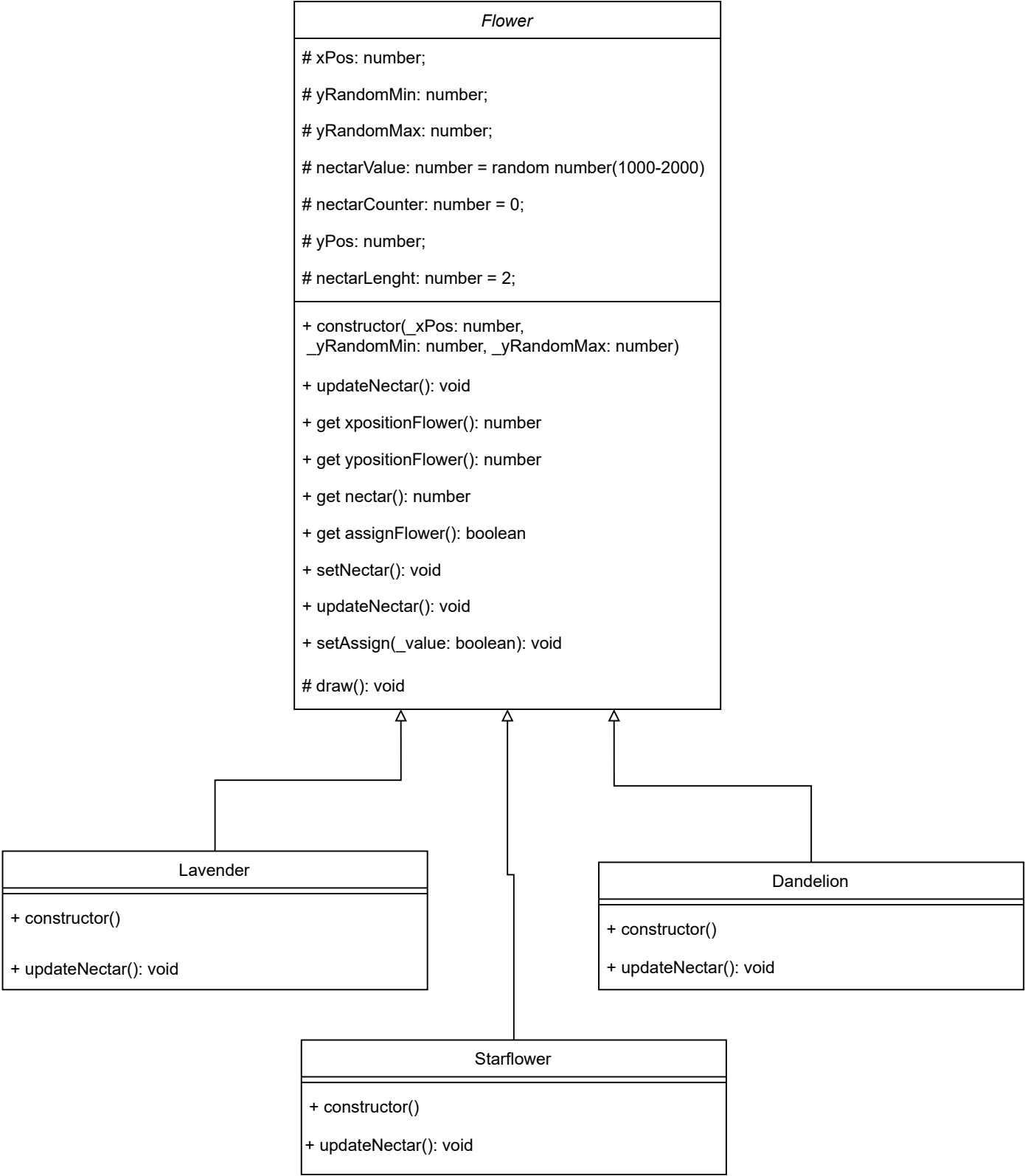
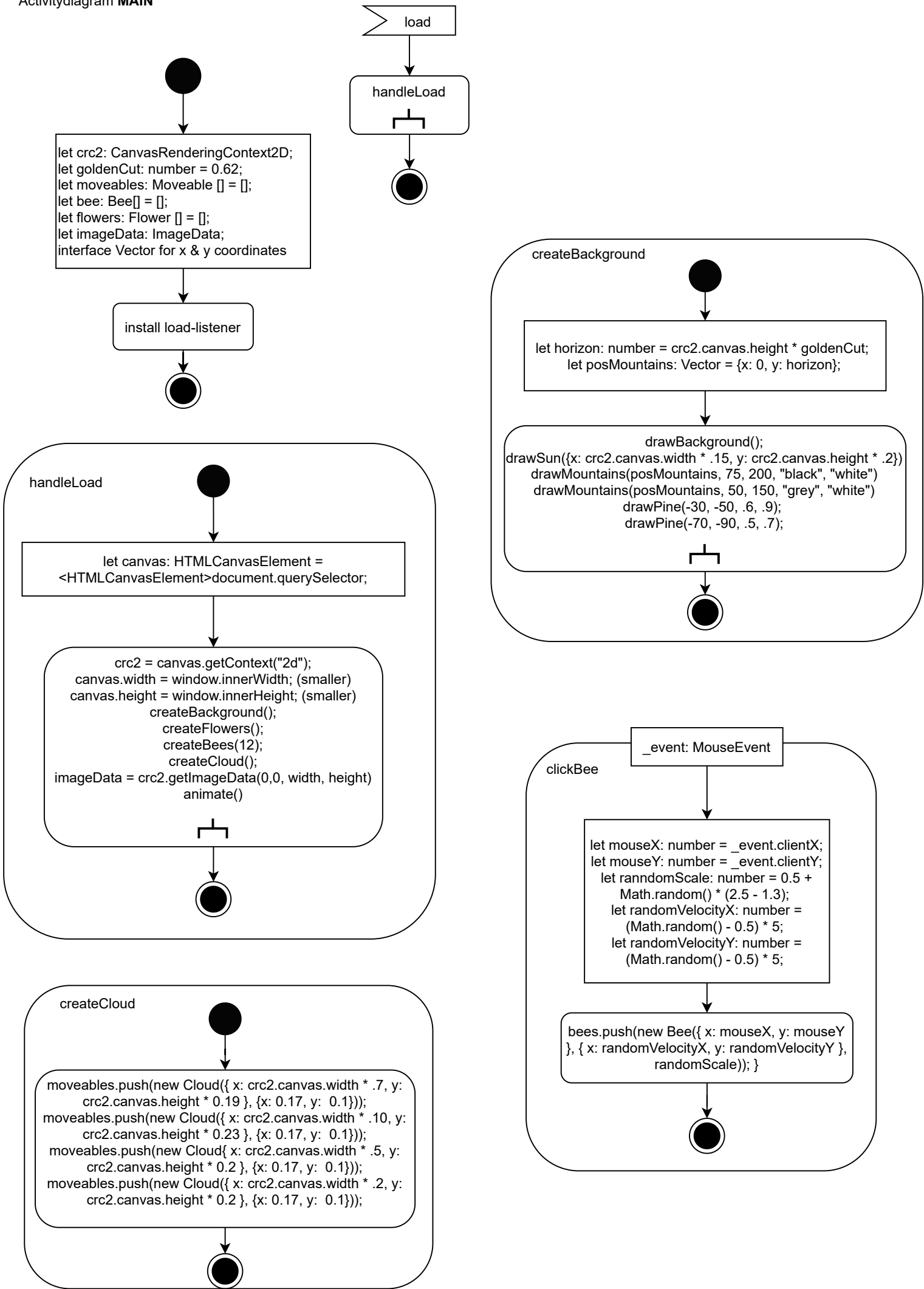


