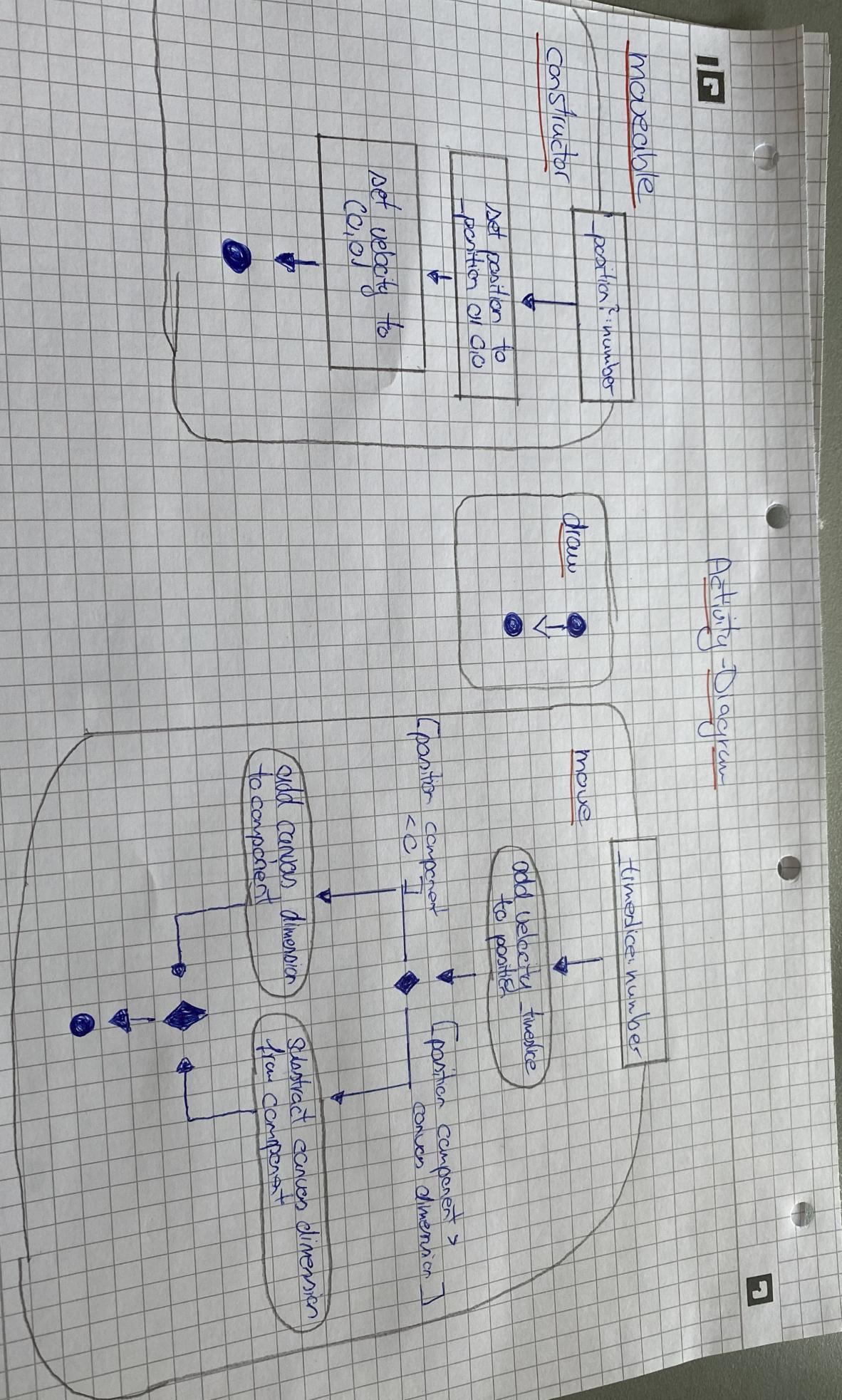


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Activity Diagram



Main

HandleEvent

update



clear background

get cir2



get background



Create cloud



draw flowers



draw flowers



draw flowers



draw flowers



draw flowers



draw flowers



draw flowers



draw flowers



draw flowers



draw flowers



draw flowers



draw flowers



draw flowers



draw flowers

I

Pass Array, Flower []
MoveableArray, Moveable []

Bee

const

constructor

Cloud

- position: number
- size: number

↓
Set position to
position of bee

↓
Set velocity to
random x,y-
and random length

↓
Set size to size



draw



↓
Save transform



↓
translate to
position



↓
draw shape
& fill



↓
restore



Bee

10

-position: number]

constructor

set position to
0,330

↓
set velocity
to random value
random length

draw

↓
Save transform

↓
translate to
position

↓
draw shape and
fill

↓
Restore

↓