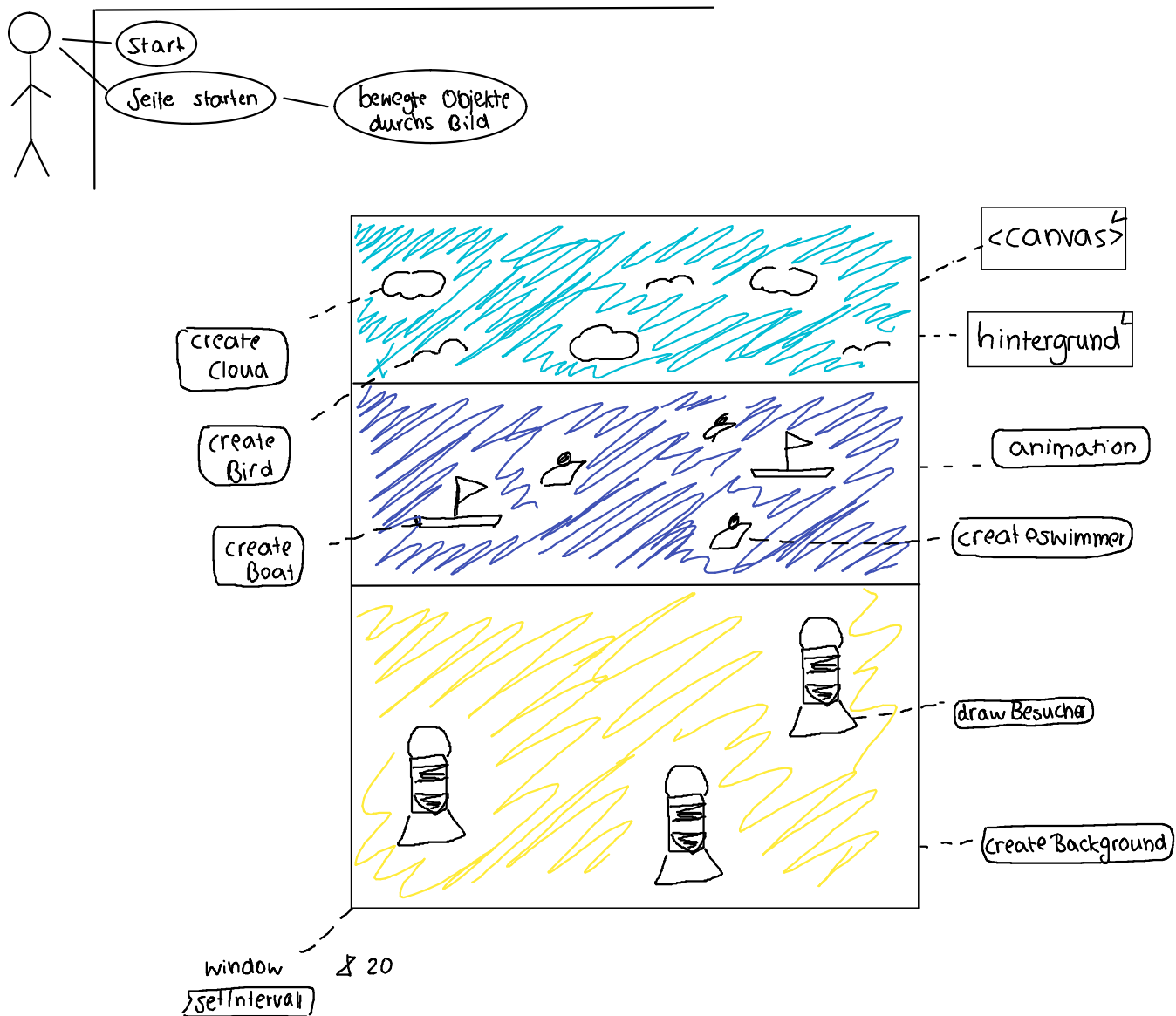
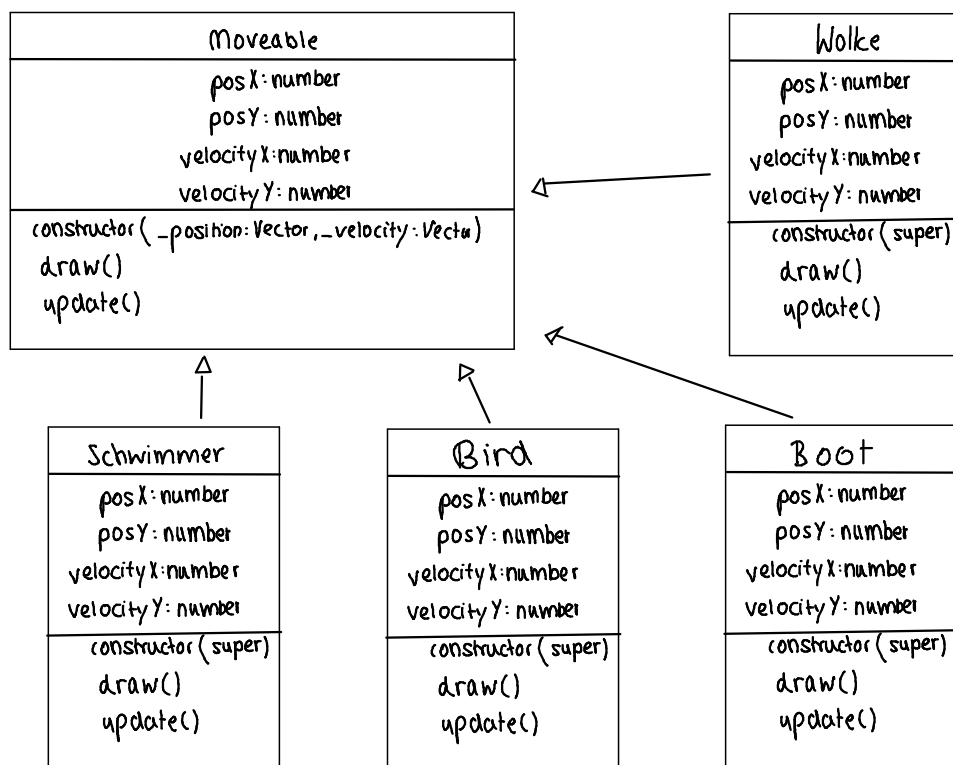


