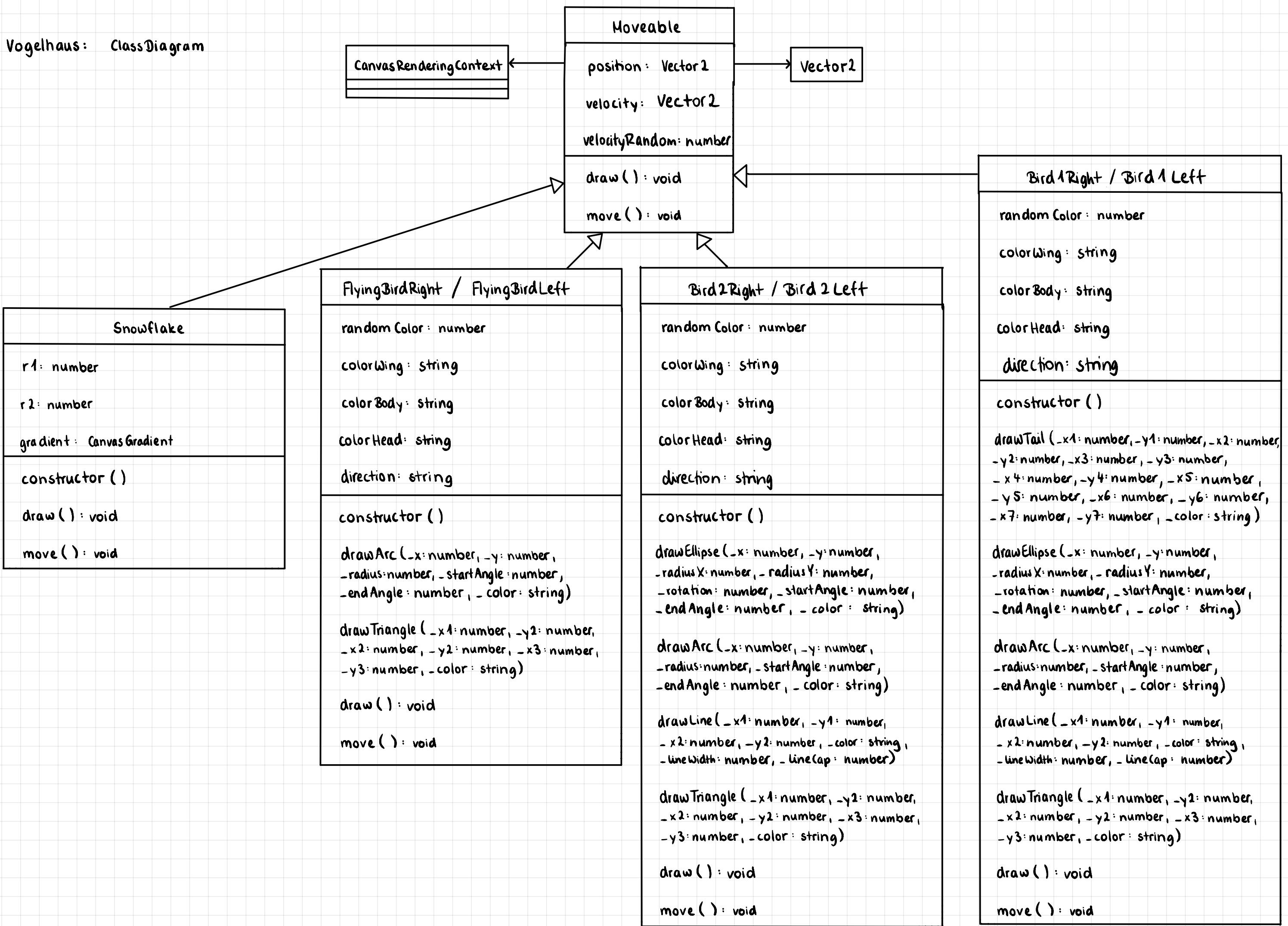
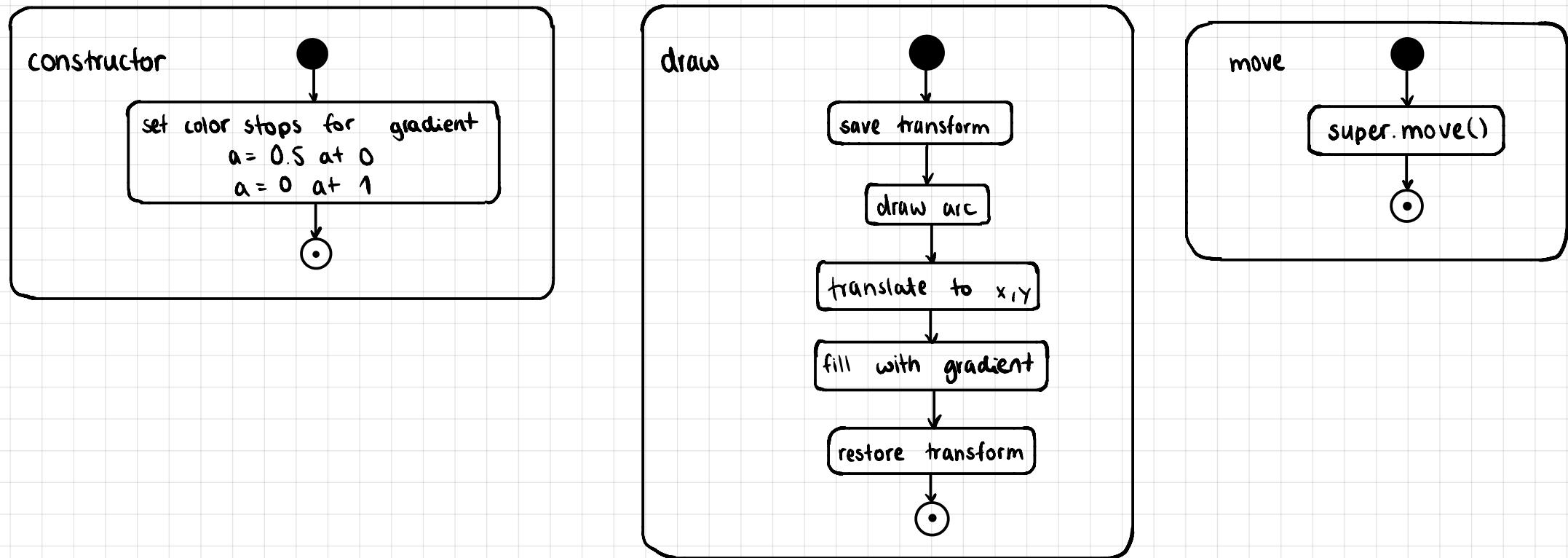


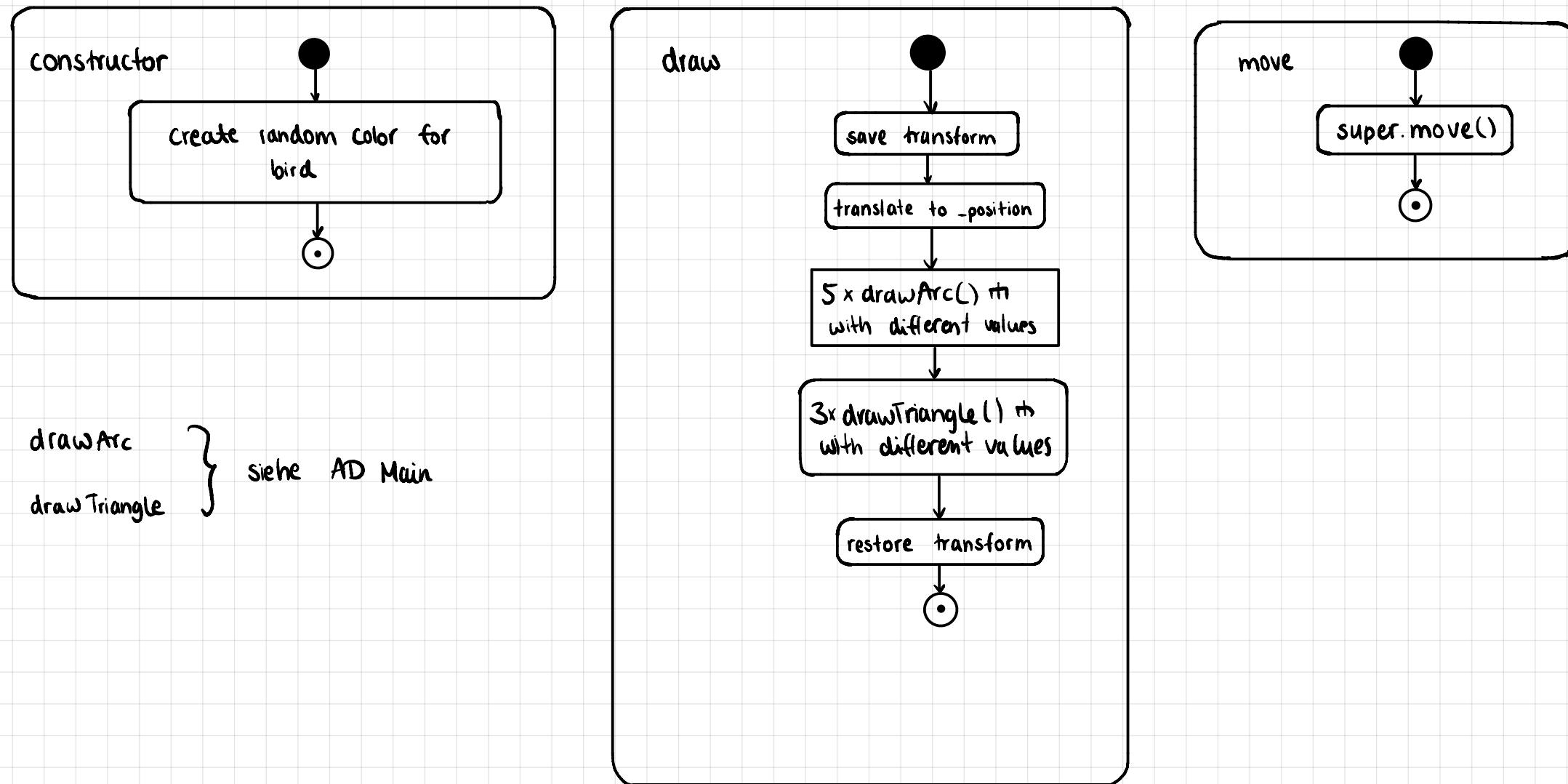
