100	Classer		
		U.U.	O.
,	Mifaker	· Wolker	· Schnee
-	Suirs	Clouds	- Now
Athront	x: number y: number m_x: number m_y: number color Head: string color Body: string	x: number	x number y number
Methoden	move Shier () = void draw Shier () void	move Cloud () . void draw Cloud () : void	move Snow() void draw Snow() void
Ū	Main:		
1	init	animate	
	Shifawer) I shifawer) I shifawer)	- Sk	Shiers = runnyshus [1]
1	new Shours (x, y, (H, (B);)	(Sh move Thires ())	
+	Abbruch	\	
	1 < 8	- Abbrech 1 z runing Suits lagra	
	[Wolker]		-> & [Wolley]
	passing Clouds (i) - new Clouds (x, y),		: Clouds - passing Clouds [1]
	Abbiach		(c. Move (loud ())
-	146		Abbruch
	> > [Schnee]		1 < passing Clouds length
	falling Snow [i] =		[school]
	new Snow (x, y);		n: Snow = falling Snow [i]
1	↓ Abbruch		In move snow ()
	1 4 160		
	V		Abbruch 1 < falling Snow legth