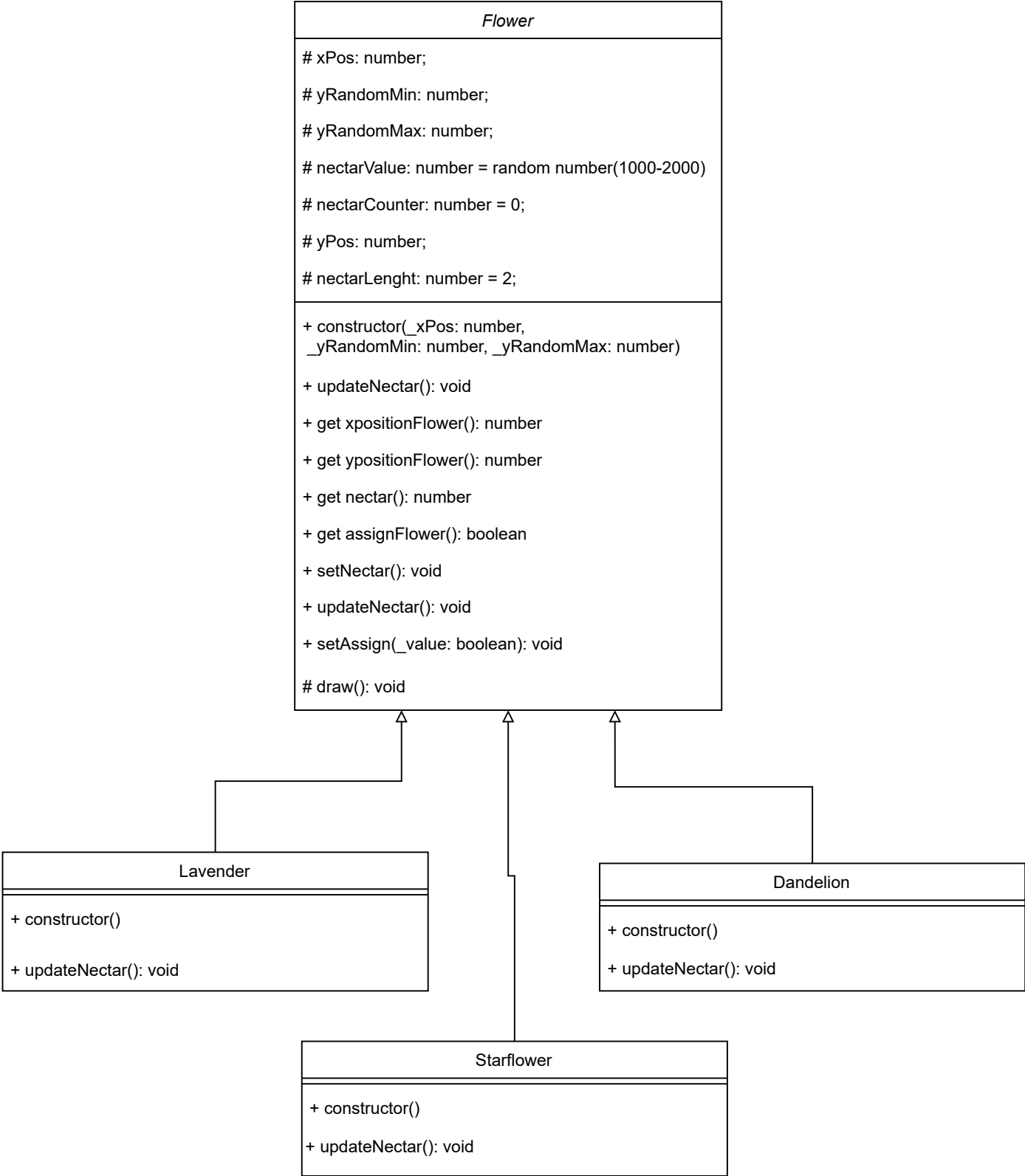
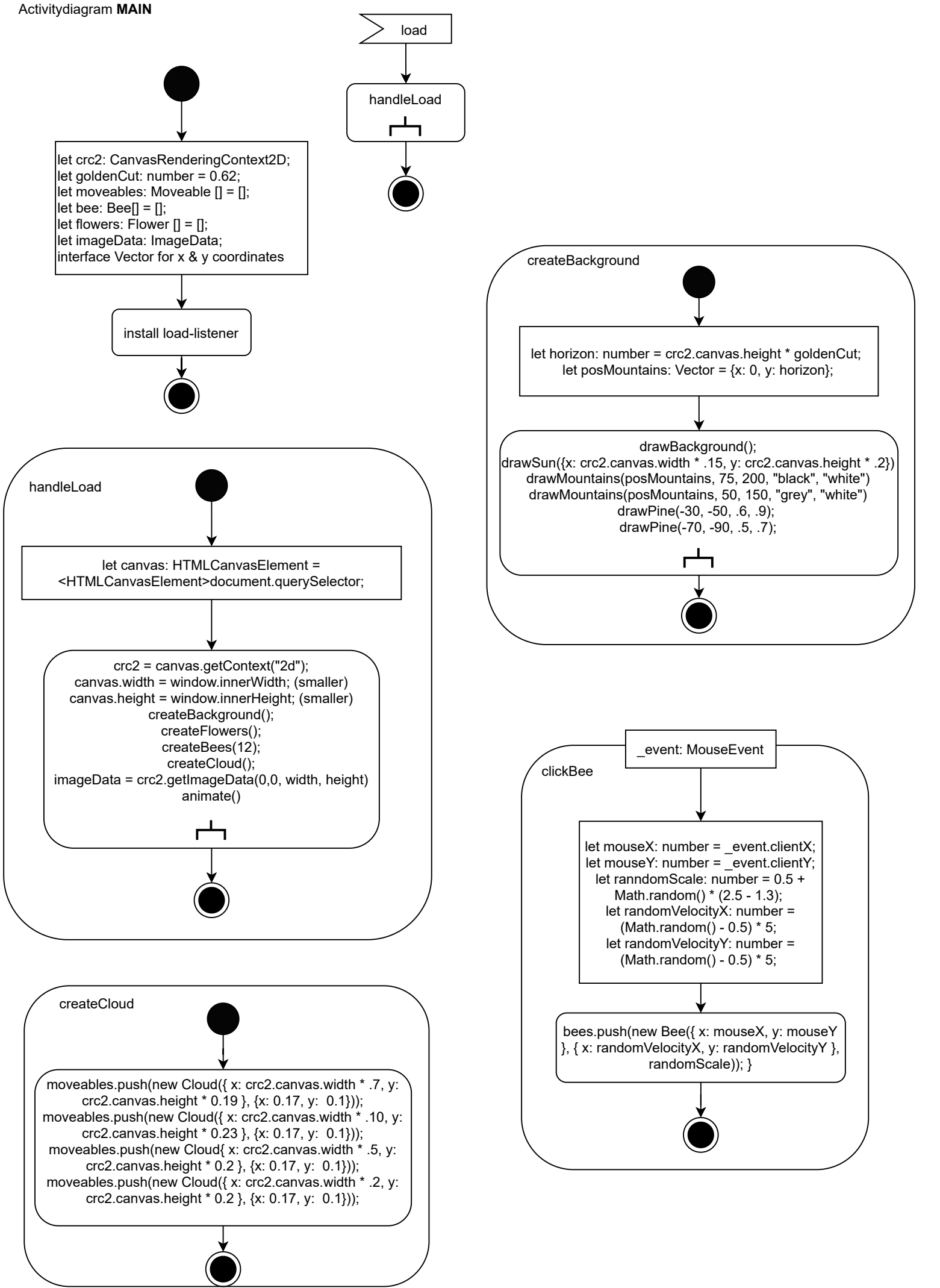


