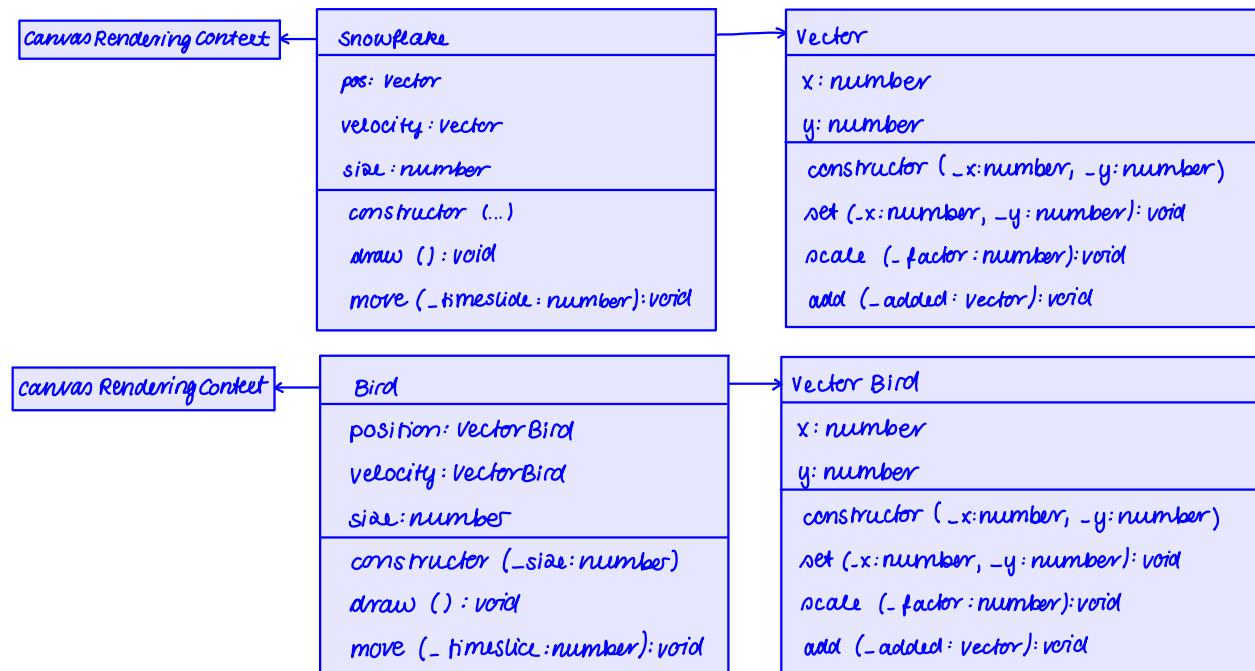
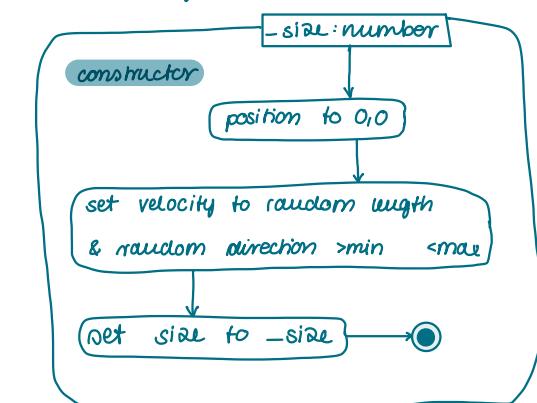


