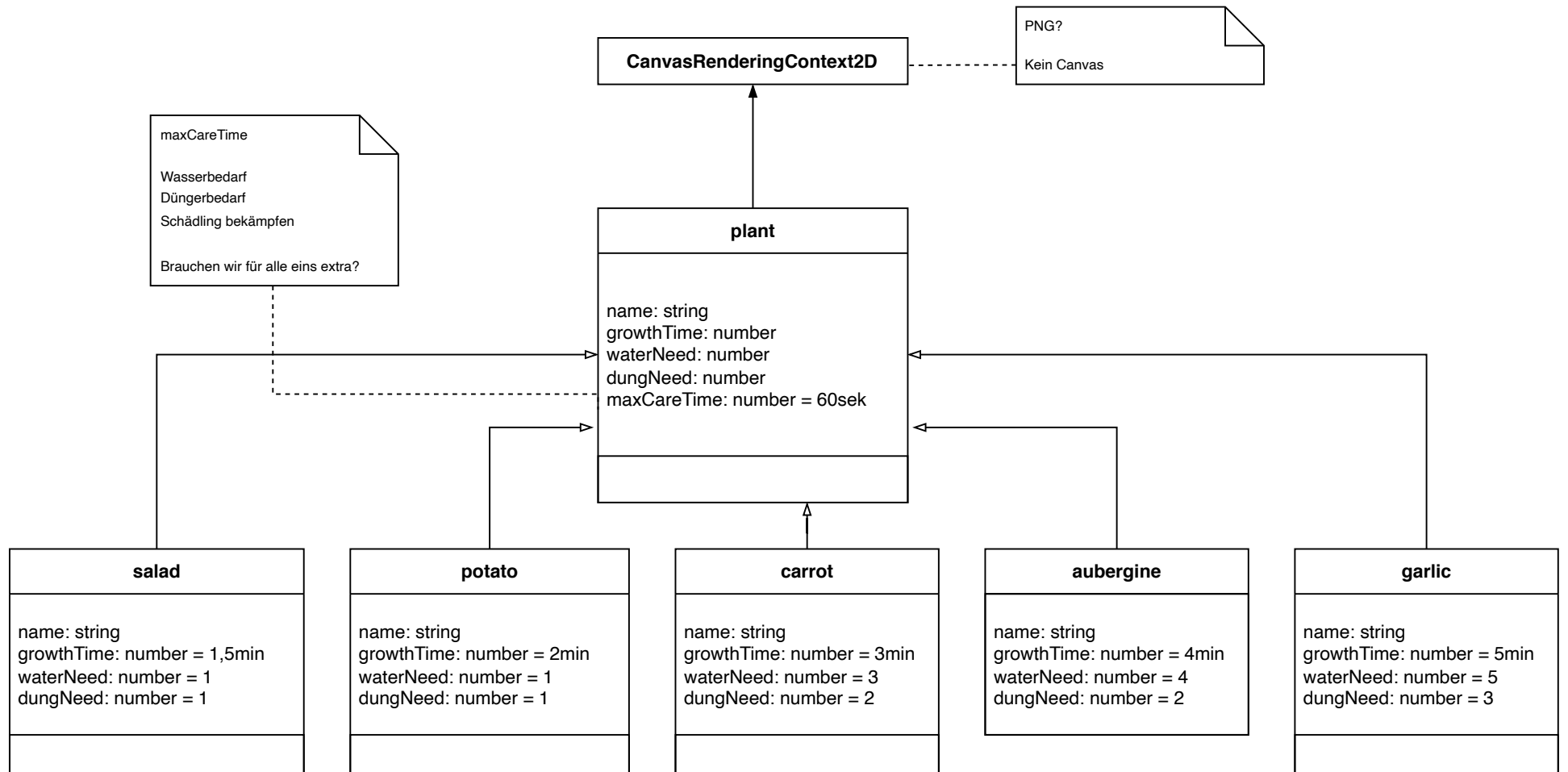
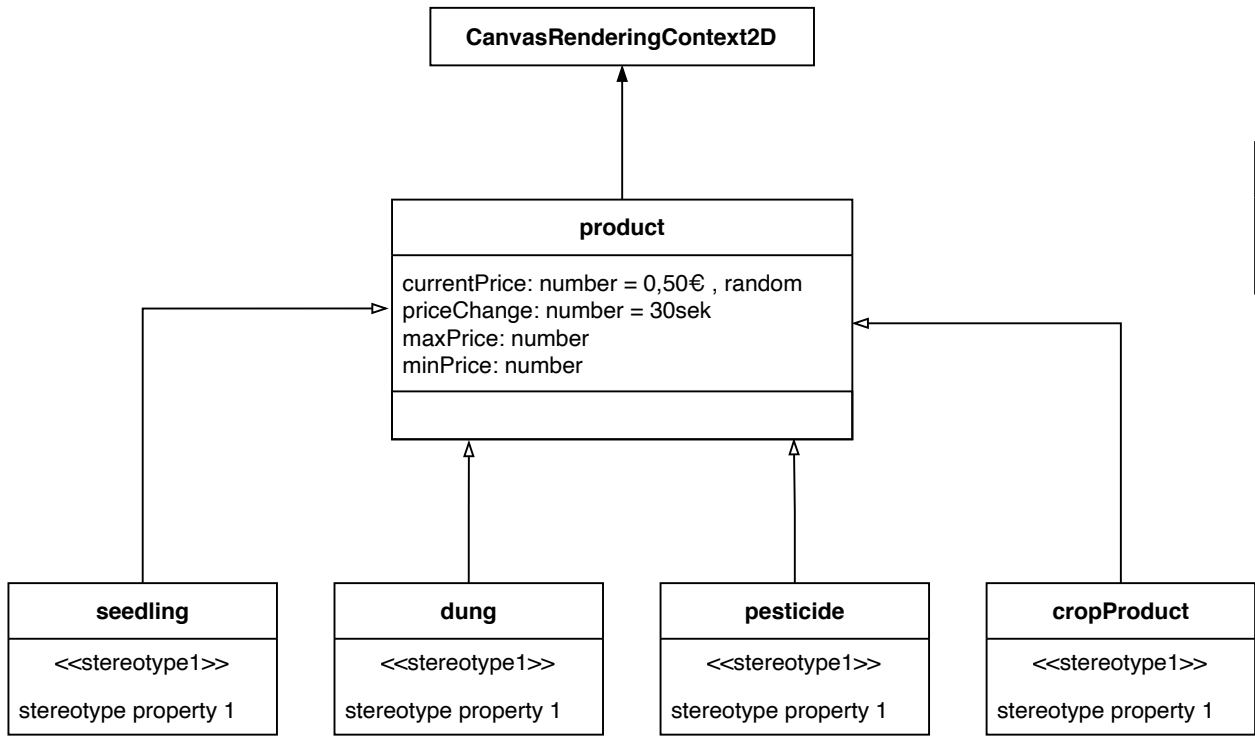


CanvasRenderingContext2D

pest





vector
<<stereotype1>>
stereotype property 1

market
totalCapital: number
buy(Produkt) sell(Produkt)

field
plant: string growthProgres: % pestAttack: boolean pestTime: number waterStock: number dungStock: number
plantPlant waterPlant dungPlant cropPlant pestFight