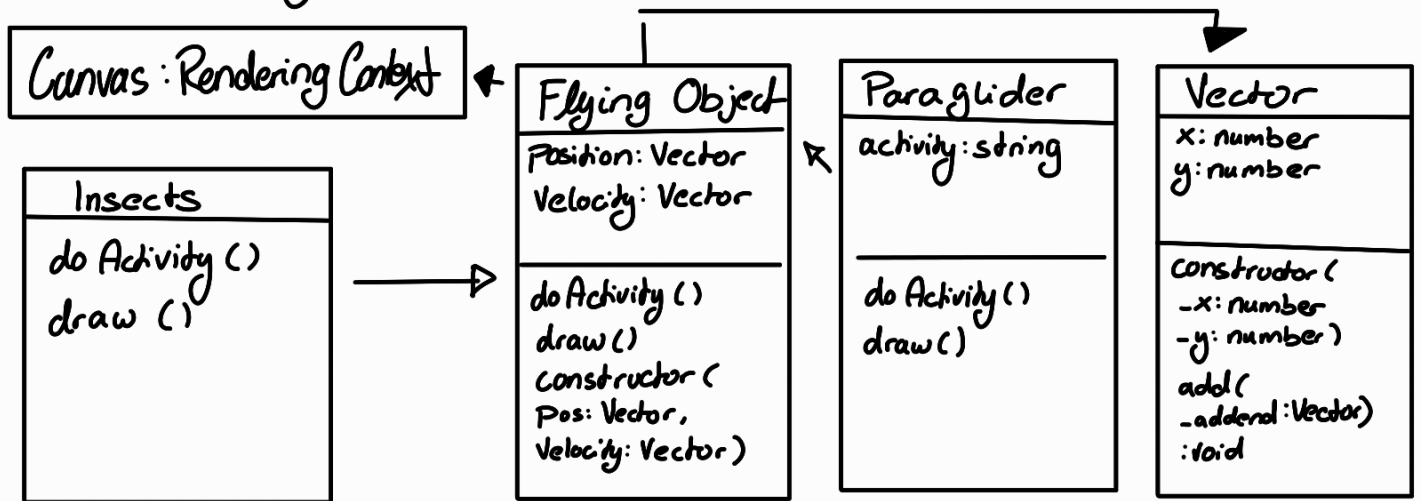
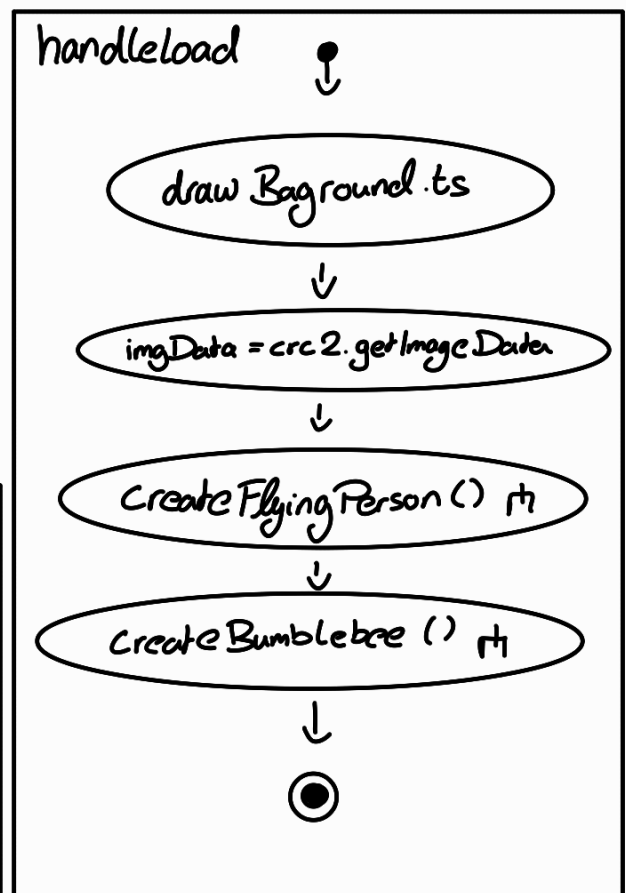
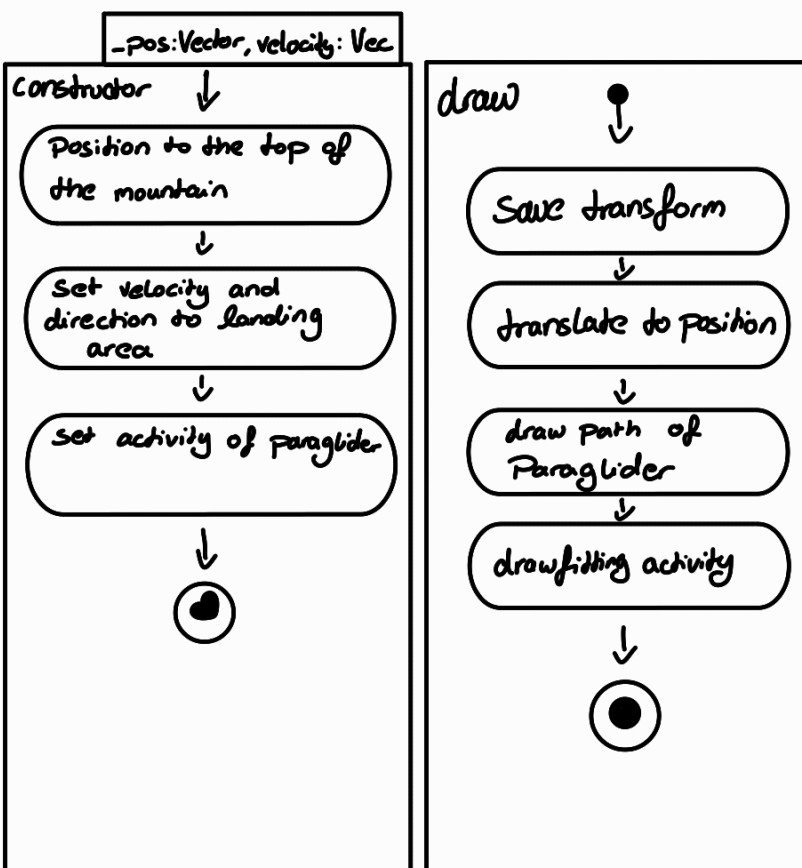
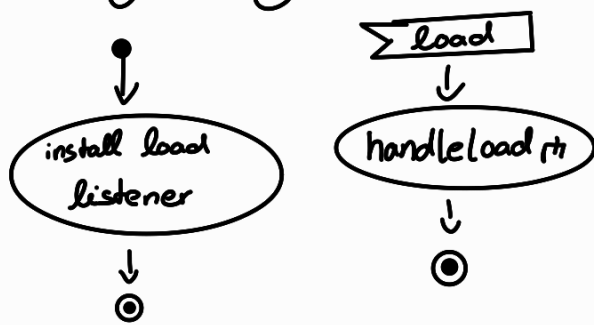


