

Klassendiagramm-Flowers

Flowers
+ xPos: number; + flowerType: number; + yRandomMin: number; + yRandomMax: number;
+ constructor(_flowerType: number, _xPos: number, _yRandomMin: number, _yRandomMax: number)  + draw(): void

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

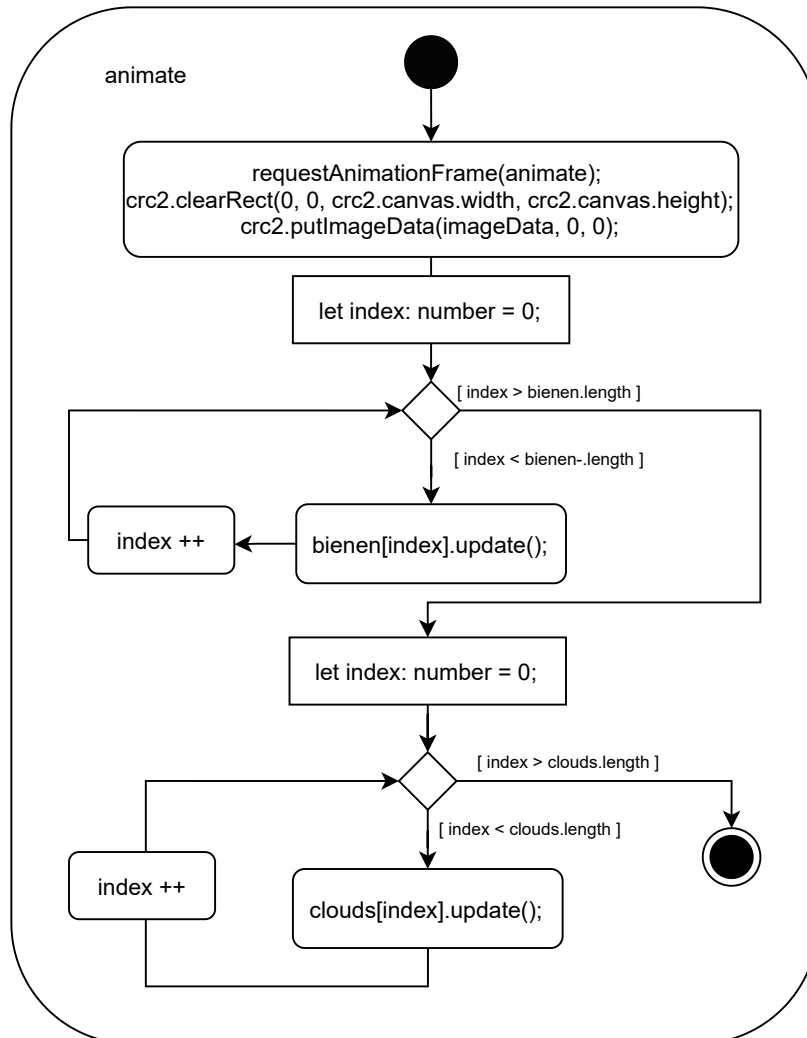
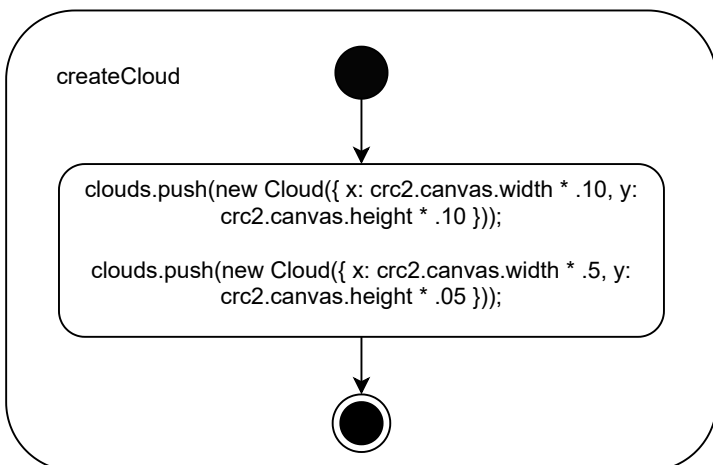
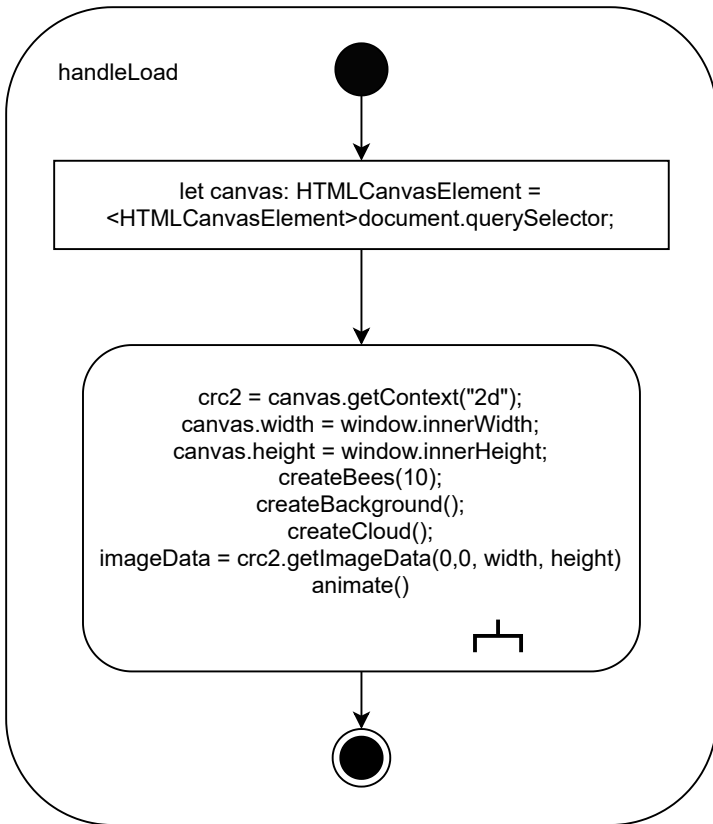
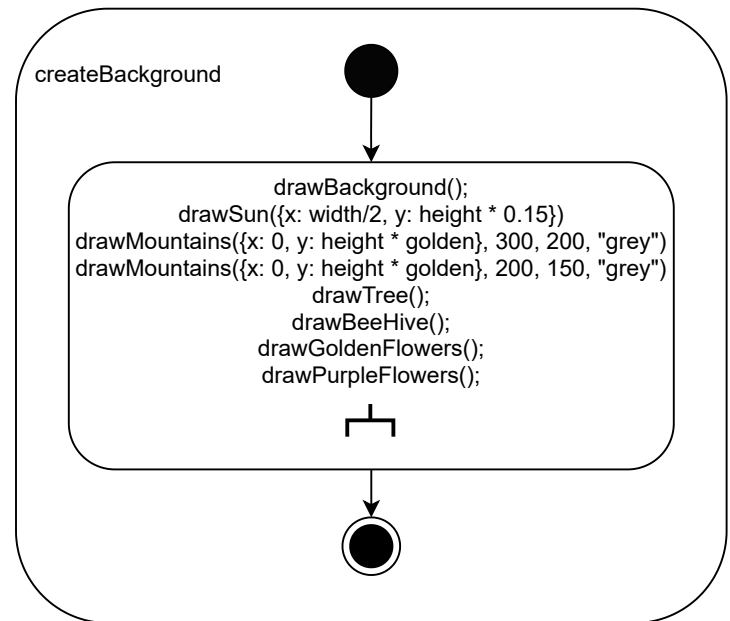
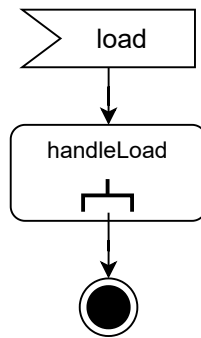
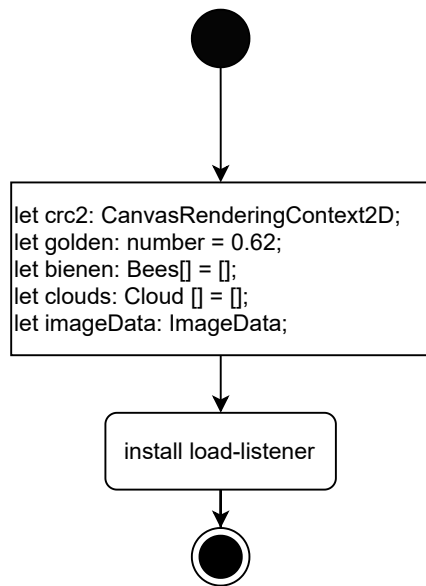
Klassendiagramm-Cloud