| << enumeration >> Jobs |
|------------------------|
| flyToFlower            |
| drinkNectar            |
| flyBack                |
| storeNectar            |
| flyAround              |

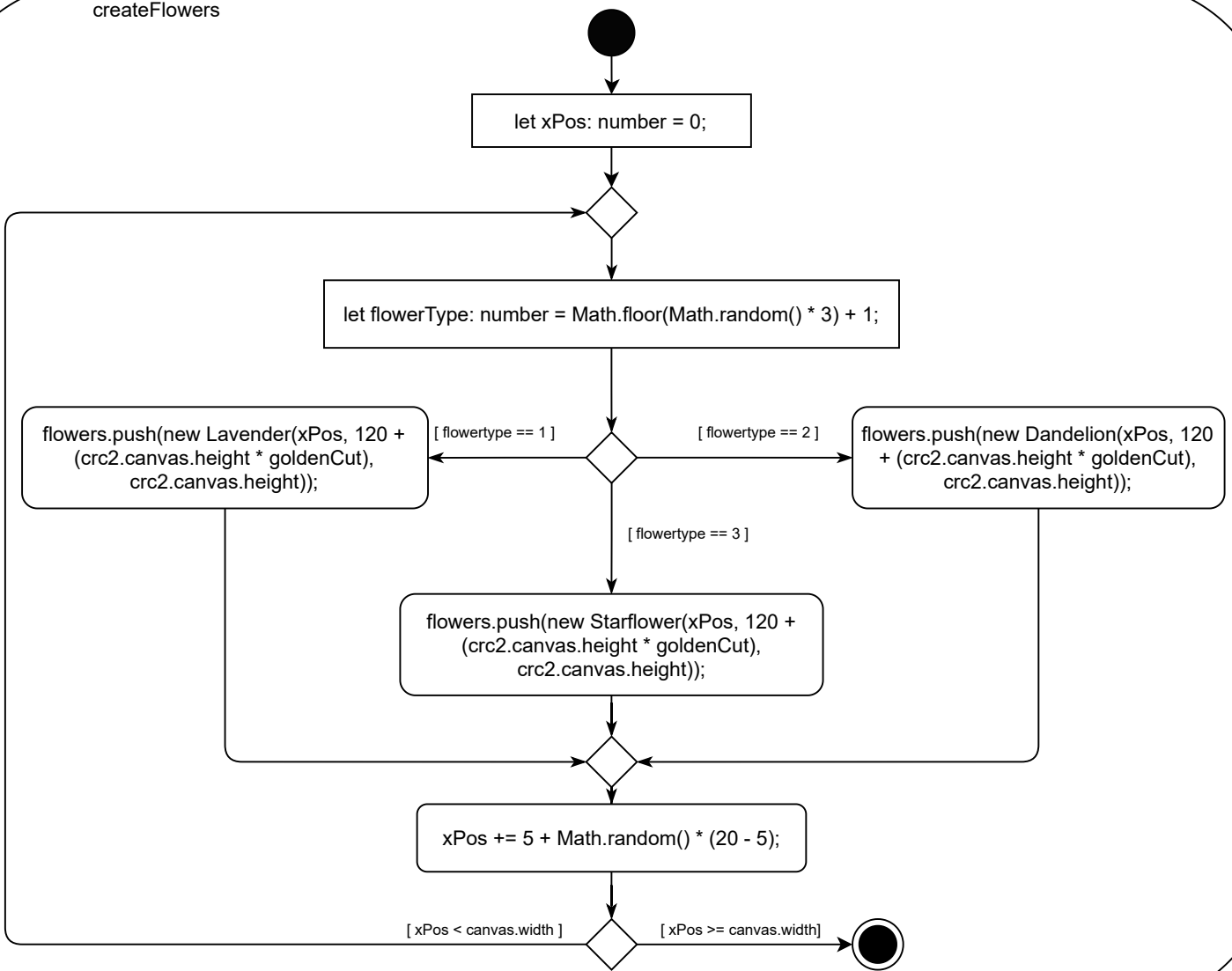
| << interface >> Vector |
|------------------------|
| x: number;             |
| y: number;             |



