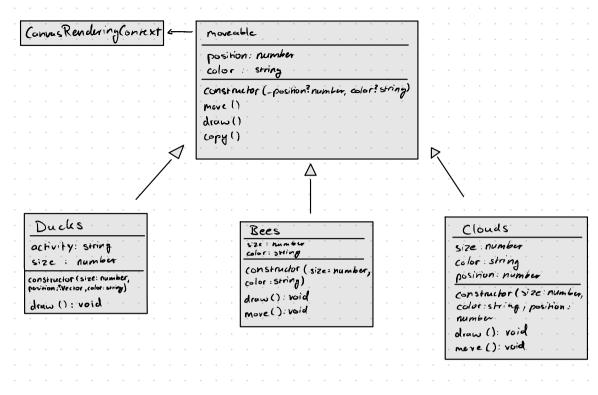
Klassendiagrumm: Superblassen



Activity Diagram: Enter	Hadh - main	
install load handle	loud th draw Background th	commate n Movembles:
handle load get "convas" get crc2 Let cloud = new cloud let tree = new tree let bush = new bush drown Back ground () A set Inurval (cumake, 40) let duch = new Buck let bec = new Buck animate () A	draw Background let gradient draw Hills() in draw Pond() in	draw Buckground (); trees draw (); bushes draw (); draw movembles movembles
drawHills	drawPond	
drawHills crc2 save (), crc2 begin Path (); crc2 close Path (); crc2 restore ()	draw Rond g crc2 save (), crc2 begin Path (), crc2 close Path ();	

CTC2. restore ()