

Bird
positionX: number
positionY: number
draw(): void
move(): void

Snowflake
positionX: number
positionY: number
draw(): void
move(): void

Cloud
positionX: number
positionY: number
draw(): void
move(): void

Snowman
positionX: number
positionY: number
draw(): void

Birdhouse
positionX: number
positionY: number
draw(): void

Vegetables Classes: Activity Program