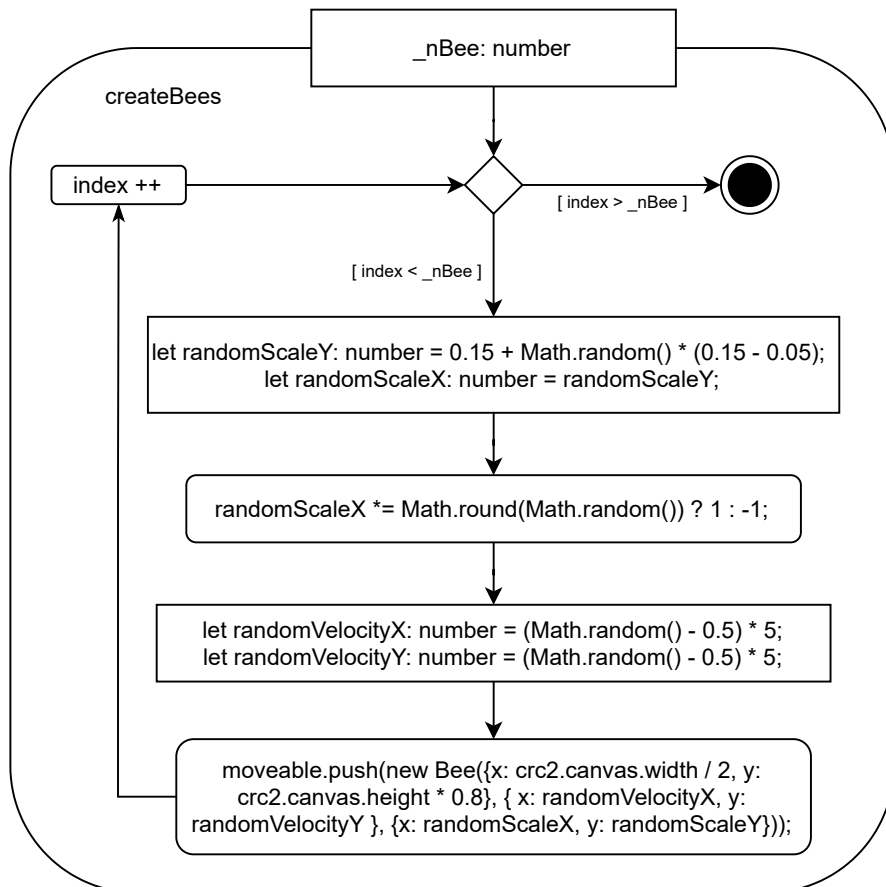
Activitydiagram **MAIN**

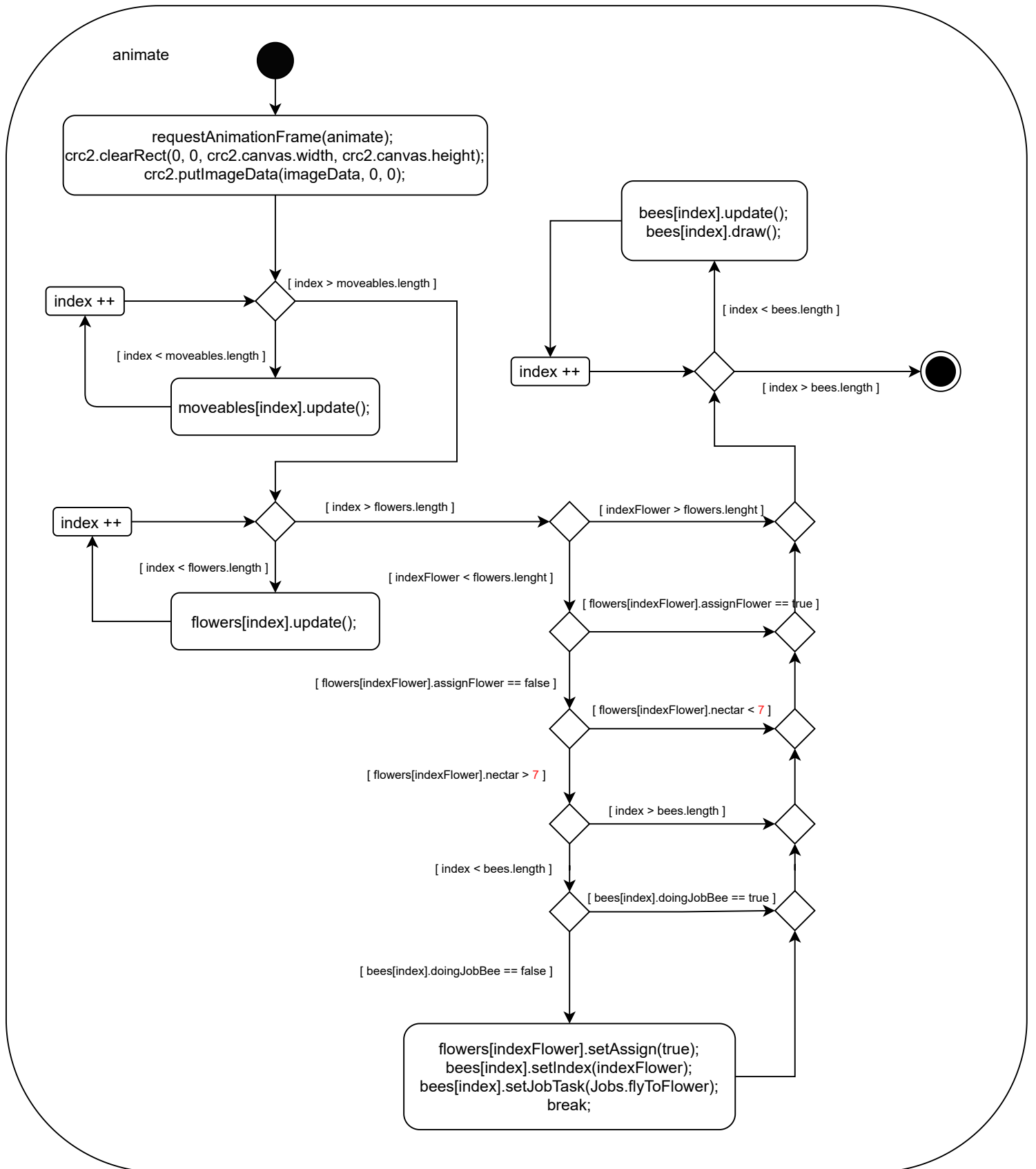


## createFlowers

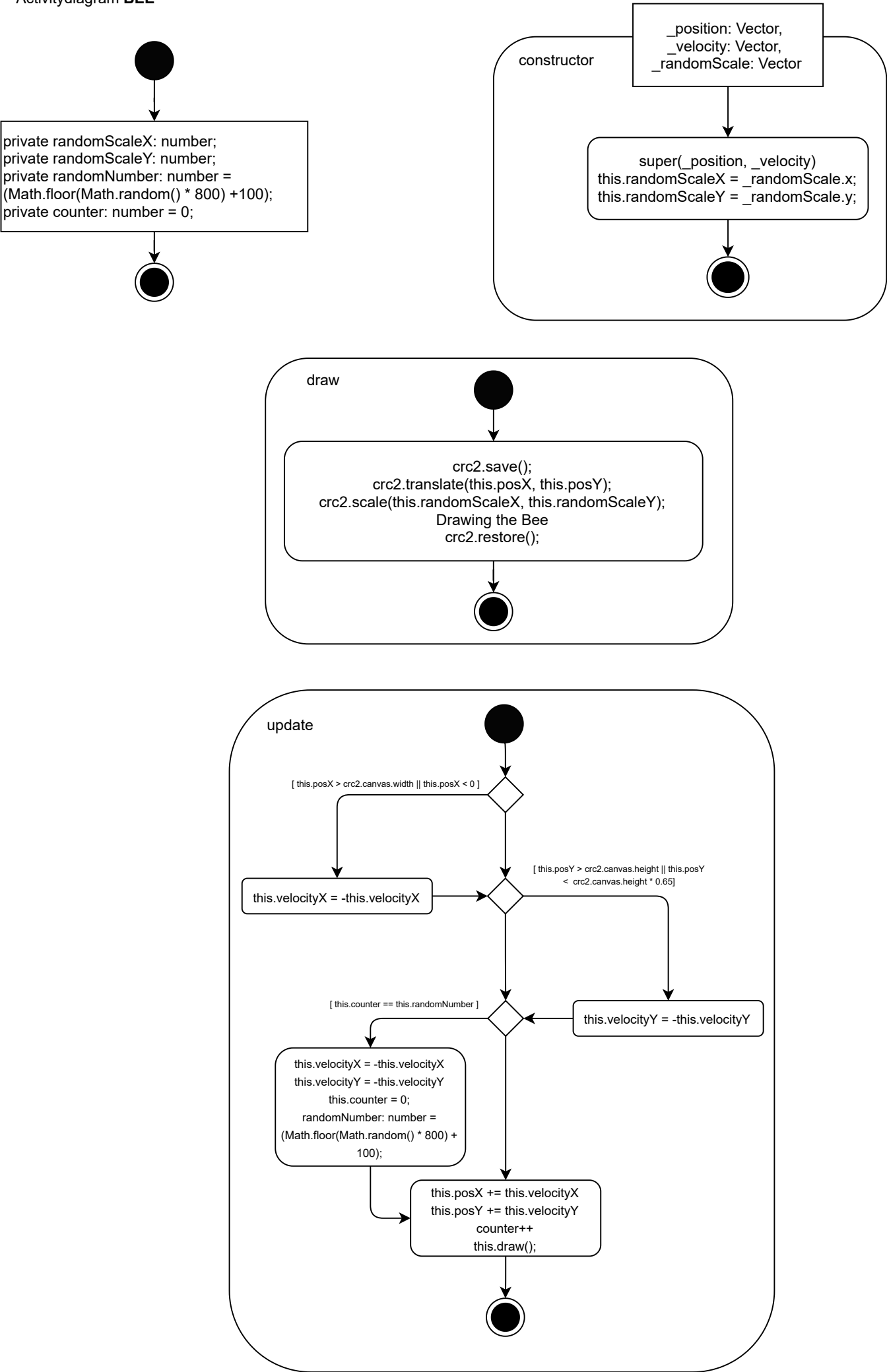


