

Bee
-X : number -Y : number -bienenColor: string -fluegelColor: string
constructor(_x: number, _y: number) update() setRandomColor() draw() move()

Bee
move()

Flower
-X : number -Y : number -zufallFarbeBlatt: string -zufallFarbeBluete: string -flowerType: string;
drawStaticFlower() setRandomPositionStatic() setRandomColor() setRandomPosition() drawRandomFlowers()

Blümchen
Draw ()

Tulpe
Draw ()