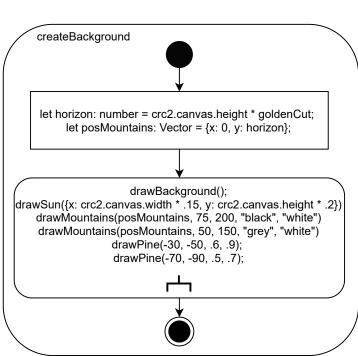
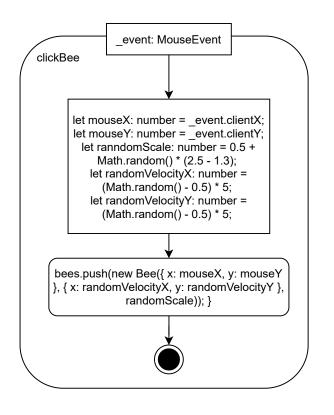
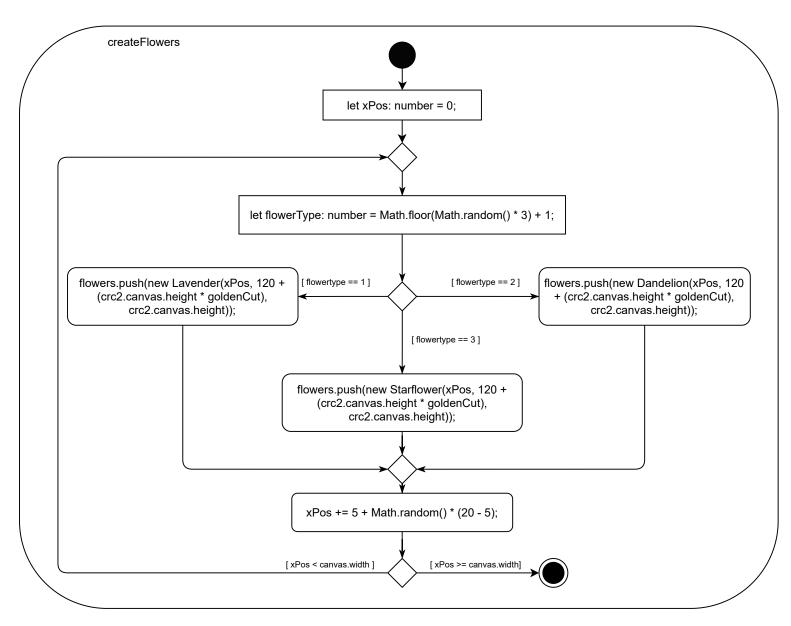
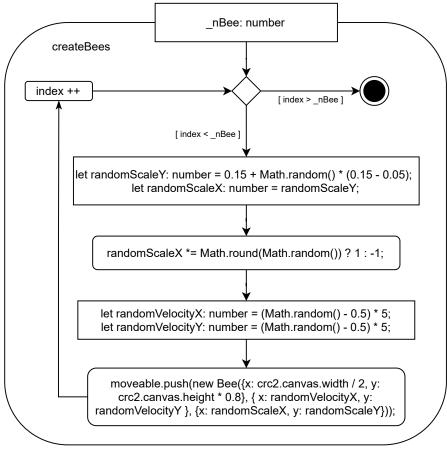


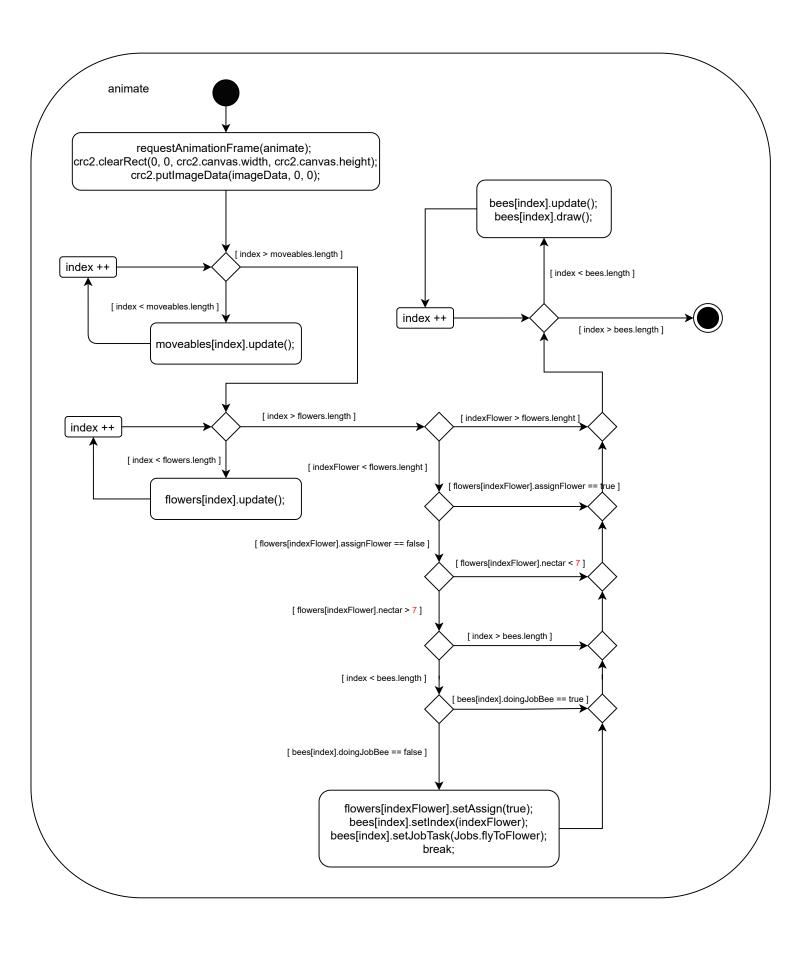
crc2.canvas.height * 0.2 }, {x: 0.17, y: 0.1})); moveables.push(new Cloud({ x: crc2.canvas.width * .2, y: crc2.canvas.height * 0.2 }, {x: 0.17, y: 0.1}));

