class Child ginunser dy number move (): void this x += thisdx draws (): Uoid kand in Allanitrait thisy + = thisdy Cet childs: Childe J=CJ init et i: wonde = 0 > upolate A -[Cic 10] let dild: Childs = new Child 144 Vandom tablen den Zwindow Timeout (update, 40) Canvas out reinen Roddhan zwicksehen let dild : Childh - child () childman () child dren (