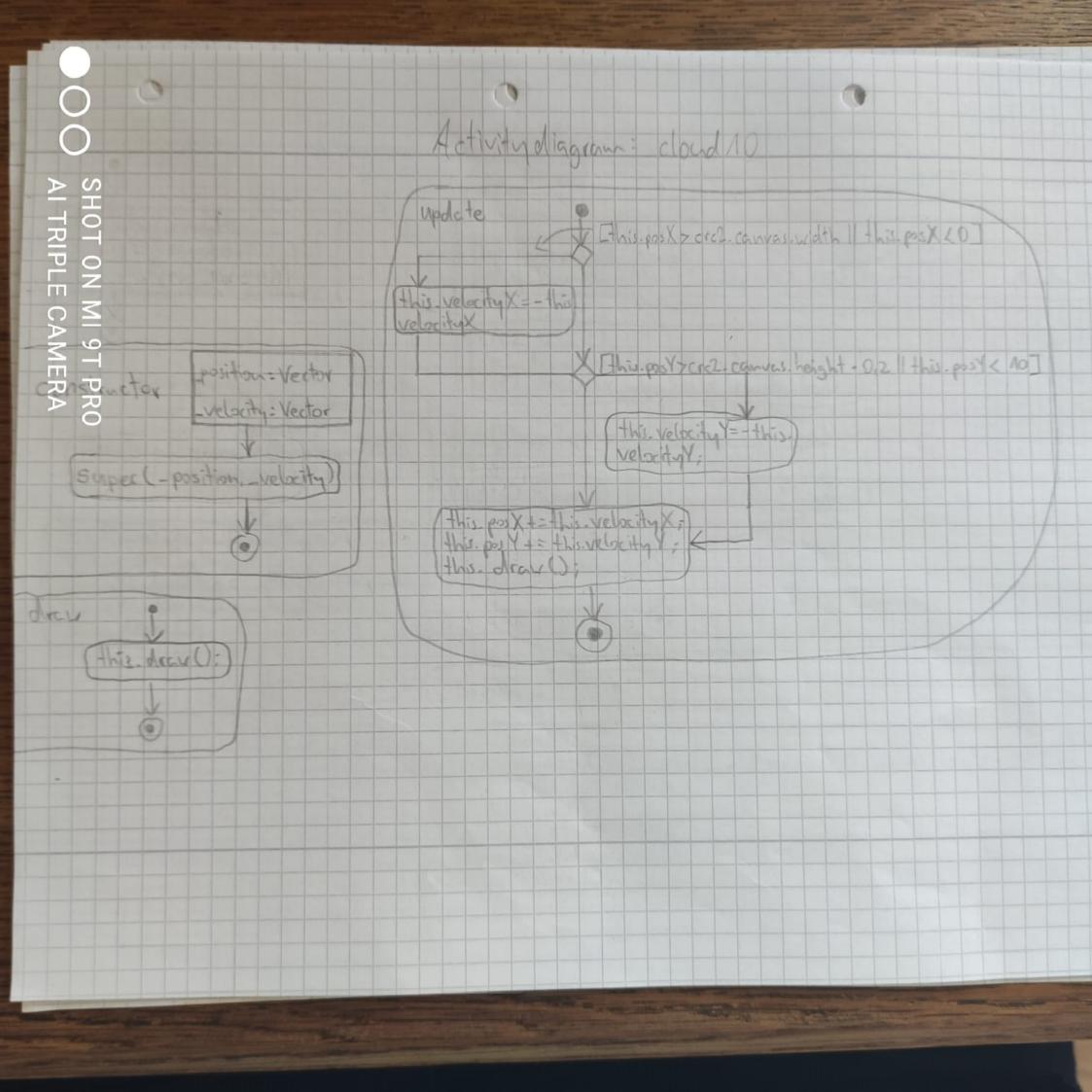
) ing romms Contractor (position: Vector, velocity: Vector) pry manber rodute () void Dearl () : void velocity X = number velocity Y= womber constructor (-position Vester, relacity: Vector) random world - montes = (Math flor (Mcth. random) - 2000) + 1000); Modele () = void randomscale: member; draw () Word Counter : number, constructor (- existion: Vector; - relocity: Vector, - randon Scale: humber) Flowers draw () 80 x Post when bee update () y Raydon Min: humber; 4 Random Max: number Florecz Vector lower, xpostructor Alancetype monter, constructor (-florectinge: number, constructor (Povertyr number, xPas: number Man X = humber; Mumber - Rendom Max: Mumber - Co Randon Max - humber) mamber, - Rendon Max: mamber) y=humbes; drey (): word draw (): vaid dead O: void

