## allImages:HTMLImageElement[ asset.seed, asset.growing, class Carrot asset.salad]; allImages:HTMLImageElement[ image=this.allImages[0]; asset.seed, asset.growing, asset.carrot]; image=this.allImages[0]; abstract class Vegtables status.NOTHING placeX:number: constructor( placeX:number, placeY:number; placeY:number):void waterCounter:number=0; constructor( placeX:number, maximumWater:number=6; \_placeY:number):void fertilizerCounter:number=0: maximumFertilizer:number=3; protectedCounter:number=0; maximumProtection=3; allImages:HTMLImageElement[]; image:HTMLImageElement; constructor( placeX:number, placeY:number):void class Cucumber allImages:HTMLImageElement[ harvest():void asset.seed, asset.growing, abstract superclass Universe class Potato water():void asset.cucumber]; allImages:HTMLImageElement[ protect():void image=this.allImages[0]; asset.seed, asset.growing, fertilize():void asset.potato]; nothing():void image=this.allImages[0]; grow():void isReady():void die():void constructor(\_placeX:number, fight():void placeY:number):void plant():void updateAll():void constructor(\_placeX:number, placeY:number):void class Pests placeX:Vector: placeY:Vector; velocity:number; constructor(\_positionX:Vector, class Tomato positionY:Vector, velocity:number); allImages:HTMLImageElement[ draw():void asset.seed, asset.growing, class Paprika static fly():void asset.tomato]; allImages:HTMLImageElement[ class Vector image=this.allImages[0]; asset.seed, asset.growing, positionX:number; asset.paprika]; positionY:number; image=this.allImages[0]; constructor(\_positionX:number, positionY:number):void constructor(\_placeX:number, \_placeY:number):void constructor( placeX:number, placeY:number):void

class Salad