## createBees

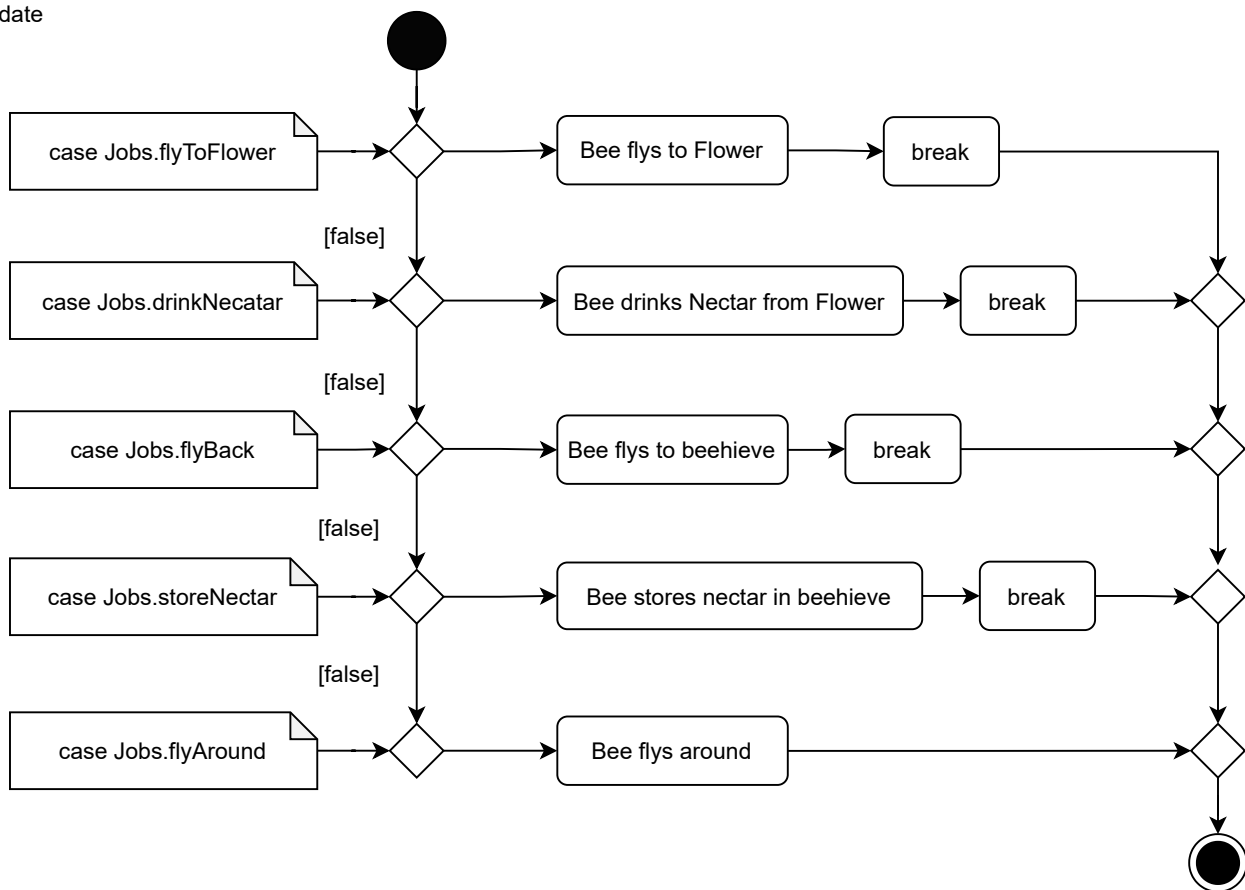


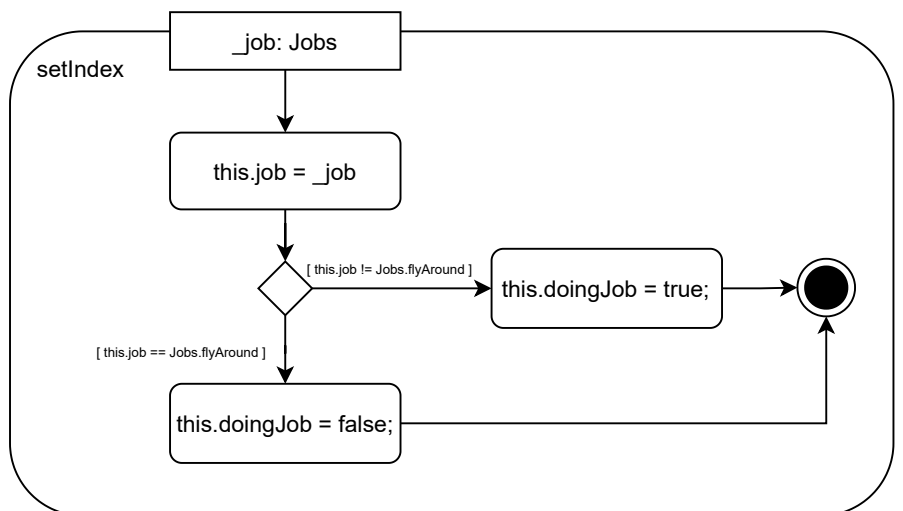
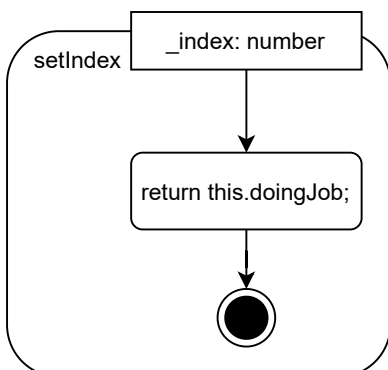