<< enumeration >> Jobs
flyToFlower
drinkNectar
flyBack
storeNectar
flyAround

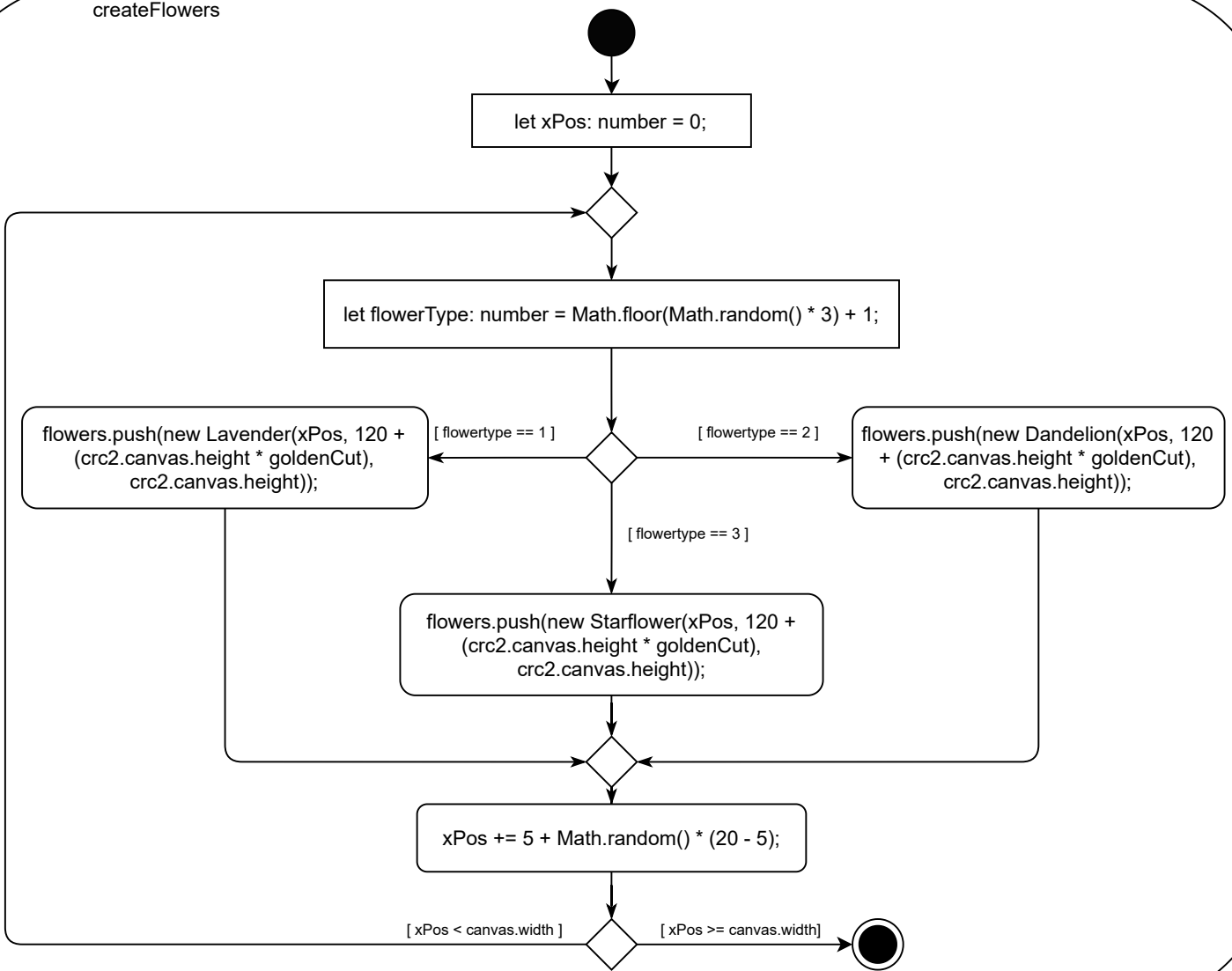
<< interface >> Vector
x: number;
y: number;