Vogelhaus: Class Diagram



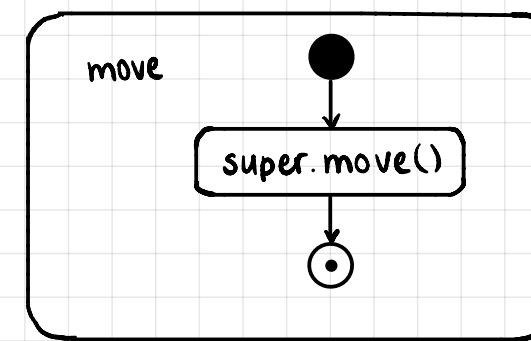
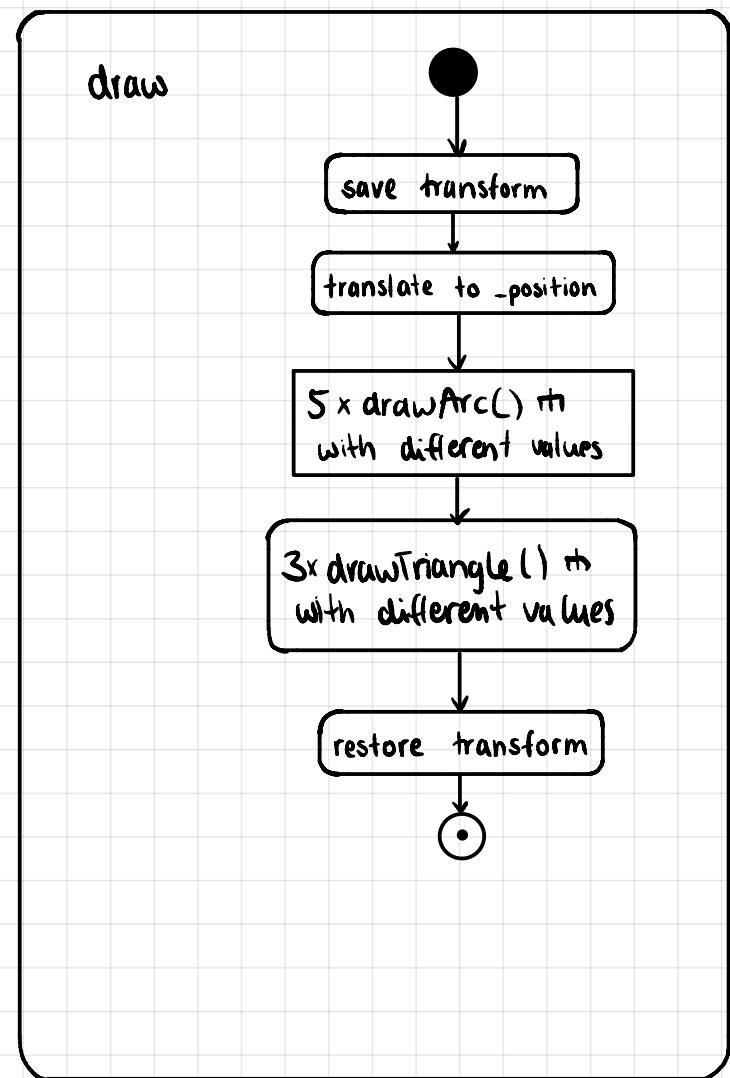
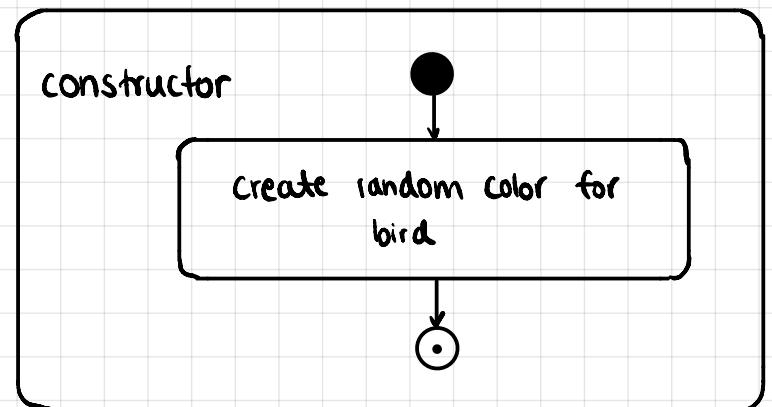