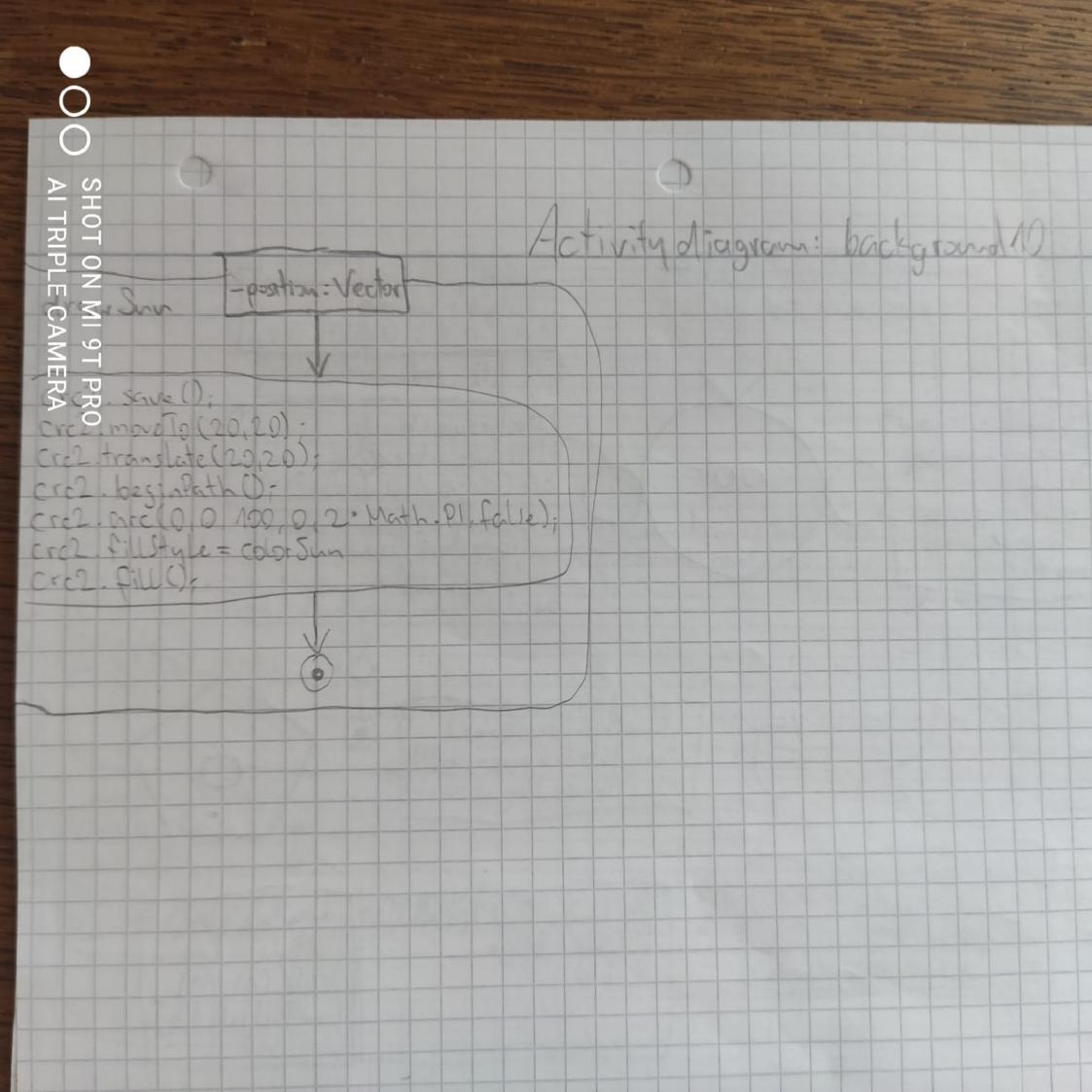
Activity diagram: flowers 10 draw public & Post monto Let randon Scale: number = 0,8 + Math. random () (13-06); yRandom Miox - this y Random Min); Let y: humber = this y Random Min + Math. random () (15-yRandom Miox - this y Random Min); public & Post number. public of Random Max = un holes; public of Remobility in : mumber: C12. Save () (xc2, translate (this x Pos, y): Crc2. scale (random scale, random scale): -xPex: youmps; [flow Type = 17] X[flow Type != 1] -y Random Max: number; constructor Coraw Flower 2 (dray Flows 1) Super (- x Pos, - Hardon Min. - 4 Rondom Max) Beestone 0 Crc2 sove Di cre2. translate (cre2. convas. realth /2, cre2. convas. height - 0,55)cre2. Scale (M, M) crez line width = 051 crez strokestyle - "leig" Beestone wird gozeichnet crez vestore O;

