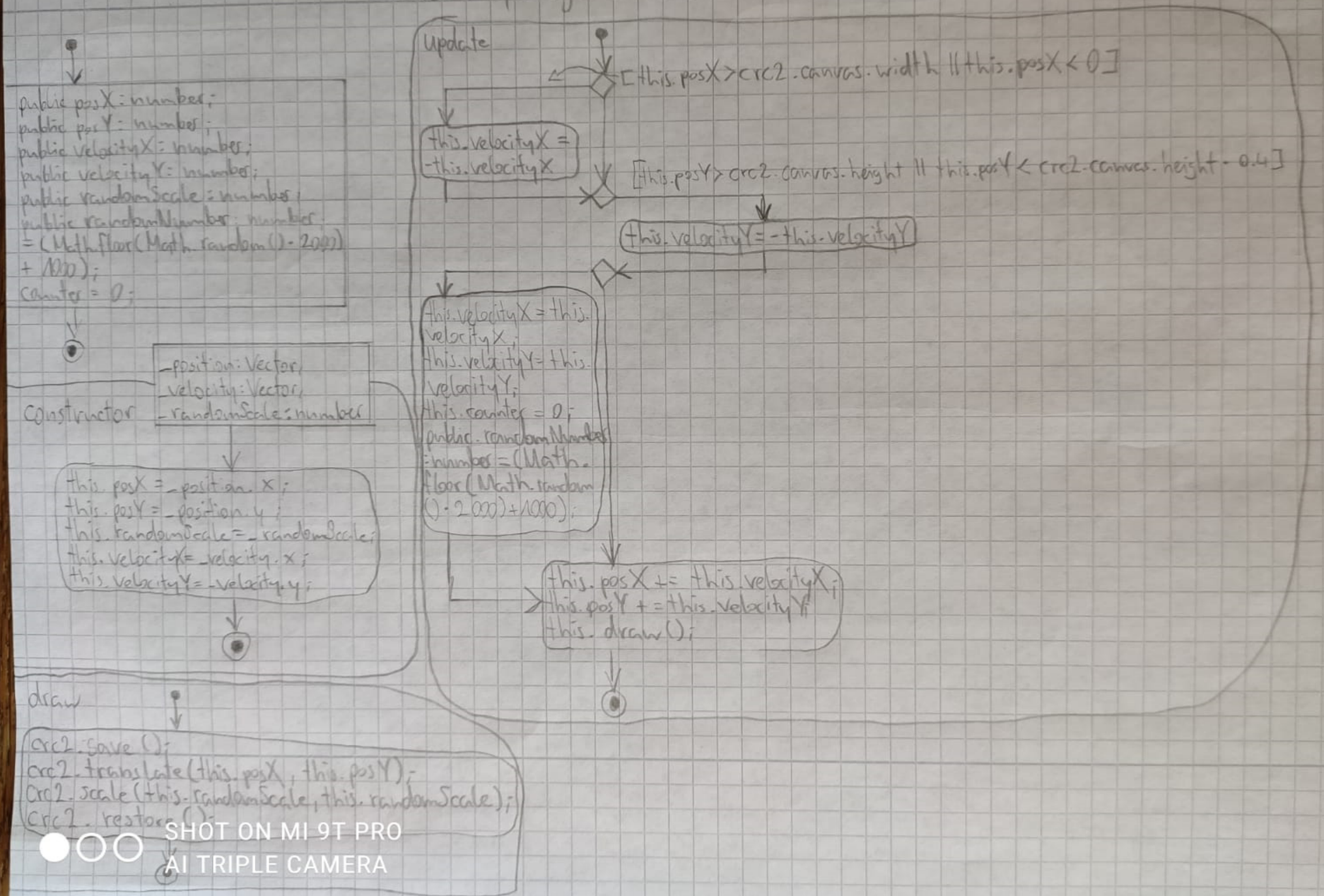
Activity diagram: background



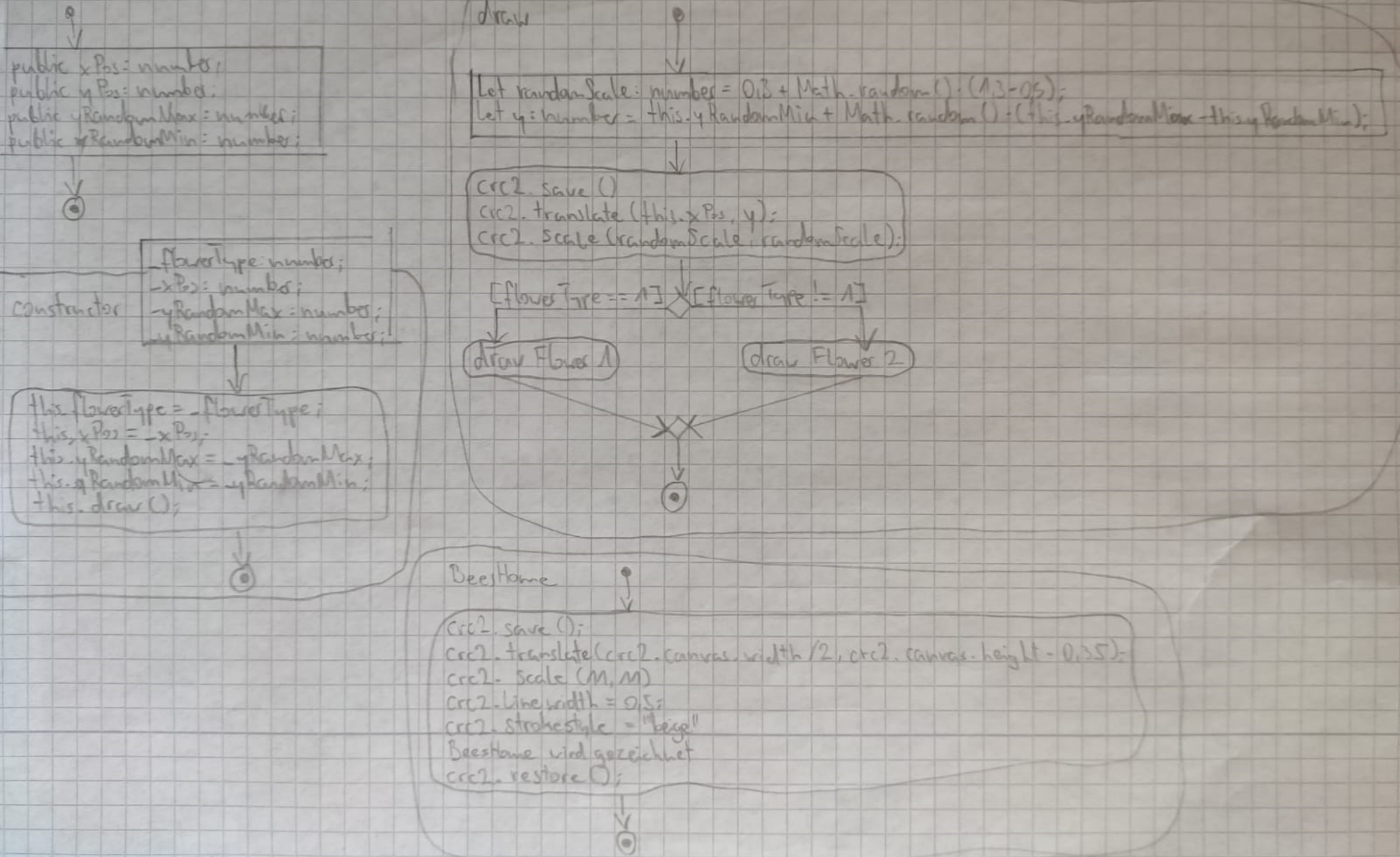
Activity diagram: cloud09



Activitydiagram: bees09



Activity diagram: Flowers09



Class Diagrams

Bees

posX: numbers;
posY: numbers;
velocityY: numbers;
velocityX: numbers;
randomNumber: number = (Math.floor(Math.random() * 2000) + 1000);
randomScale: number;
counter: number;

constructor(_position: Vector, _velocity: Vector, _randomScale: number)
draw()
update()

Cloud

posX: numbers;
posY: numbers;
velocityY: number = 0.1;
velocityX: number = 0.9

constructor(_position: Vector)
draw();
update();

Vector

X: numbers;
Y: numbers;