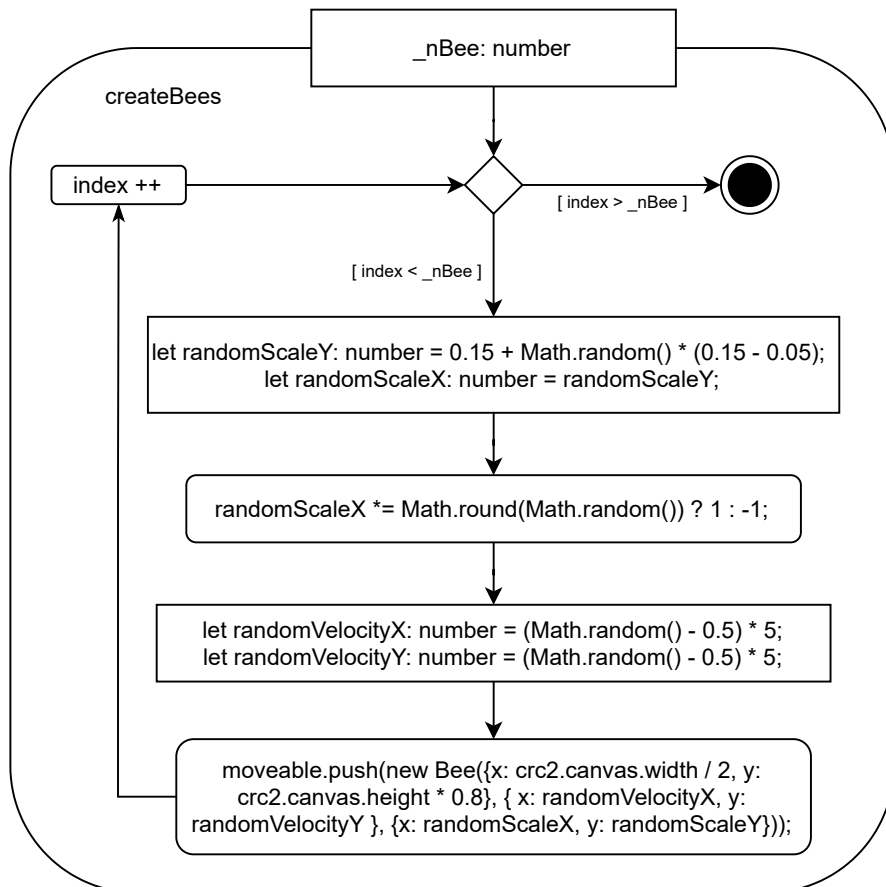
Activitydiagram **MAIN**



createFlowers

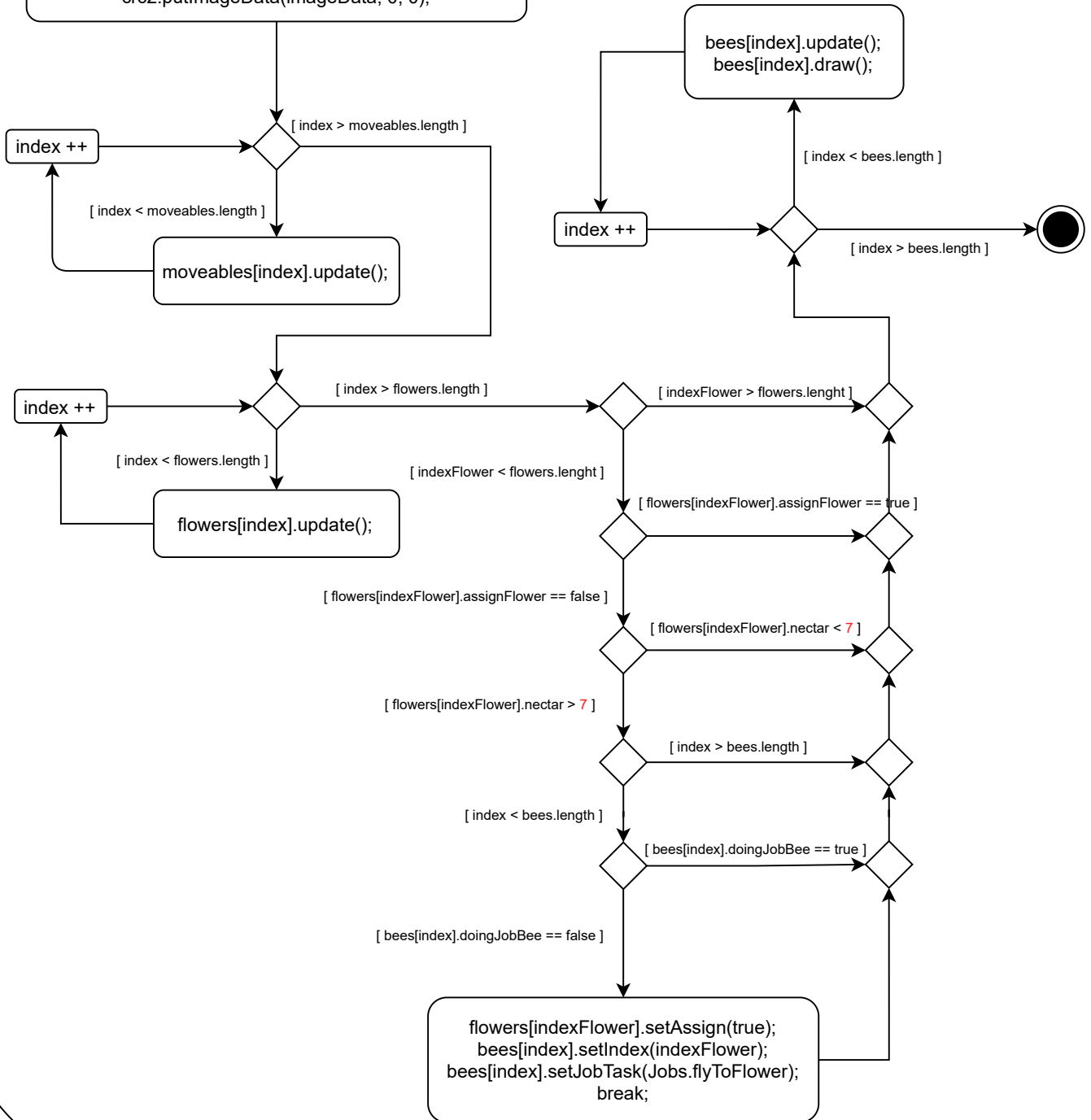