# Zusammenarbeit: Celine, Elena und Adrian



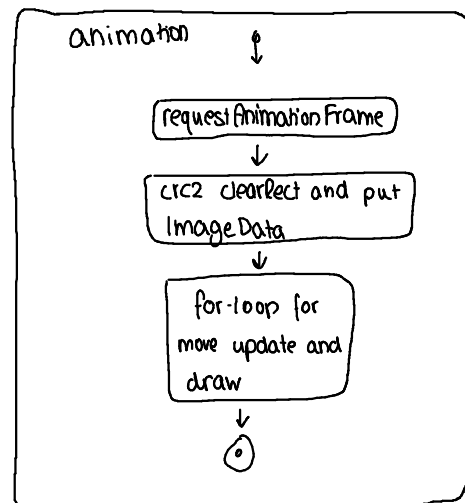
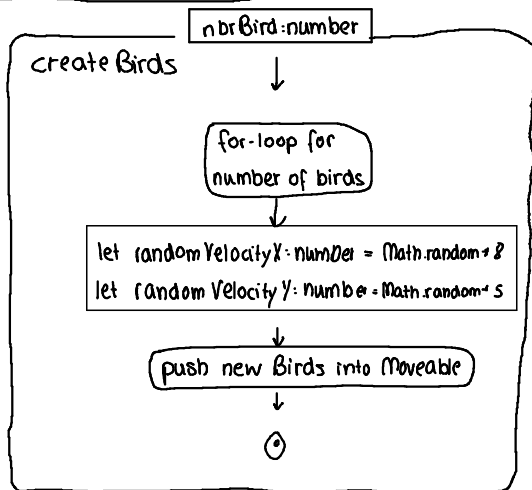
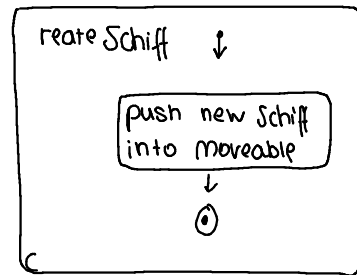
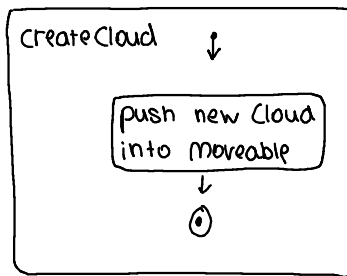
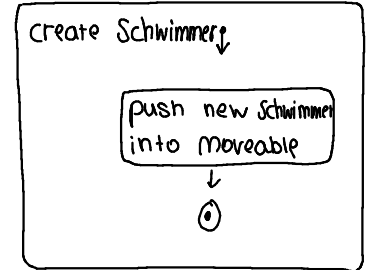
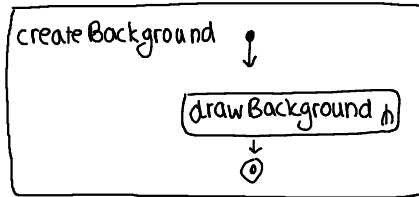
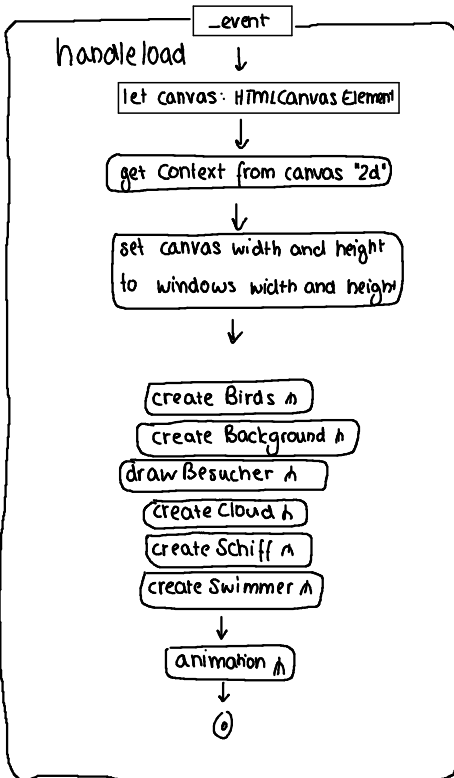
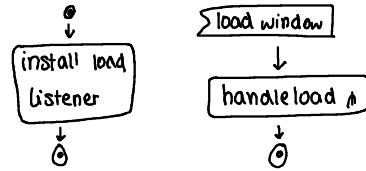
## Class Diagram



