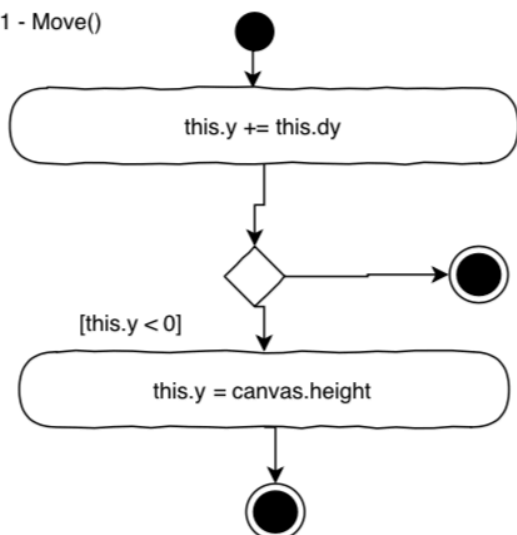
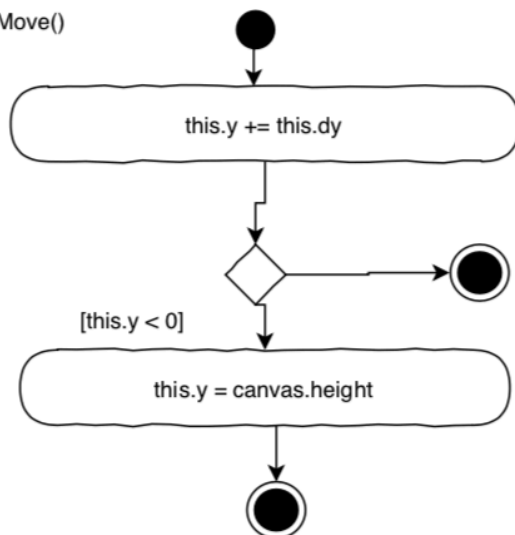


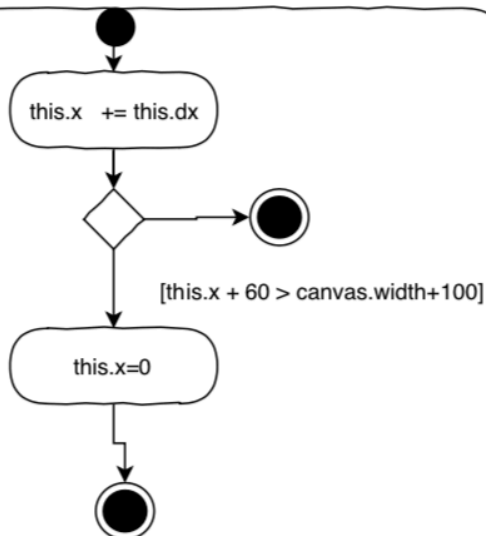
Bubble_V1 - Move()



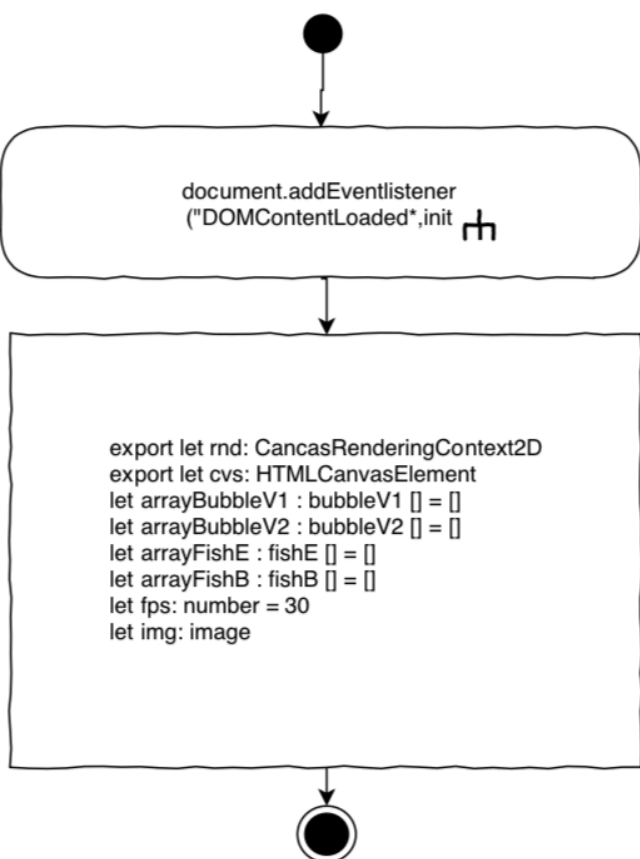
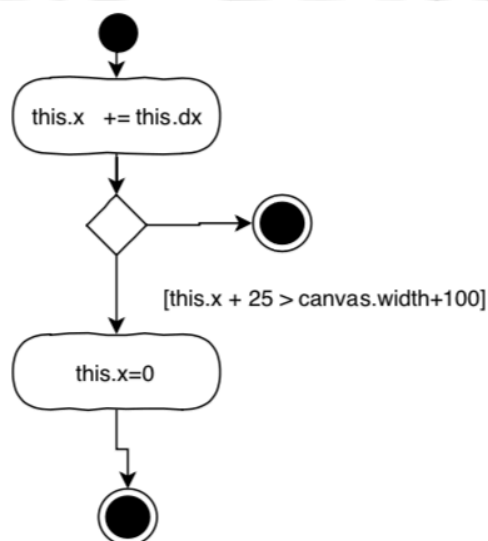
Bubble_V2 - Move()