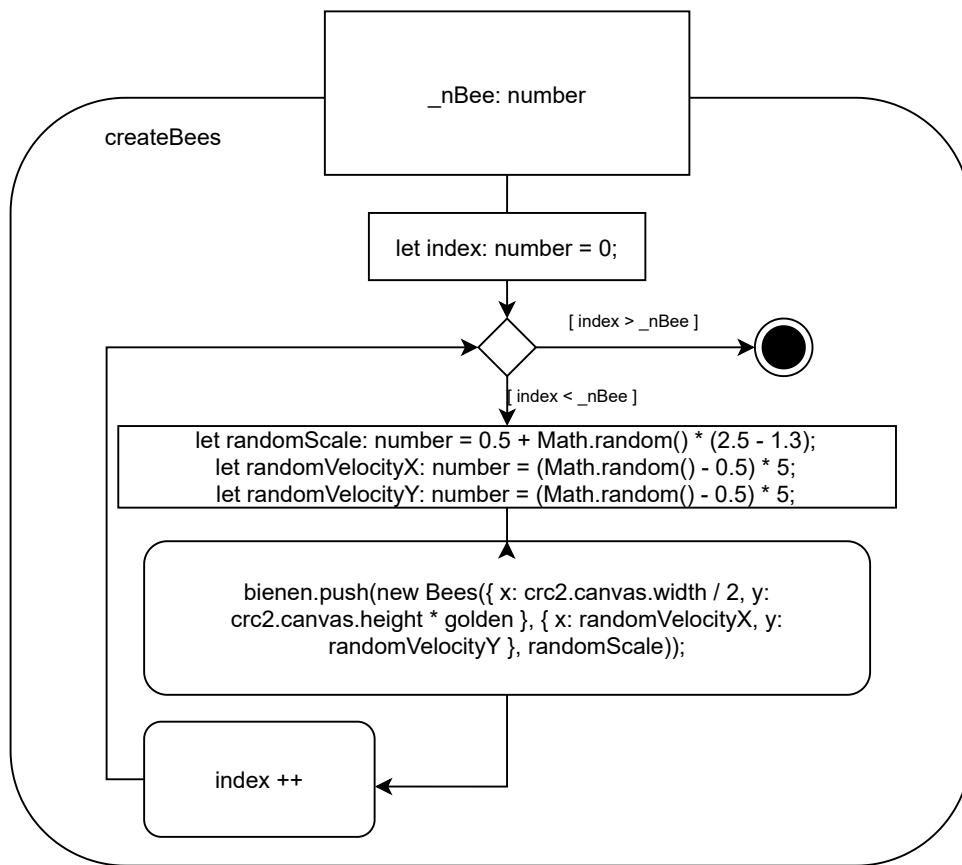
Cloud
+ posX: number; + posY: number; + velocityX: number = 0.5; + velocityY: number = 0.1;
+ constructor(_position: Vector)  + draw(): void + update(): void

