Attributediagramm "Biene"

- position : vector
- velocity : vector

constructor
position vector (0,0)
velocity = vector (0,0)
velocity random(..., ...)

- x : number
- y : number

draw
transform
translate to position
draw path representing
type
restore graph

move

- timeslice : number
add velocity
timeslice to position

add constrain mann to
component

subtract
constrain in to
component

Klassendiagram

Vector
x: number
y: number

constructor (x: number, y: number)

set (x: number, y: number)

scale (factor: number)

add (addend: Vector)

Biene
position: Vector
velocity: vector
scale: number

constructor (position: Vector, velocity: Vector, scale: number)

draw: void

Mountain
position: vector
min: number
max: number
colorLow: string
colorHigh: string

constructor (position: Vector, min: number, max: number, colorLow: string)

draw (void)

Cloud
position: Vector

velocity: vector

constructor (position: vector)

draw: void

Flower
flowerType: string

constructor (flowerType: string)

draw (void)

Canvas Rendering Context