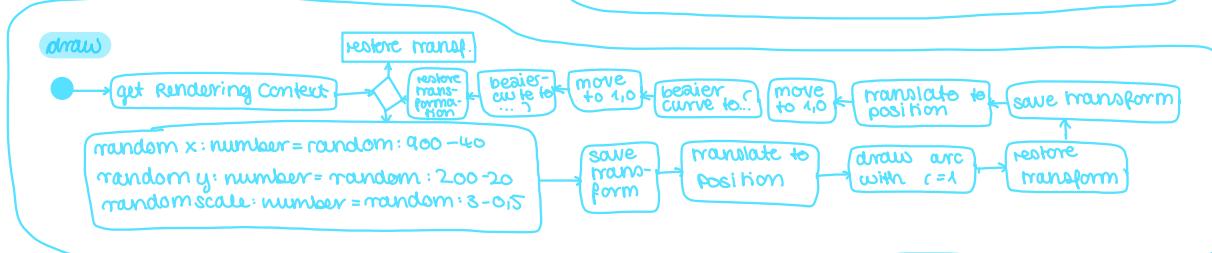
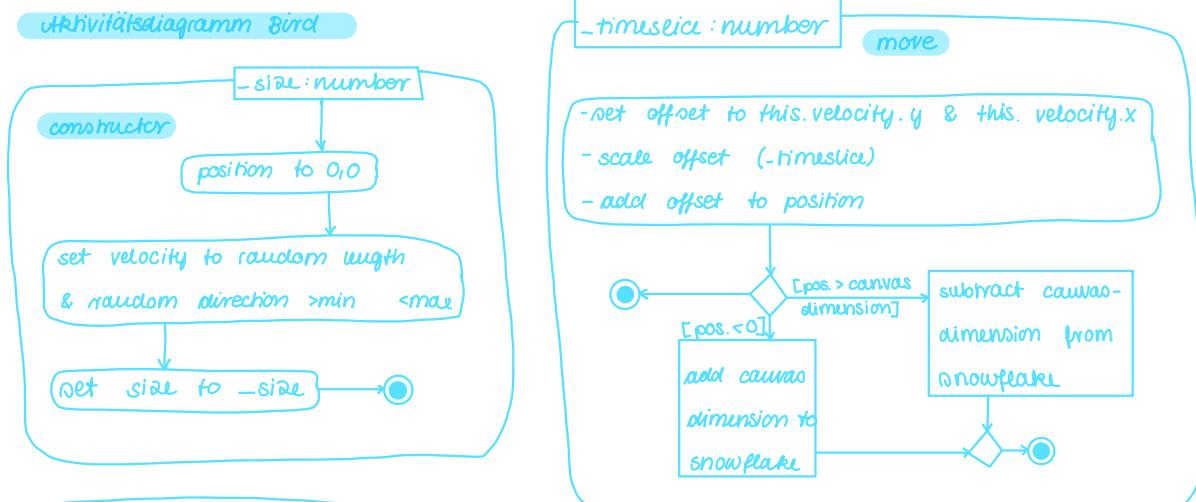
## Classendiagramm



## Utklärtdiagramm - Snowflake

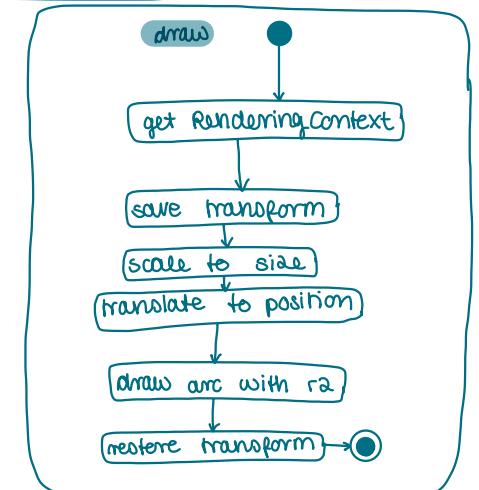
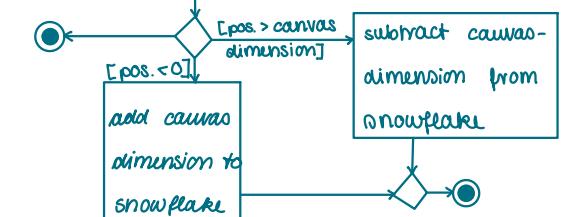