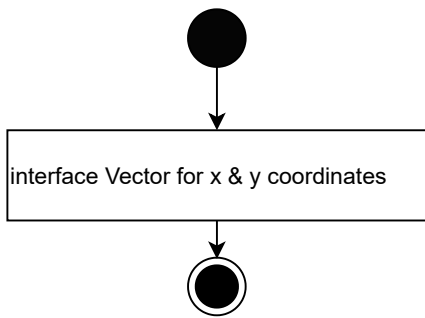
Klassendiagramm-Bee

Bees
+ posX: number; + posY: number; + velocityX: number; + velocityY: number; + randomScale: number; + randomNumber: number = (Math.floor(Math.random() * 2000) + 1000); + counter: number = 0;
+ constructor(_position: Vector, _velocity: Vector, _randomScale: number  + draw(): void + update(): void

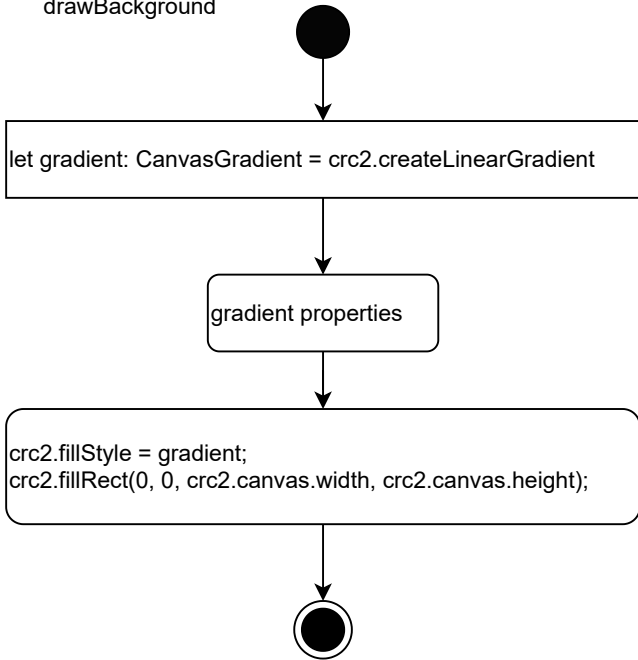