createBees

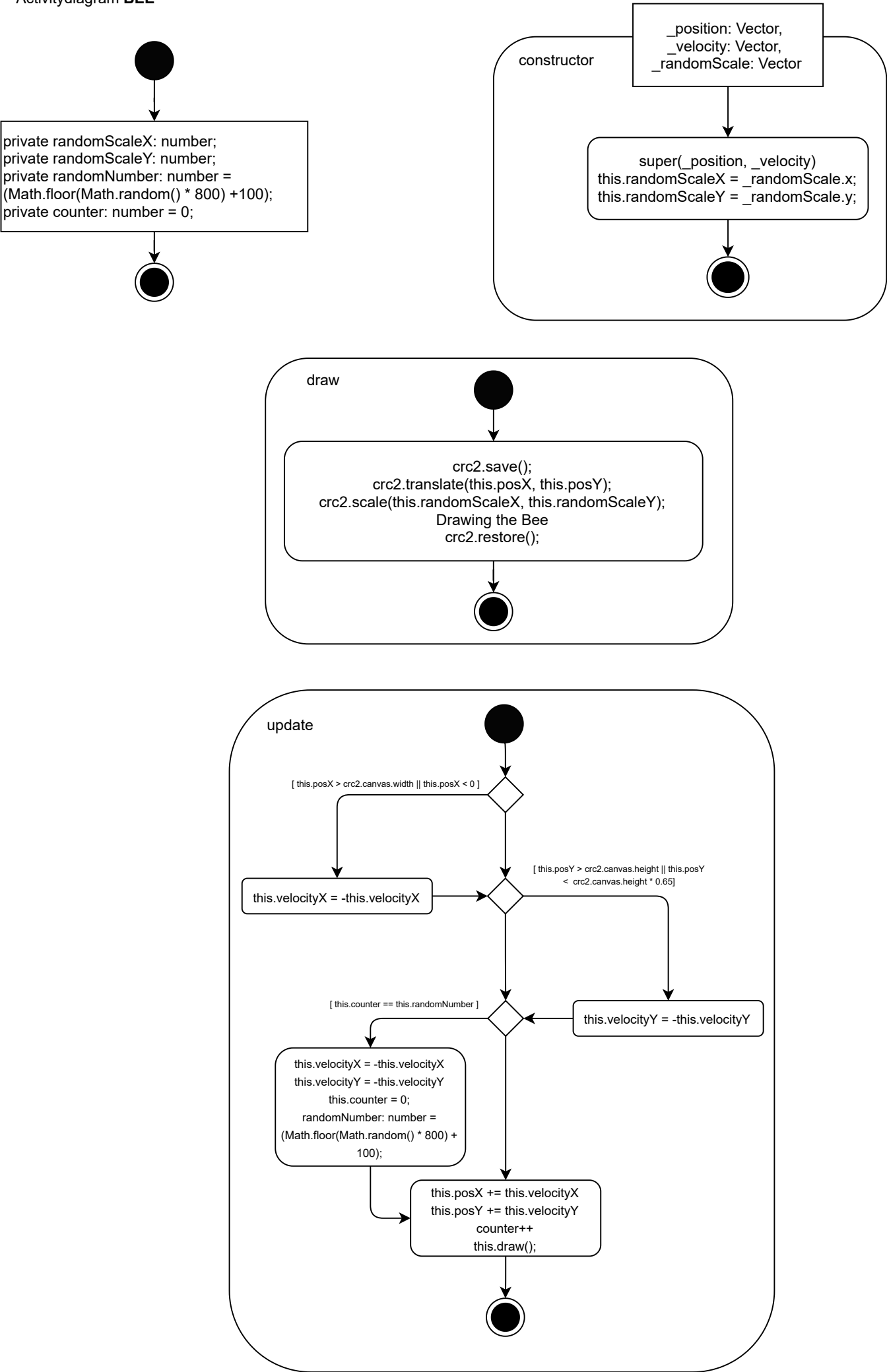


animate

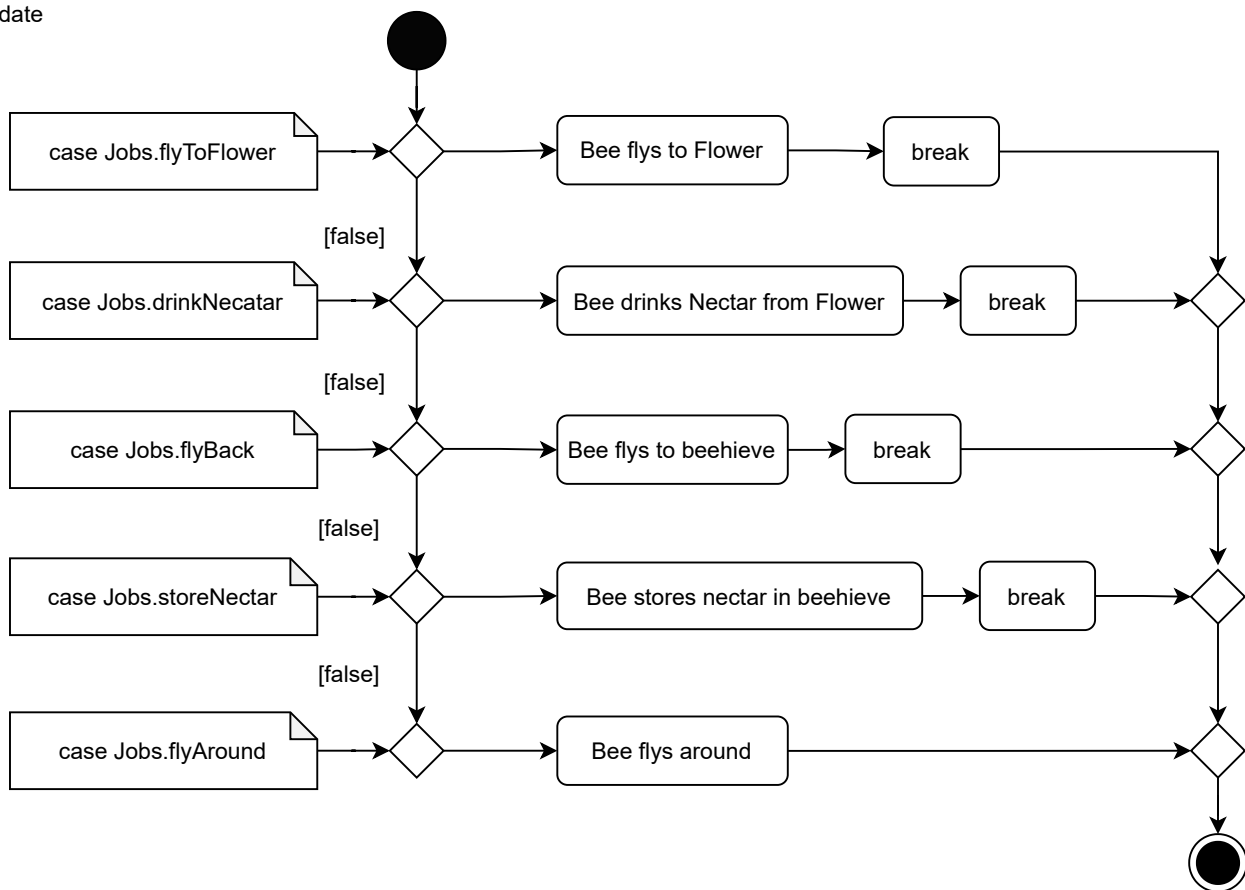
```
requestAnimationFrame(animate);  
crc2.clearRect(0, 0, crc2.canvas.width, crc2.canvas.height);  
crc2.putImageData(imageData, 0, 0);
```