# Activity - Diagram

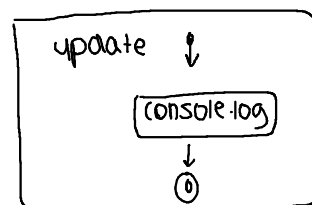
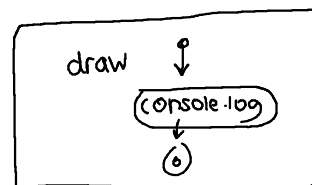
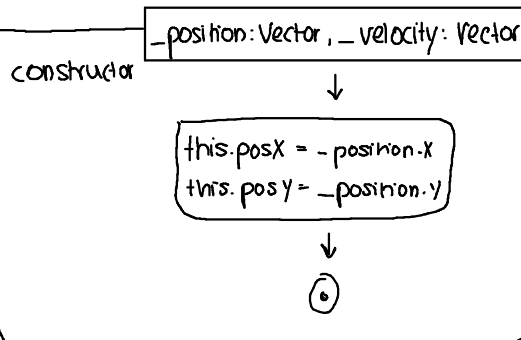
main

```
export let crc2: CanvasRenderingContext2D;
export let rotate: number;
let move: Movable[] = [];
let ImageData: ImageData;
```



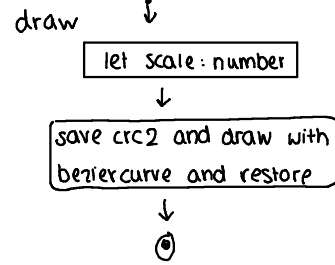
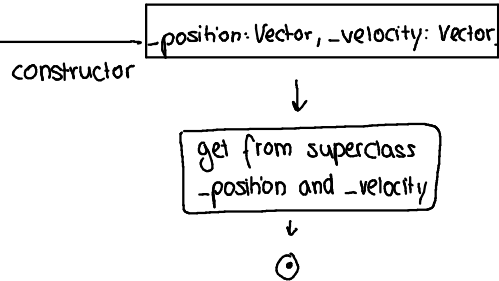
Movable

```
posX: number
posY: number
velocityX: number
velocityY: number
```