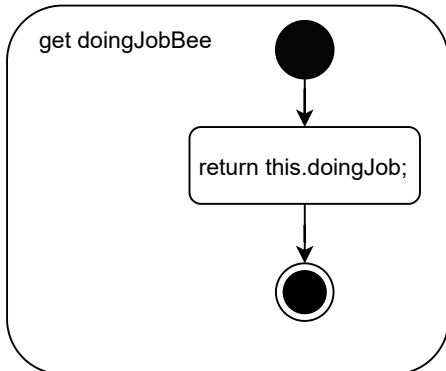
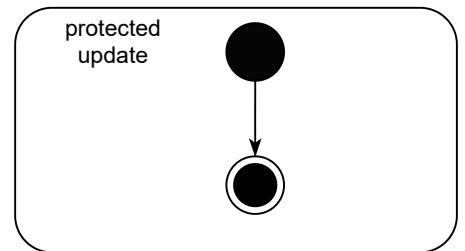
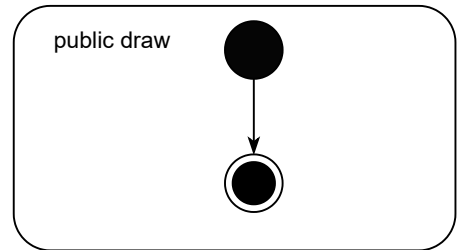
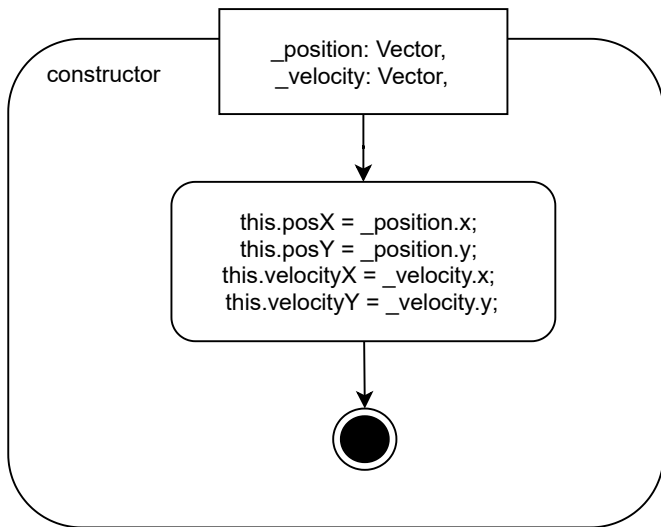