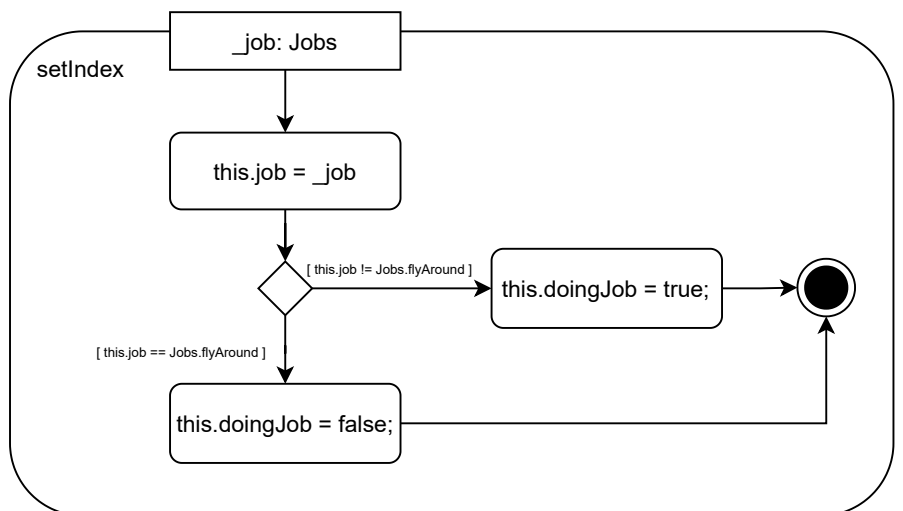
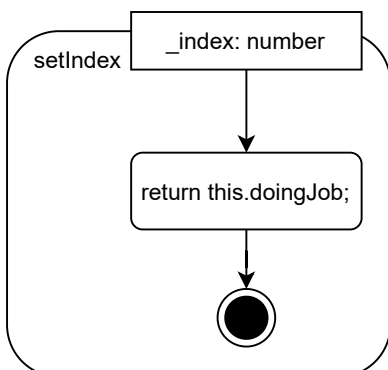
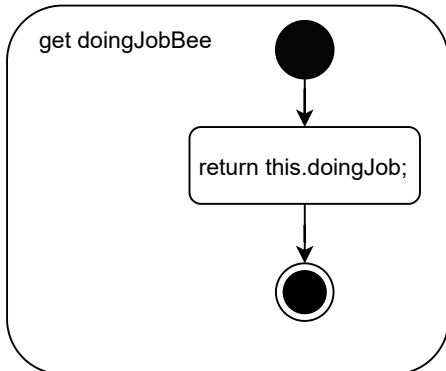
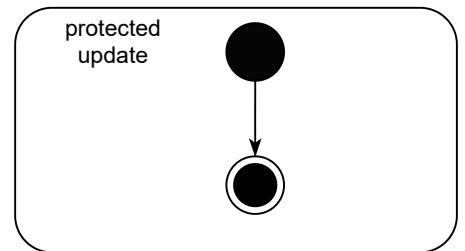
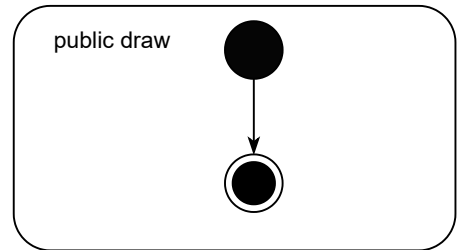
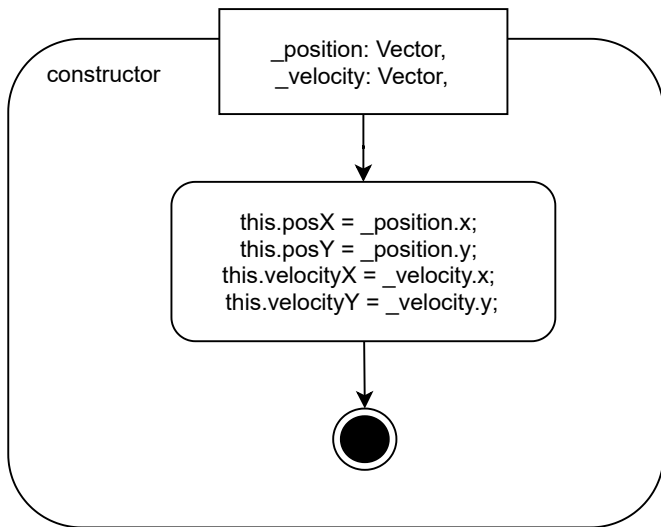
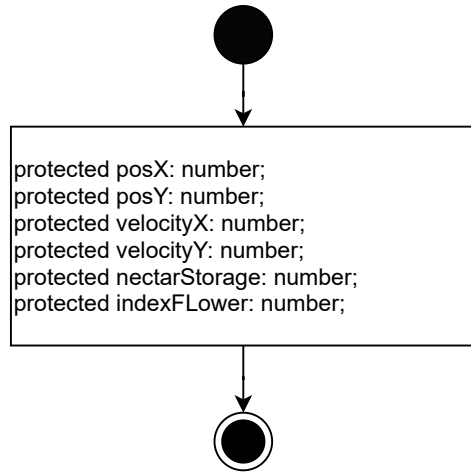


Activitydiagram BEE

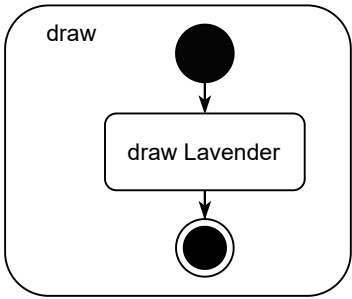
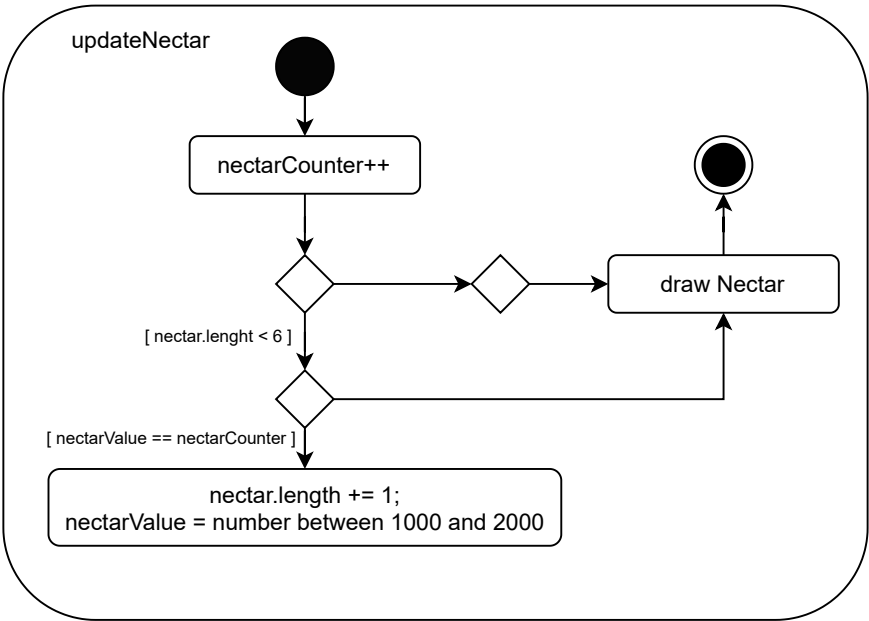