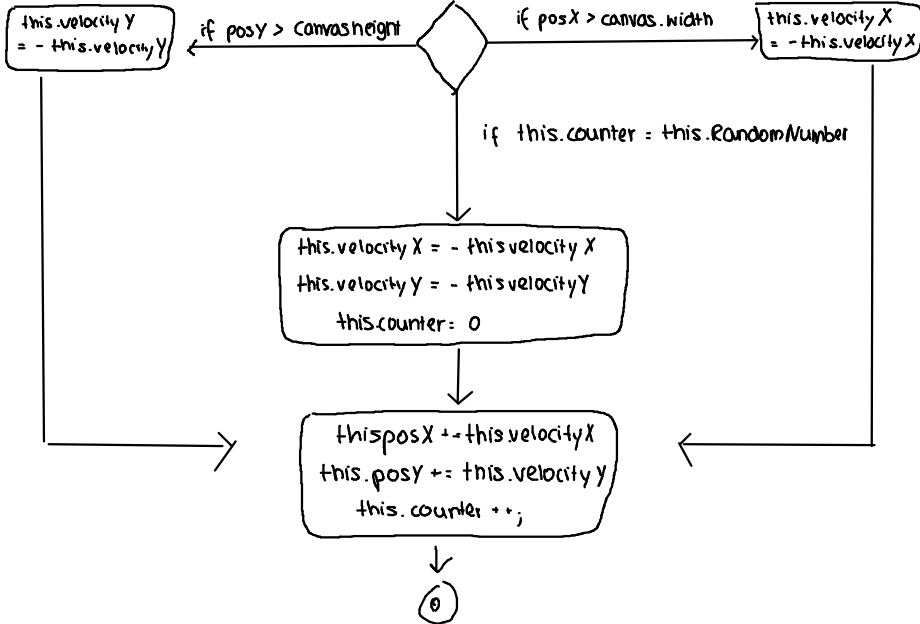


Birds — extends Moreade

randomNumber: number  
counter: number = 0

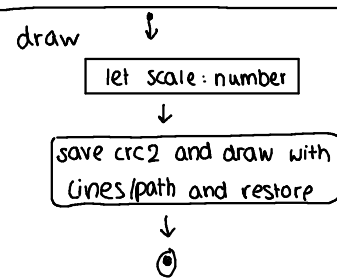
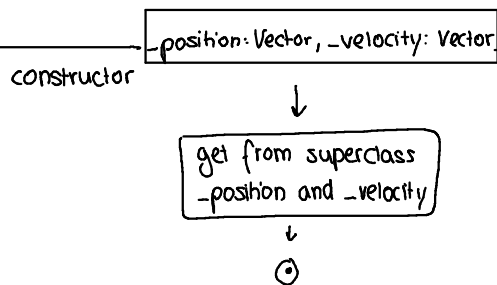


update

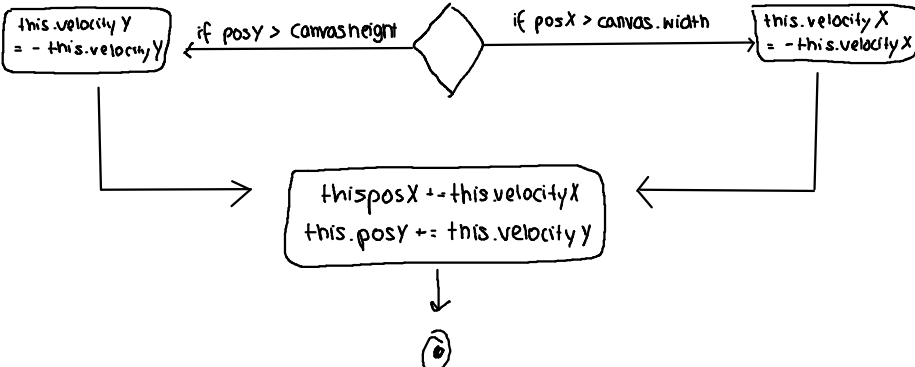


Boat — extends Moreade

declare posX: number  
declare posY: number  
velocityX: number  
velocityY: number