Activitydingram: mainso - No Been water > Local Createbees Let cre2: Convas Rendering Content D handlelocal at golden: = OH; let index number = Let move: Move [] = []; et Planers: Flavers I : [] []> nbobee] let image Data: Image Data: VEIX-NorBee] Let random Velocity (: number = (Math. random () - (4.5-1.8); Let random Velocity (: number = (Math. random () - 0.8) - 8); Let random Velocity (: number = (Math. random () - 0.8) - 5); Install load listener move plash (new Bees (Ex: Croz. canyon vidth /2, v = croz. canyon height handlebad · golden s, Ex: random velocity X; y: random velocity 3- Tandom Scale); Let canvas: HIMCanvastlement = document query Se ectos Index ++ CKO = conses cetContext ("20" create Background Carriers - Width = Window Immervialth Conval. reight = vindow, immer height; (drawbackgrand () - 4 drawbackgrand (trois was width /2, y cre2, canvas height . D. 330 Crecke Bees (20): (recteloudysand); + draw Mantains (Ex: 0, 4: croz. comes. height goldens, 200, 30, 130) create Flowers (): H dray Mountains! create Cond(); mage Deta = cxcl. get mano Data (O.D. righth height); BeesHome (); th and instinct of It (0)

Activity diagram: main 10 Create Flowers animation let xPos : number : O; request Animation France (Animation); Crc2. clear Rect (0,0) crc2. canvas. width, crc2. comm haght); cre2. put lunga Pata (image Data, 0, 0); Places oush (new Hovers (Matholax (Mathorandom () - 2) + 1, xPos, let index: humber = 0 5 + (cref. canvas, height · golden), cref. canvas, height · 0,8); ×90s+=10 + Mathrandon (SD-10); Lindex > more level W. Lindex & move tenith] Expos & Convict with IX moveLindex Lupdate () ++Xaloni I [x Pos 7 = canvas vieth] movelindex drew() Crecte Cland more push (new Clard (Ex: crc2, canves, width . 5, 4: crc2: canves, height. D. N. D.) (move-publisher cland (Exe crc2. convar violth: 1, 4: crc2. convar height. 138))



Hetherty diagram: background10 - position: Vector draw Mountains - unin = humber - max: unmber let StepMin : number = 90; JEP Max number = 0 C Z Grand PROPERTY Treat Greatent Cxc2 Save (); (re2 translate (position x position 4 Croz begin Path (good ent Eigenschafter Crc2 here To(); Crt2 Austyle = gradient X += Step Min + Math. random)+ (tep Max)let y number = - height - Math- random () - (- width- hought); line to (x y) [x < compas midth] LinTo (x.10); close Path (); cre2.fillstyle = colori -> (0) coc2: (:11); crc2 restore ();



Activity diagram: bees 10 Update X Ettis posX>crc2.canvas.width 11this.posX < 0] This velocity x = this velocity X [His post > crc2 convos. height II this poit < cro2-convos. height - 0.4] public vandom Scale: mumber 1 public vanopullumber; humber = (Math flor (Moth toudom () - 200)) (this valority = - this velocity) + 1000): Counter = 0: This relocituX = this. relatifyx; -position: Vector relocity : velocity: Vector this tounter = 0; Constructor - randomScale: number Joudia random Munde : himber = (Math. floor (Math sandom Super (polition, websity) 1-2000)+1000); This post += this velocity ? this draw Di draw translate (this post, this post) Orc 2. Jacke (+his-random Scale, +his random Scale); (crc2. restore (); SHOT ON MI 9T PRO AI TRIPLE CAMERA