## Utklärtdiagramm Bird

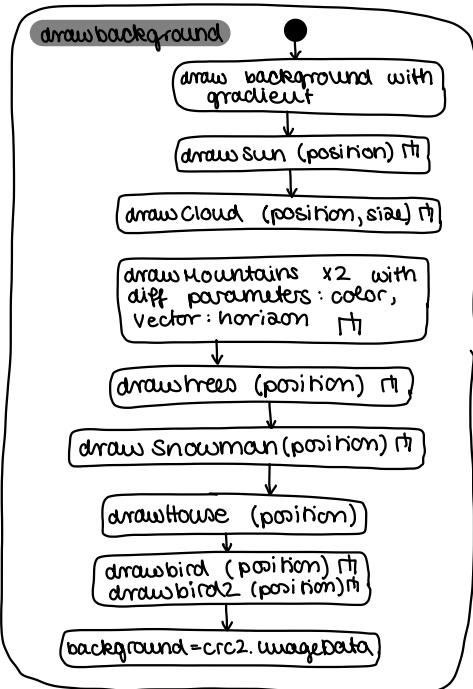
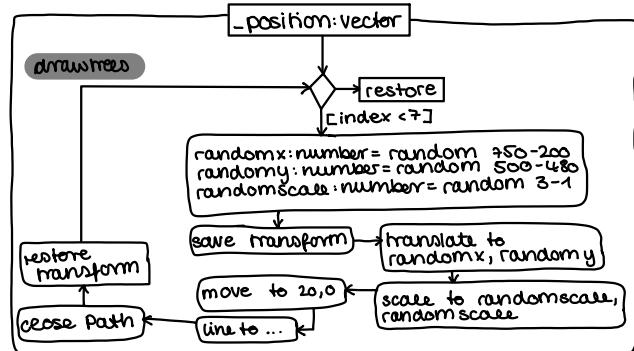
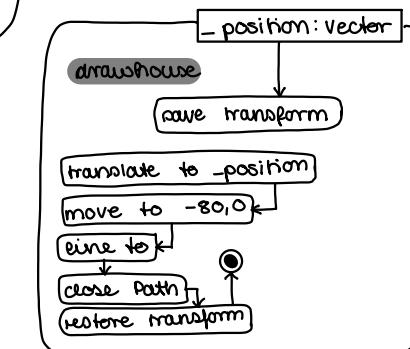
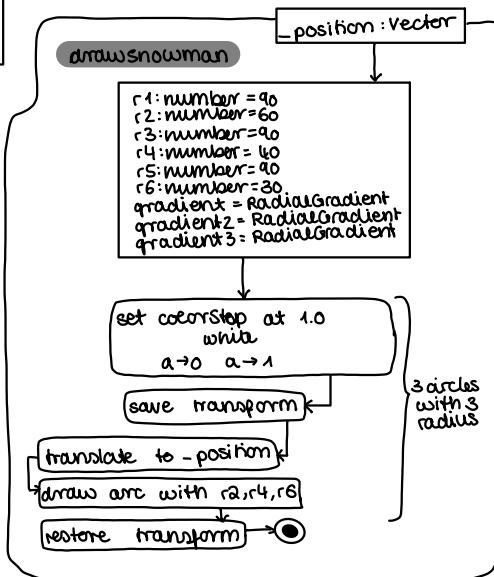
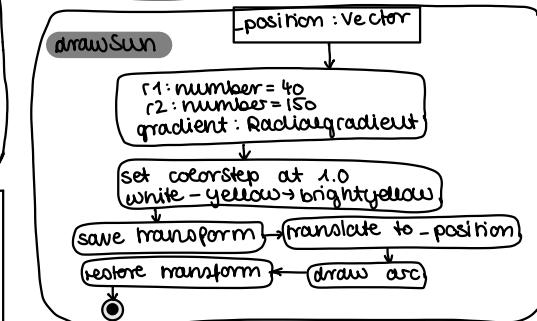
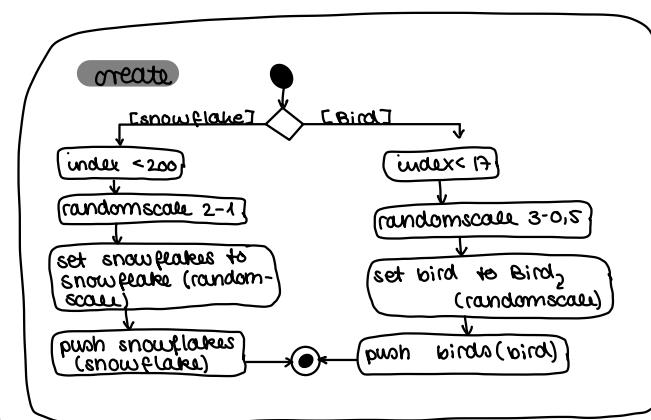
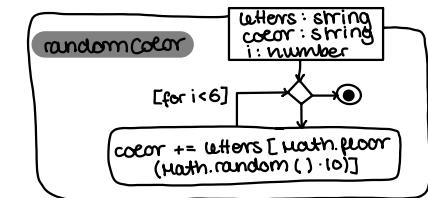
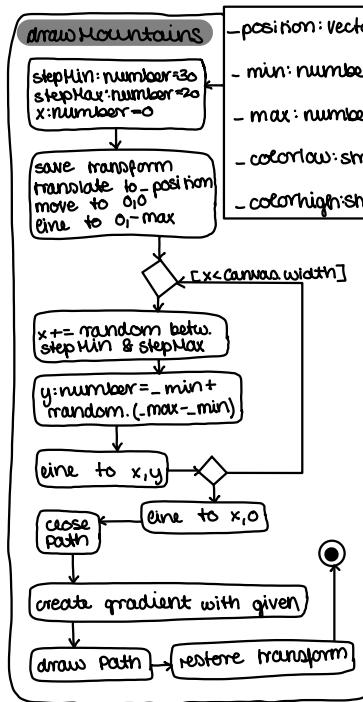
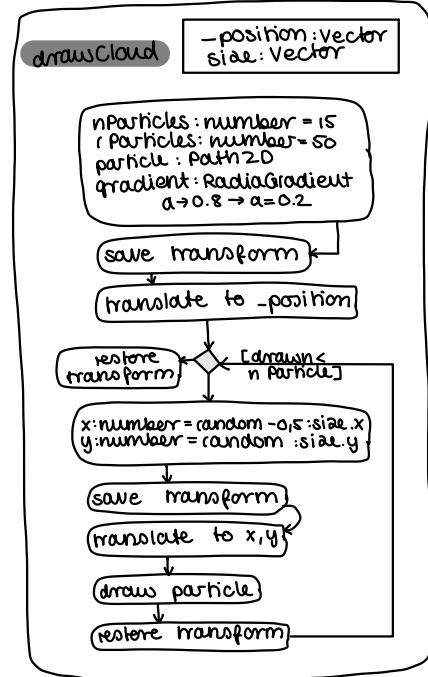
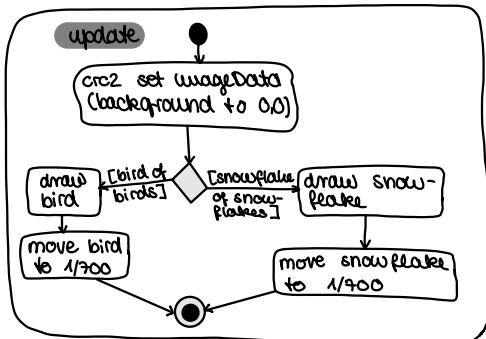
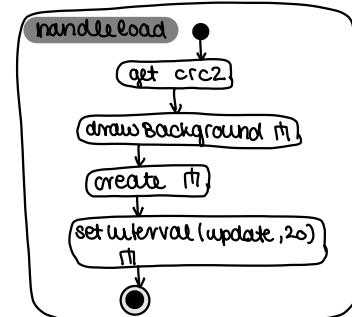
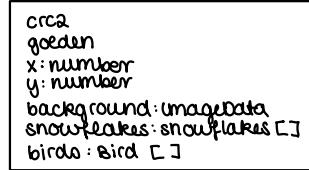
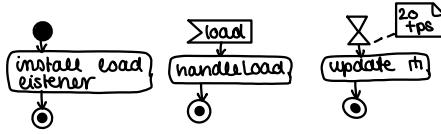


-timeslice: number moveBy

- net offset to this.velocity.y & this.velocity.x
- scale offset (-timeslice)
- add offset to position



## Aktivitätsdiagramm Main

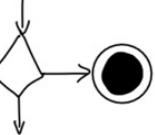


-position: Vector

drawbird



```
let index: number = 0; index < 9, index++
```



```
let maxwidth: number = 800;
let minwidth: number = 100;
let minheight: number = 515;
let maxheight: number = 530;

let positionx: number = Math.floor(Math.random() * (maxwidth - minwidth)) + minwidth;
let positiony: number = Math.floor(Math.random() * (maxheight - minheight)) + minheight;
```

```
let radius2: number = 12;
```

draw bottom part of  
bird

```
crc2.fillStyle = randomColor();
```

```
let radius: number = 10;
```

draw head of bird

```
crc2.fillStyle = randomColor();
```

```
let radius3: number = 1;
```

draw eye on the head

draw beak of bird

draw leg

draw foot