# Aktivitätsdiagramm - Main



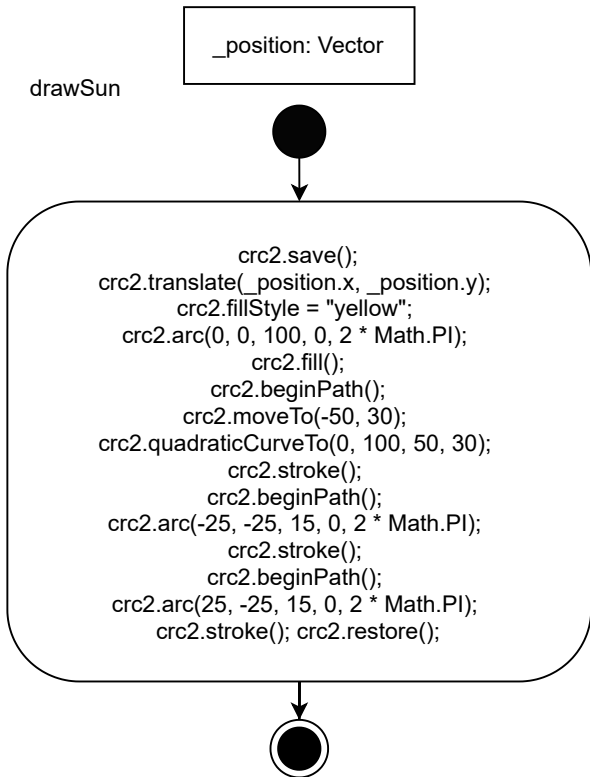




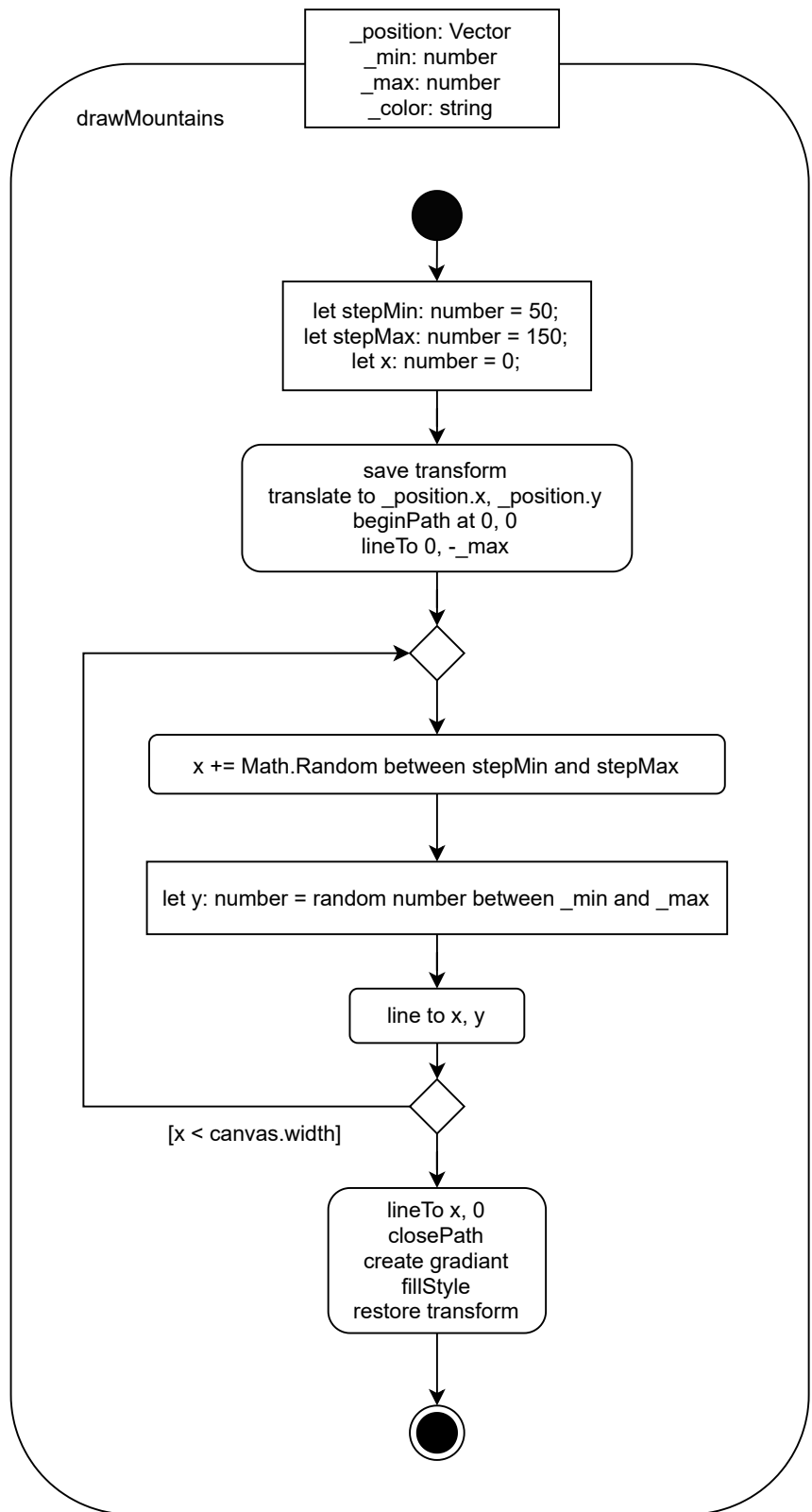
drawBackground



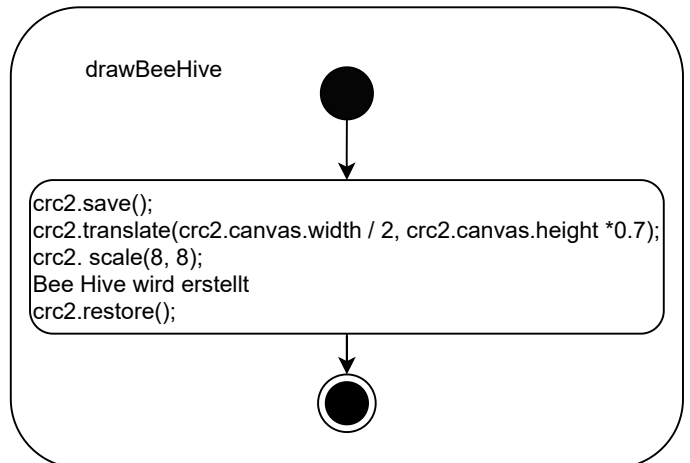