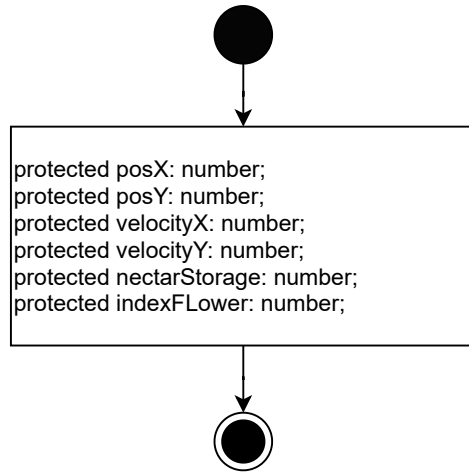


Activitydiagram BEE



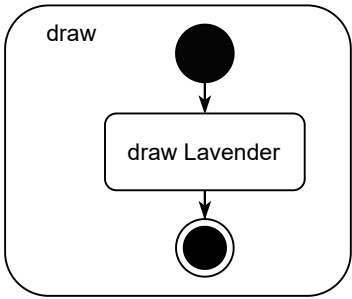
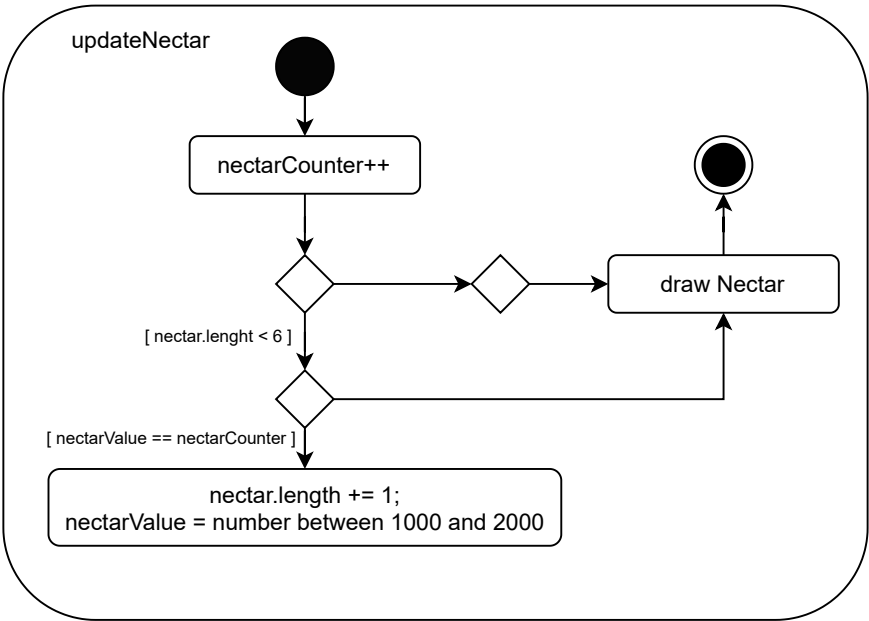
update