update

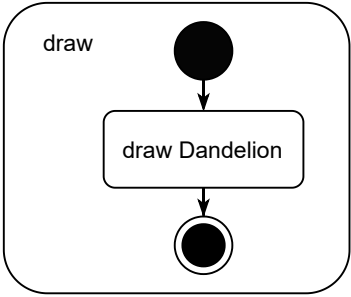
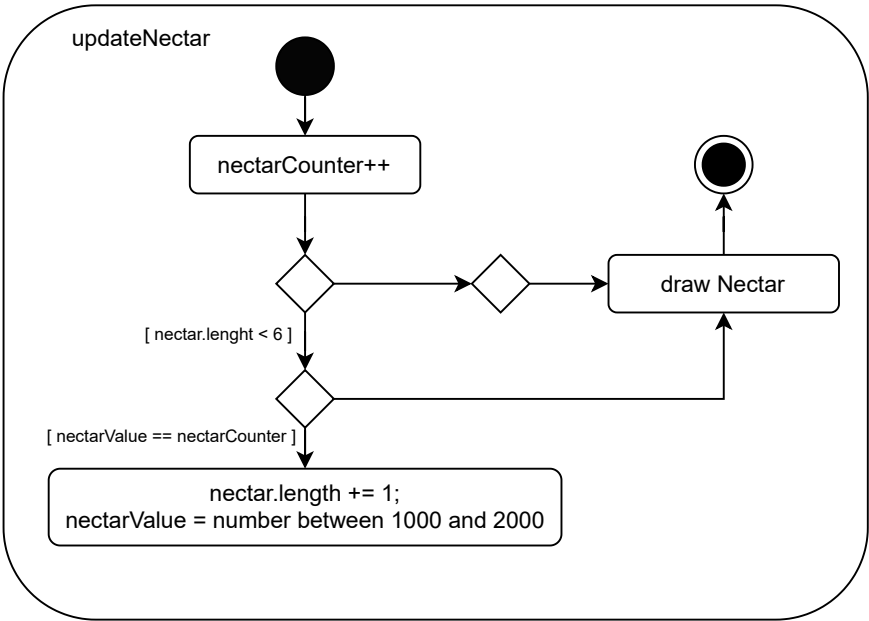