drawSun



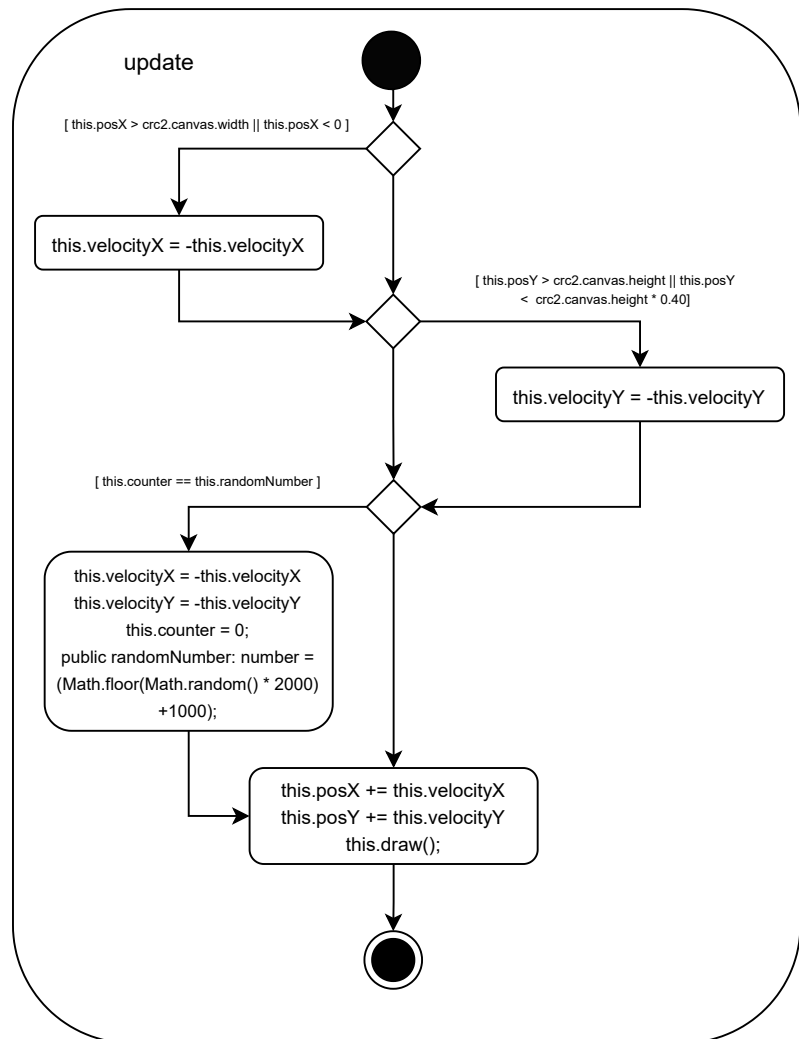
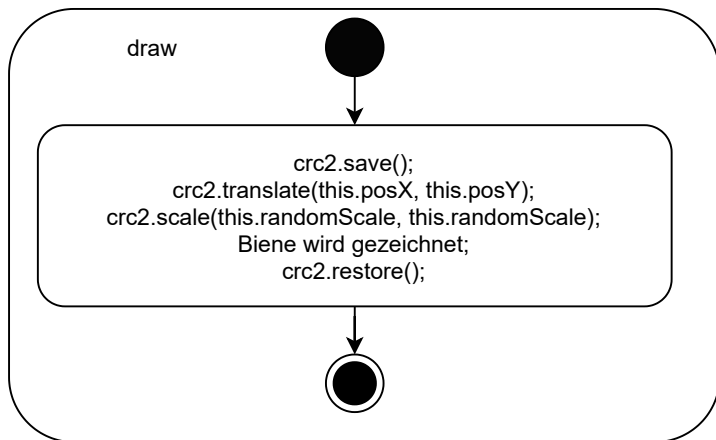
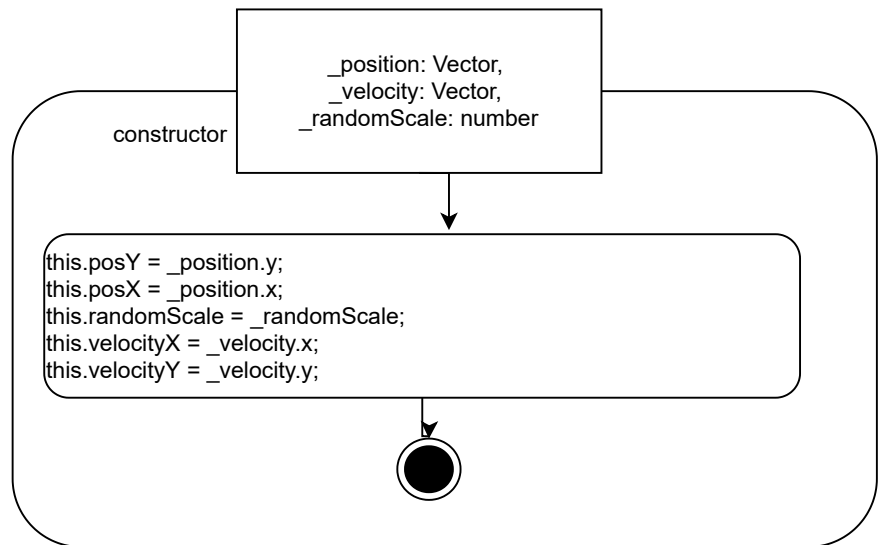
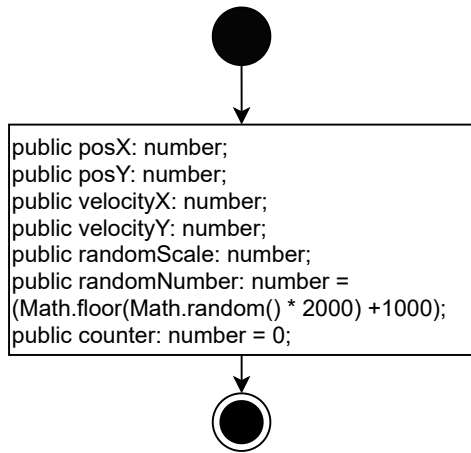
drawMountains