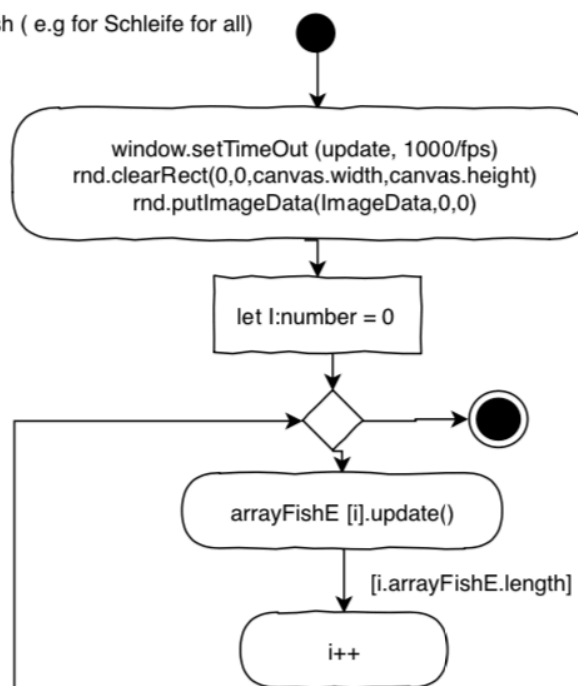
fish - Epipelagial ()



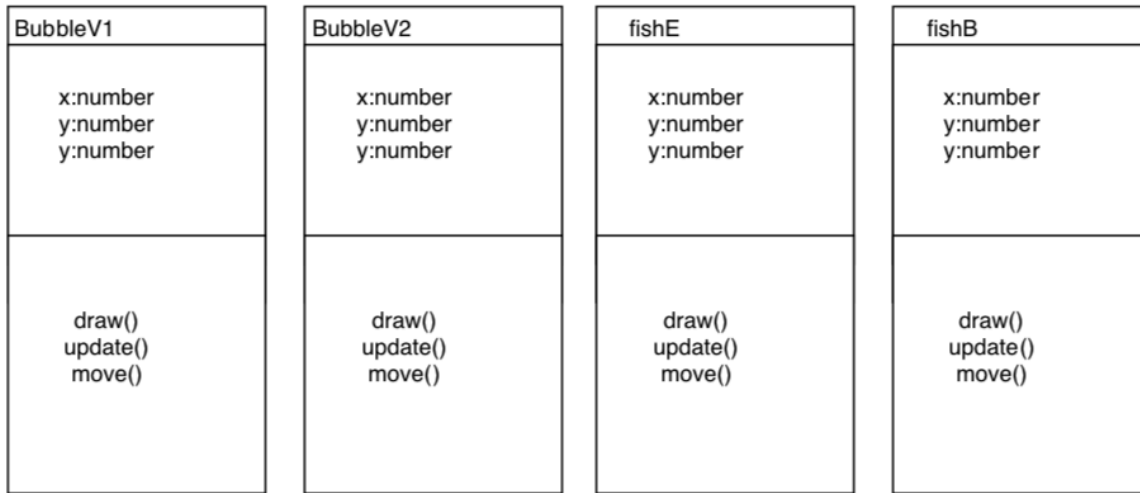
fish - Bathypelagial ()



refresh (e.g for Schleife for all)



Klassendiagramme



Init