Vogelhaus: Activity Diagram - Snowflake



Vogelhaus: Activity Diagram - FlyingBirdRight

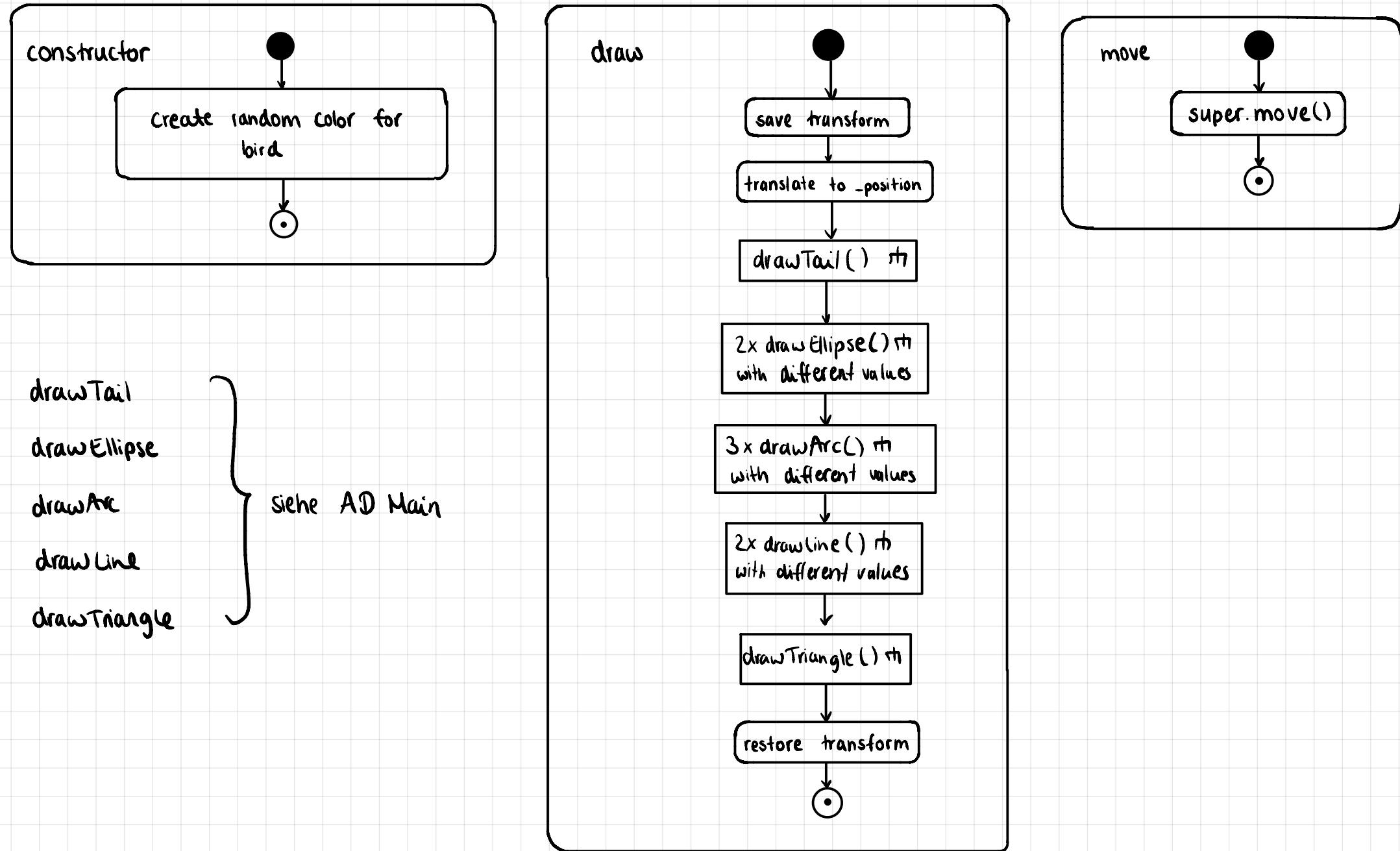


Vogelhaus: Activity Diagram - FlyingBirdLeft

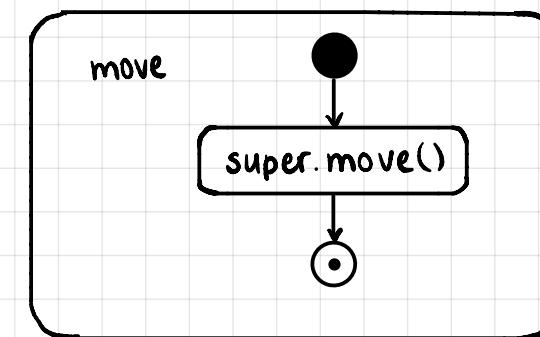