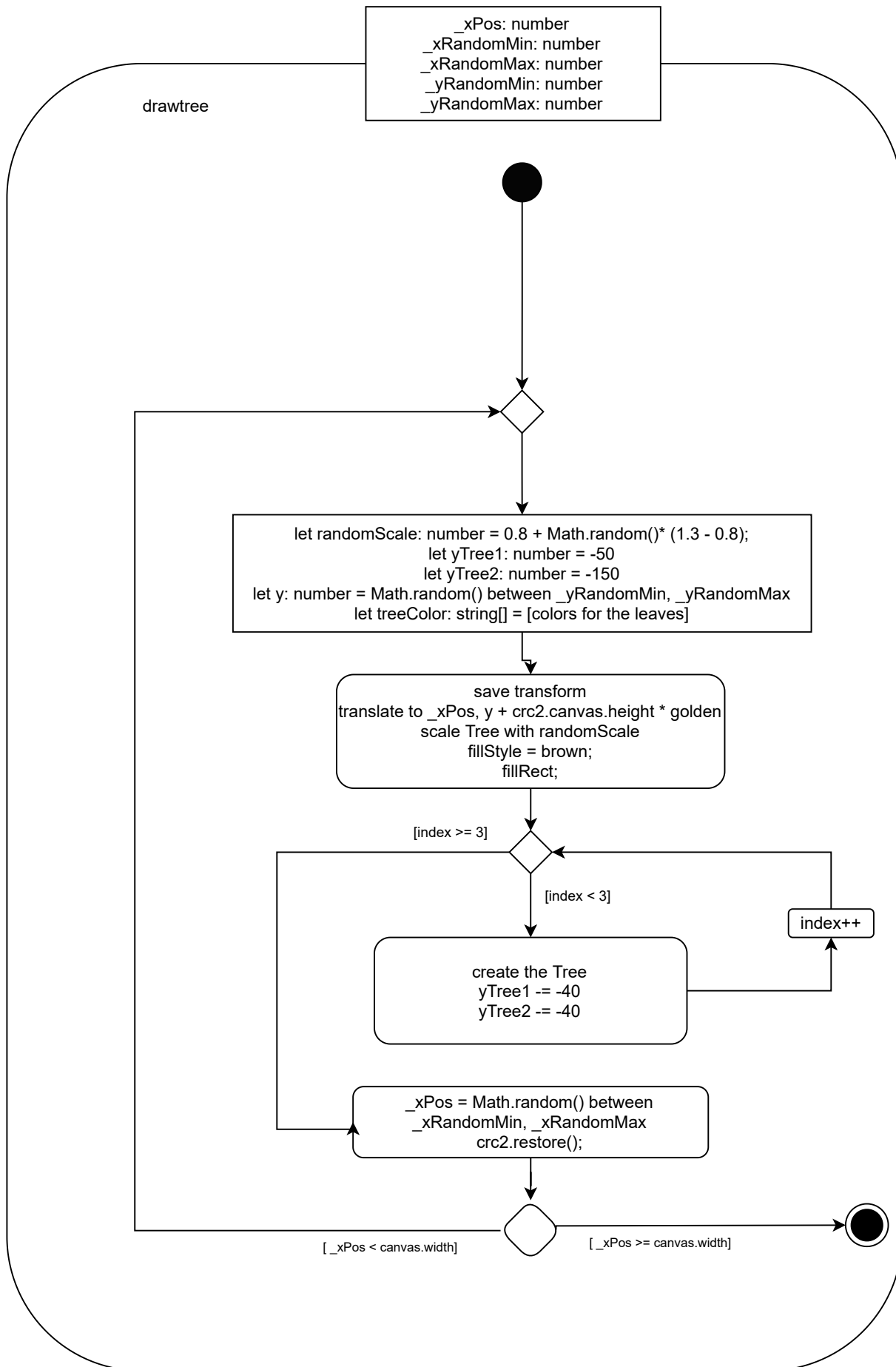


drawBeeHive



# Aktivitätsdiagramm - bees





# Aktivitätsdiagramm - CloudsCloudsClouds