# Class - Diagram



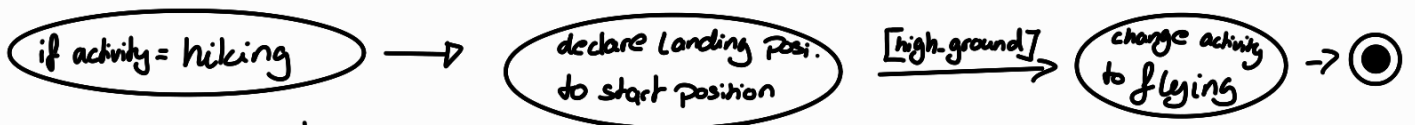
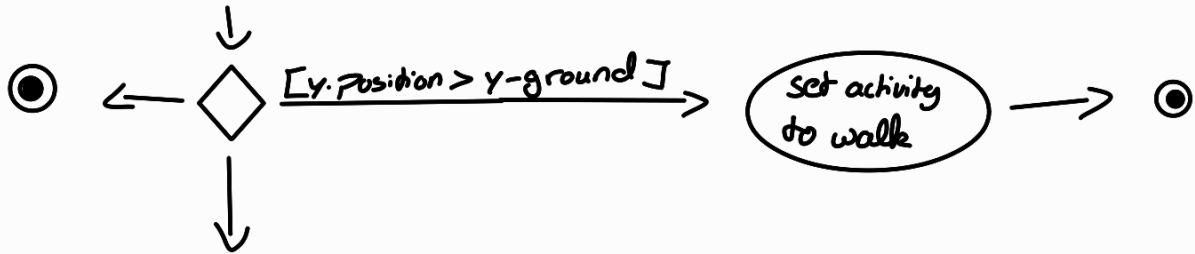
# Activity - Diagram



-timeslice: number

do Activity

add velocity  $\times$  -timeslice  
to position



-velocity: Vector, -position: Vector,  
-activity: String

Constructor FlyingObj. ↓

set new Vector as velocity



set random num. as velocity between  
120, 20



set velocity as -velocity



set new position as velocity  
set position as -position



position: Vector, velocity: Vector

FlyingObject ↓

doActivity(-timeslice: num) ⌈



draw(-timeslice: num) ⌈



activity: String

Paraglider extends  
FlyingObject ↓

getRandomNumber() ⌈



changeColor() ⌈



draw() ⌈



doActivity(-timeslice) ⌈



size: Vector

bumblebees extends  
FlyingObjects ↓

doActivity(-timeslice: num) ⌈



draw() ⌈



-max:num, -min:num = 0, return num

getRandomNumber



return randomnum x\_max + -min



ChangeColor



set intensity to Array



set randomColor 1-6 to random intensity



set randomColor to string



set fillStyle to "randomColor"



return randomColor