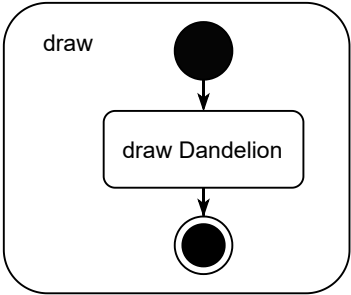
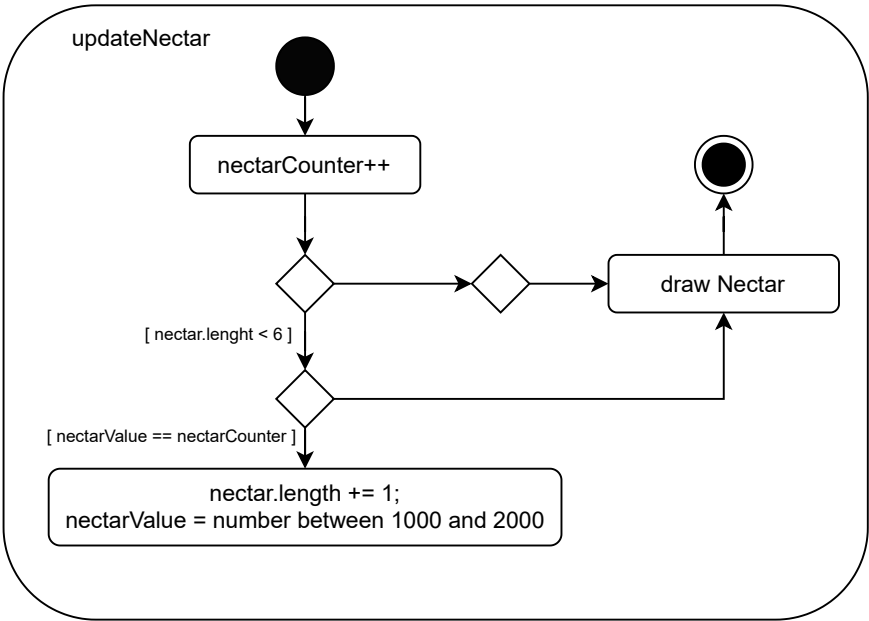




