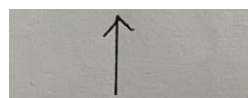


# L11

Moving Objects  
 x: number  
 y: number  
 Constructor (-x..)  
 move () : void  
 draw () : void  
 update () : void

Class Surfaher  
 dx: number  
 dy: number  
 color: string  
 Constructor (-x..)  
 move () : void  
 draw () : void

I



Class Snowflake  
 Constructor (-x..)  
 move () : void  
 draw () : void

Class Cloud  
 Constructor (-x..)  
 move () : void  
 draw () : void