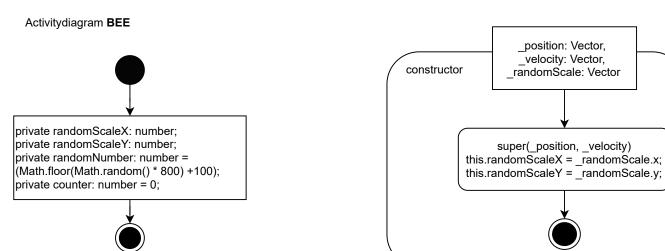


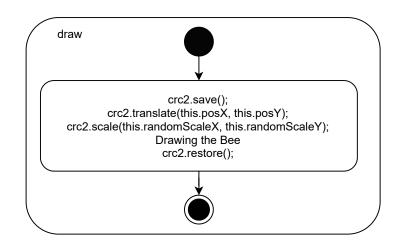


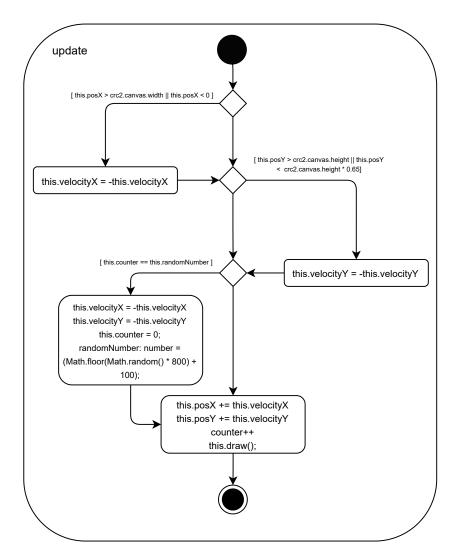


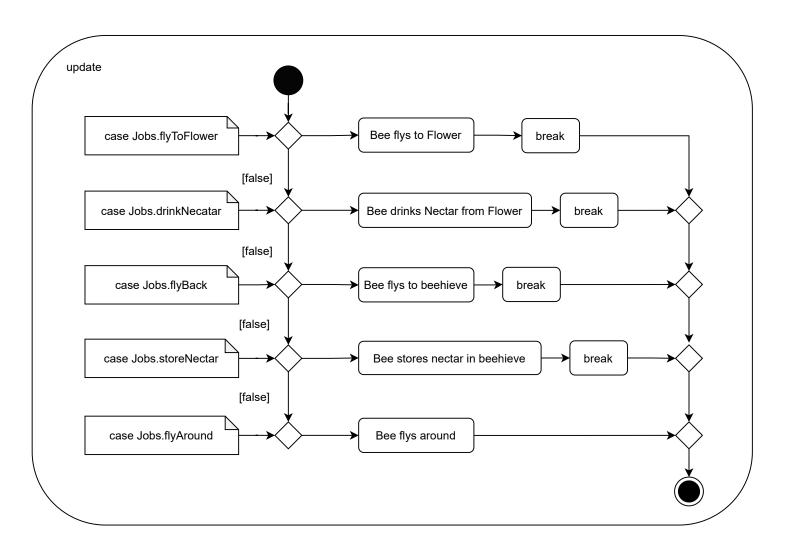


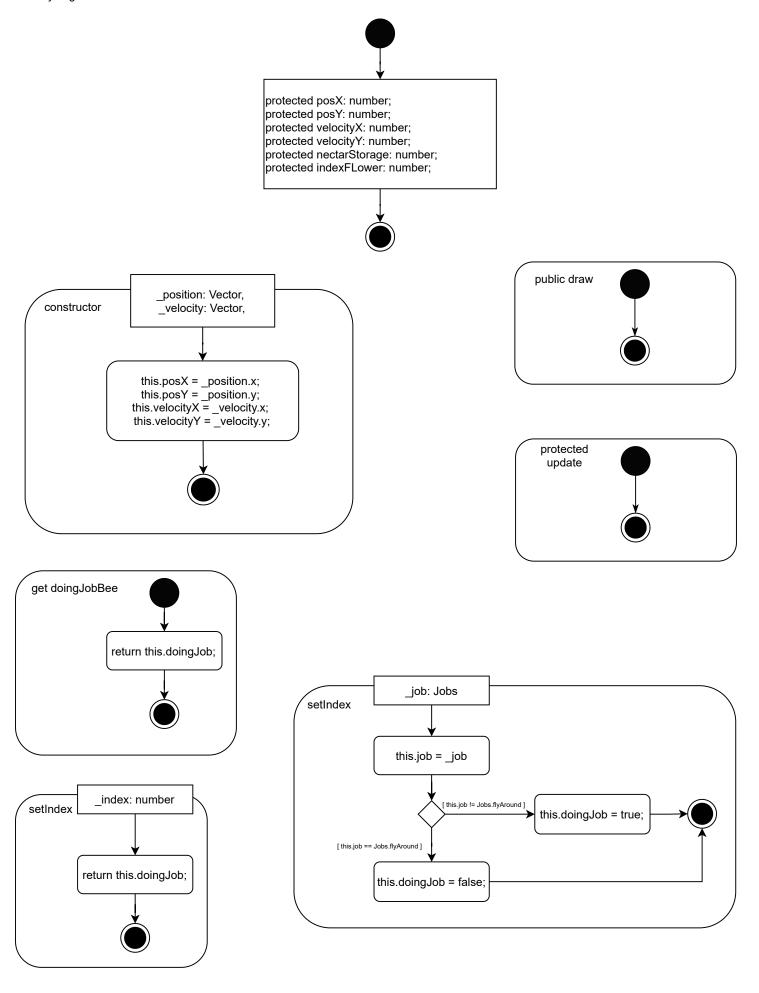


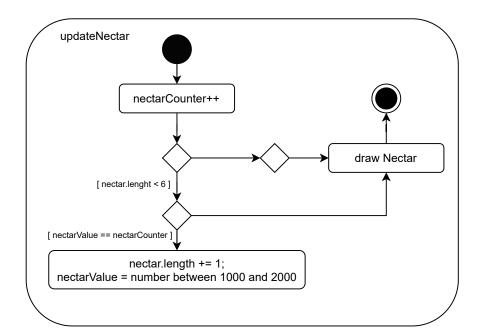


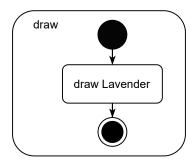




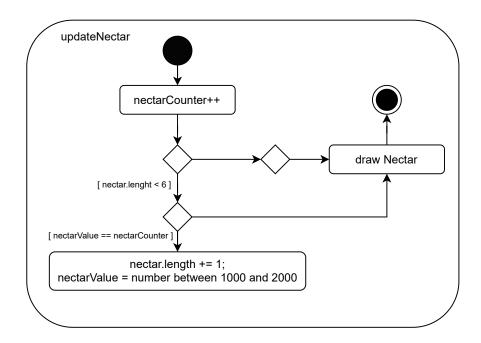


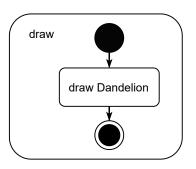






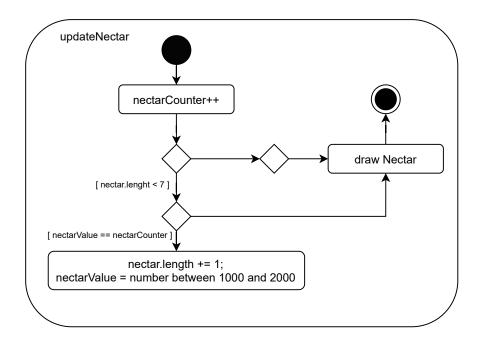
Activitydiagram **DANDELION**

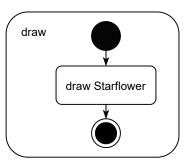




Activitydiagram FLOWER _xPos: number; _yRandomMin: number _yRandomMax: number constructor protected xPos: number; protected yRandomMax: number; this.xPos = _xPos; this.yRandomMax = _yRandomMax; this.yRandomMin = _yRandomMin; this.draw(); protected yRandomMin: number; protected nectarValue: random number; protected nectarCounter: number = 0; protected yPos: number; protected nectarLength: number = 2; updateNectar get xpositionFlower get ypositionFlower return this.xPos; return this.yPos; draw get nectar get assignFlower setNectar return this.nectarLength; return this.assign; this.nectarLength = 1; _value: boolean setAssign

this.assign = _value;





Activitydiagram **CLOUDS**