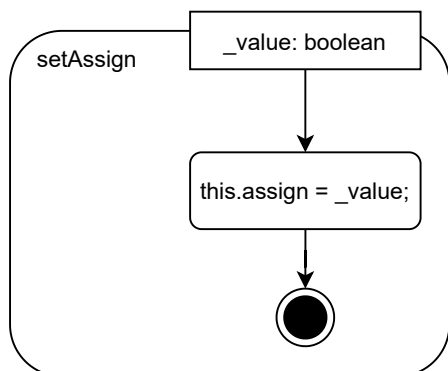
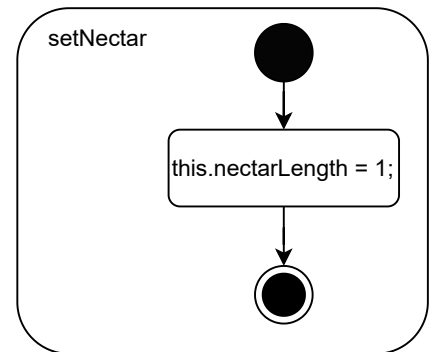
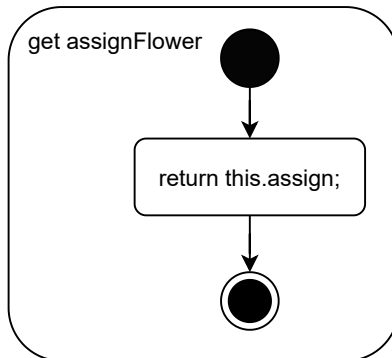
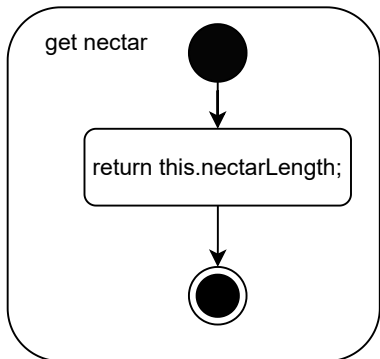
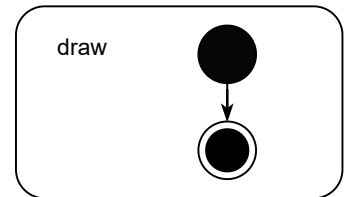
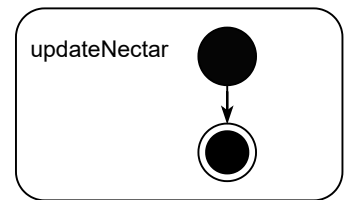
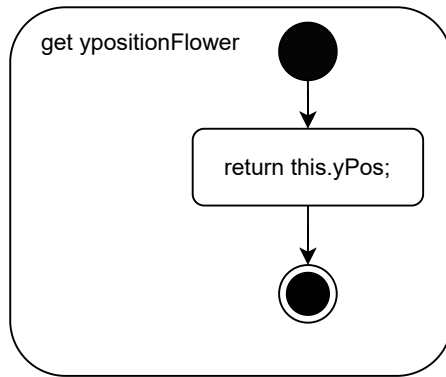
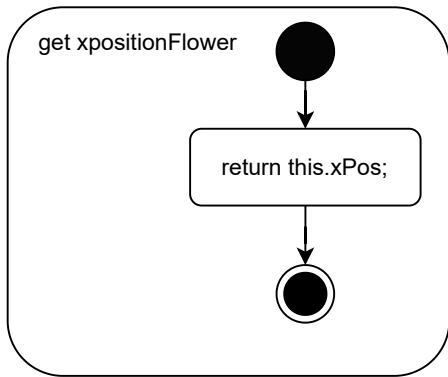
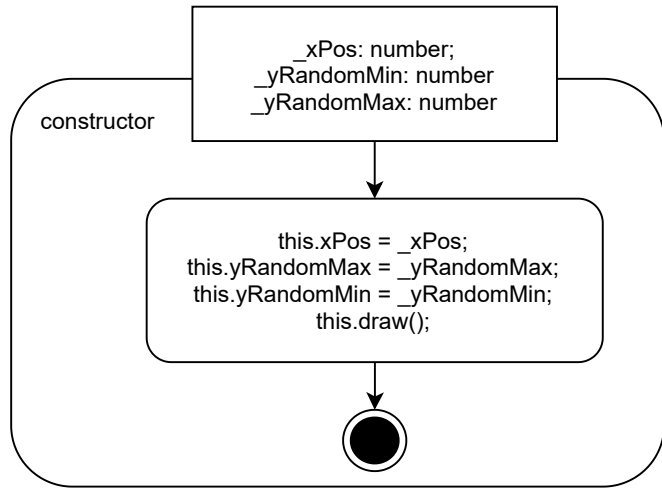
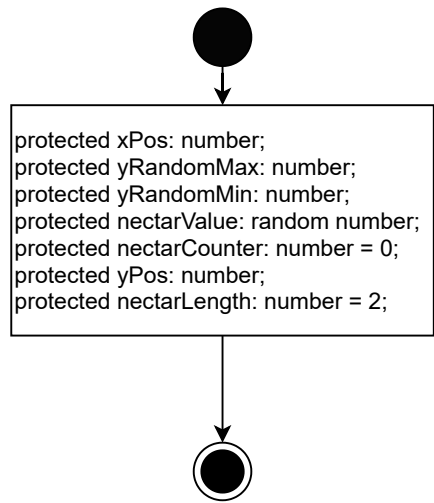
Activitydiagram **LAVENDER**



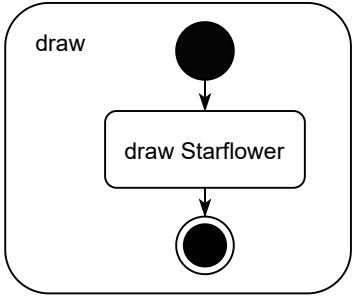
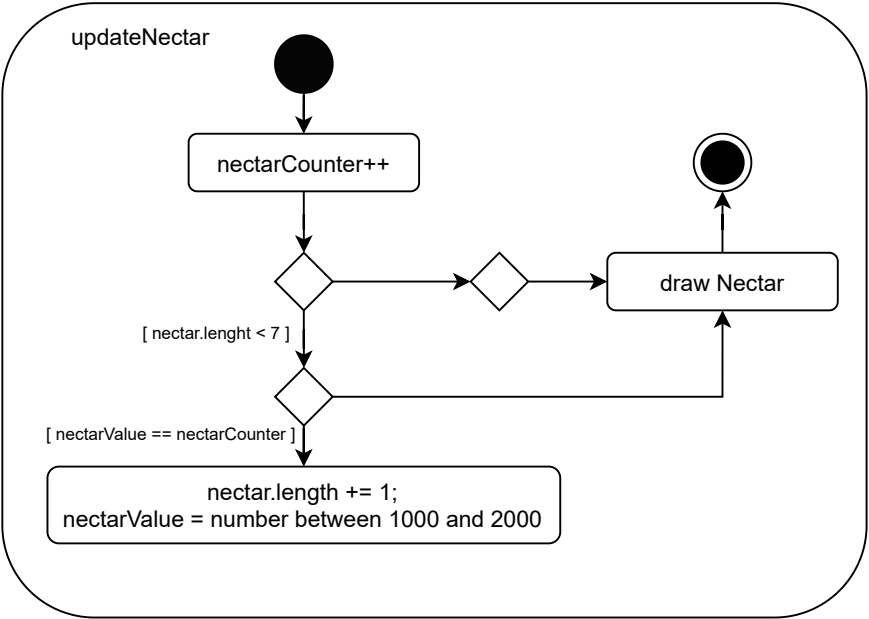
Activitydiagram **DANDELION**



Activitydiagram **FLOWER**



Activitydiagram **STARFLOWER**



Activitydiagram **CLOUDS**