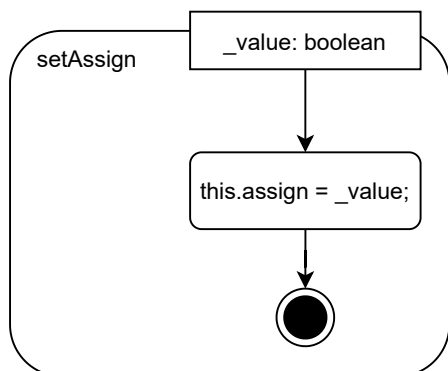
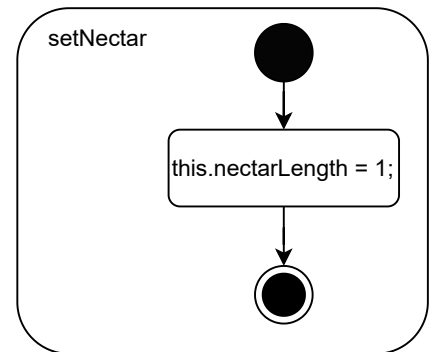
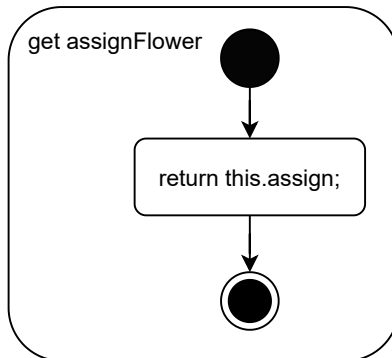
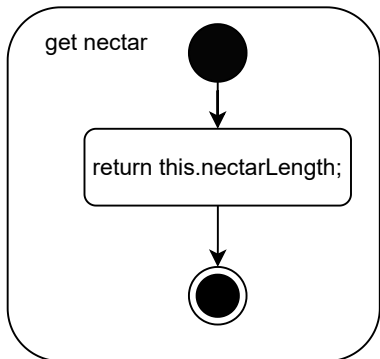
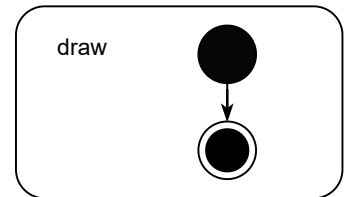
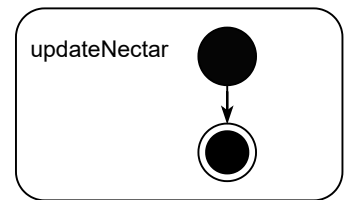
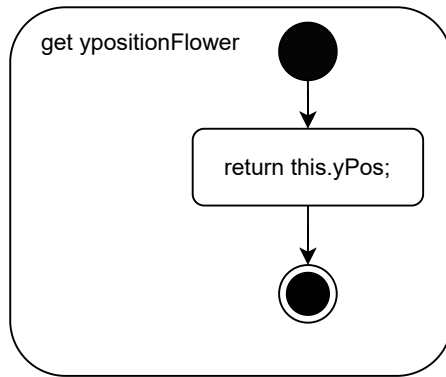
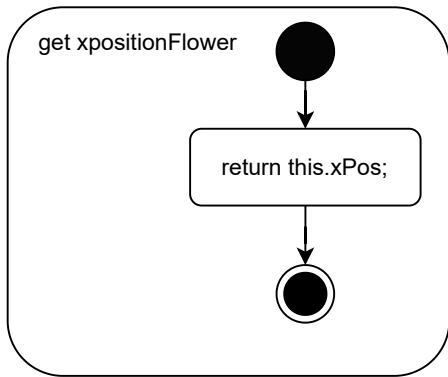
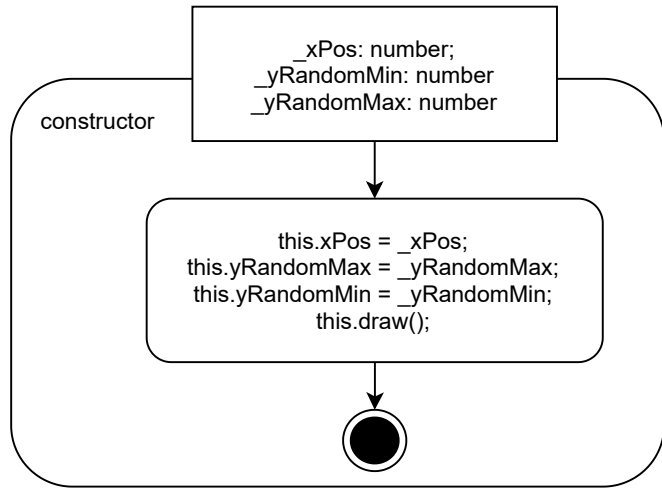
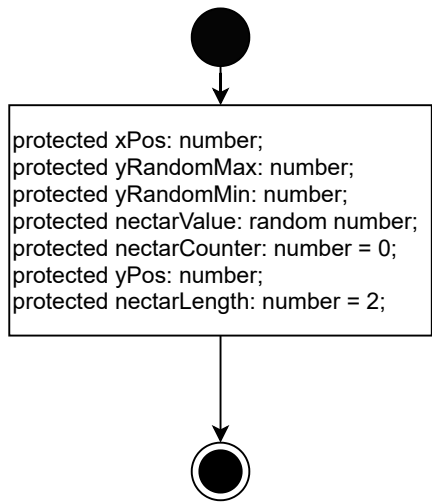
Activitydiagram **LAVENDER**



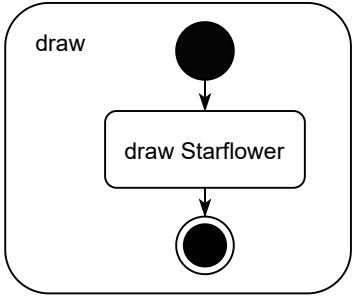
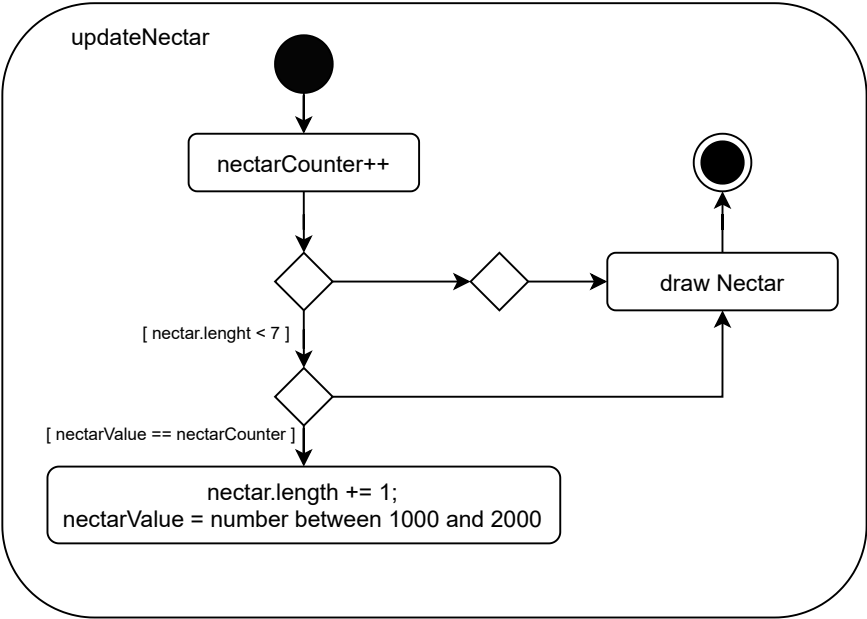
Activitydiagram **DANDELION**



Activitydiagram **FLOWER**



Activitydiagram **STARFLOWER**



Activitydiagram **CLOUDS**

