Constructor (size: number, position: string) Ducks activity: string size: number constructor (size: number, position: string) draw(): void Activity: Diagram: Moveable		color: string posinov: number constructor (_ size: number, _ color: string draw (). Clouds size: number color: string position: number constructor (size: number color: string; position: number livaw (): void neve (): void
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Activity Diagram: Ententeich - main crc2 moveables: Moucable [] animate install load draw Background t listmer handleload animate draw Background draw Background (); les gradient trees draw (); draw Hills() in bushes draw(); draw Pond() th create Babyduck draw Bush () in draw moveables drow Background () + draw Tree set Inurval (animate, 40) create static > bojulerdomů elements create Babyduch animate () to Create Babyduck Pointu · draw 2 Babyduelis

Activity Diagram Babyduchs

constructor

super(-x,-y,-color)

begin Path

translate (this.x, this.y)

scale (0.5, 0.5)

fill with color

draw ellipse

close Path