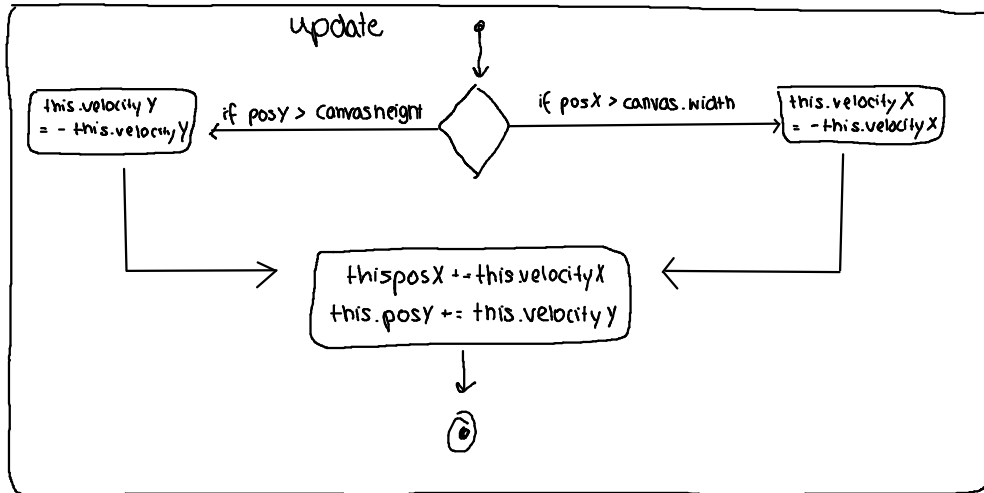
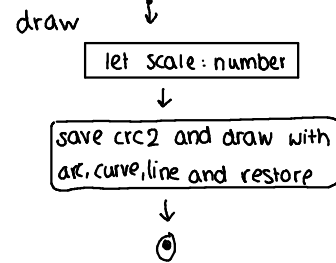
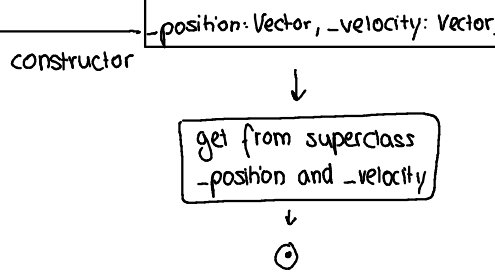


update



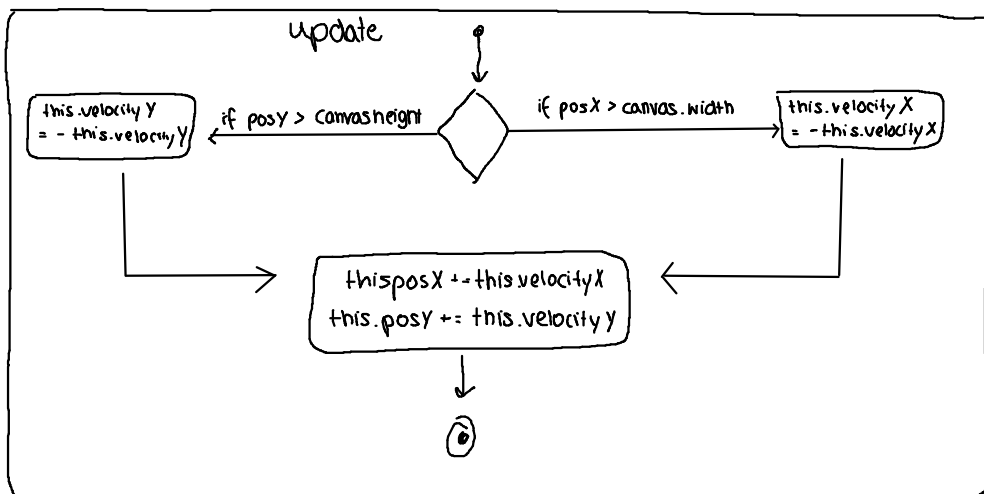
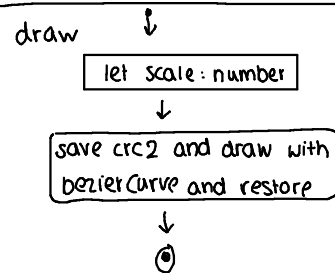
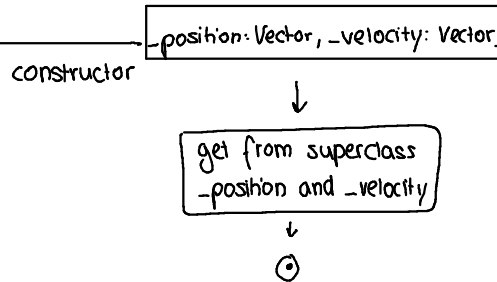
Schwimmer - extends Moreade

declare posX: number  
declare posY: number  
velocityX: number  
velocityY: number



Cloud - extends Moreade

declare posX: number  
declare posY: number  
velocityX: number  
velocityY: number



## background

export interface Vector



x: number  
y: number



export drawBackground



fill crc2 with colors  
and fillRect



export drawBesucher

\_x: number, \_y: number



let scale: number



save crc2 and draw  
with lines, curve and path  
and fillStyle and  
restore crc2.