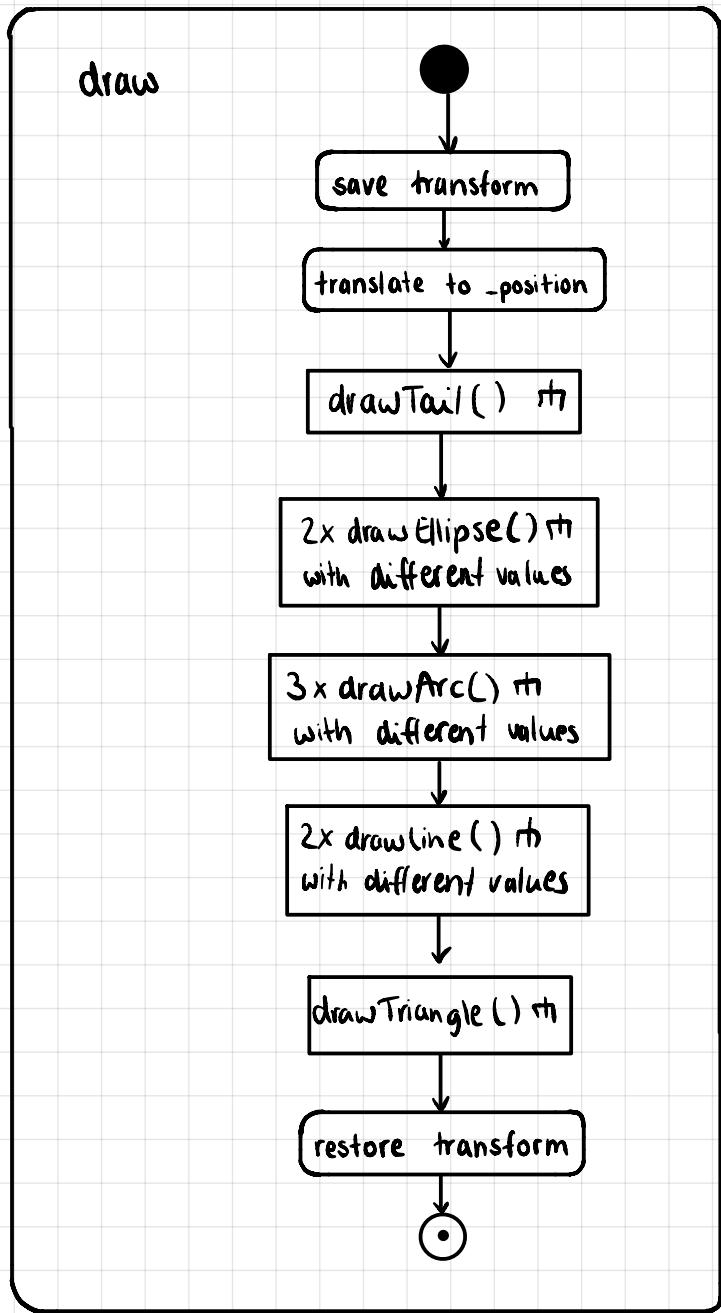
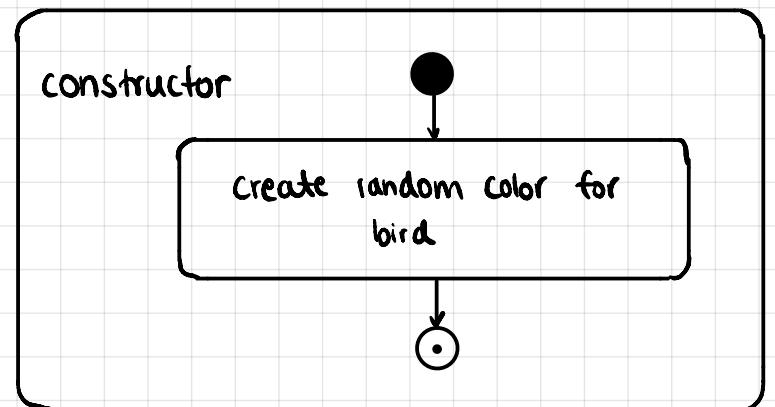


drawArc
drawTriangle } siehe AD Main

Vogelhaus: Activity Diagram - Bird 1 Right



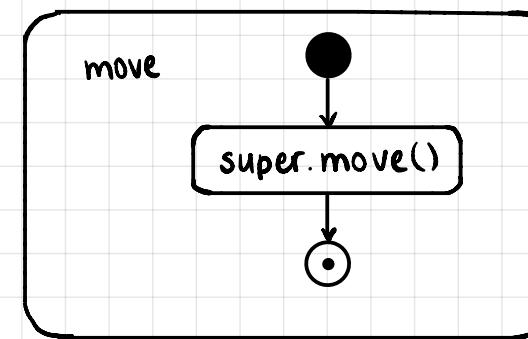
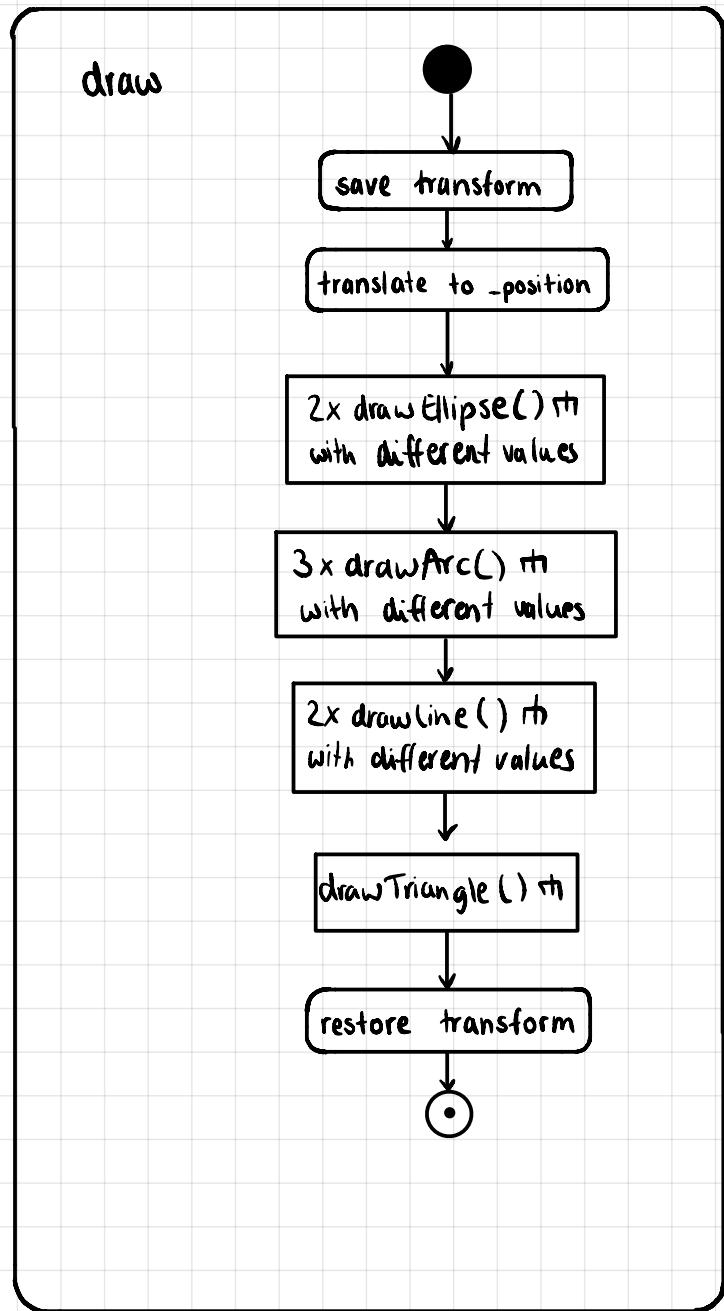
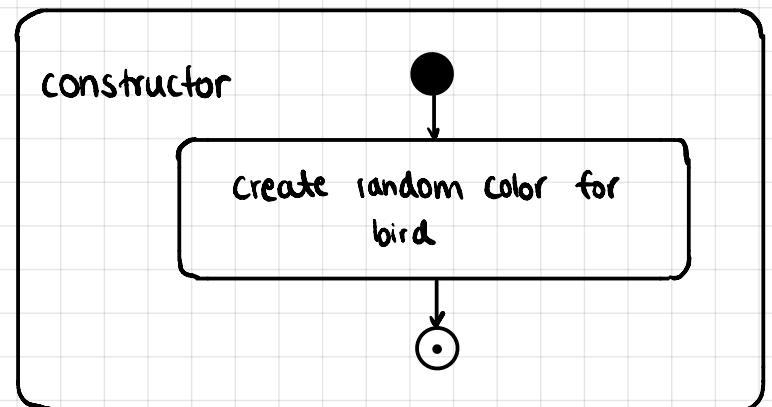
Vogelhaus: Activity Diagram - Bird 1 Left



drawTail
drawEllipse
drawArc
drawLine
drawTriangle

Siehe AD Main

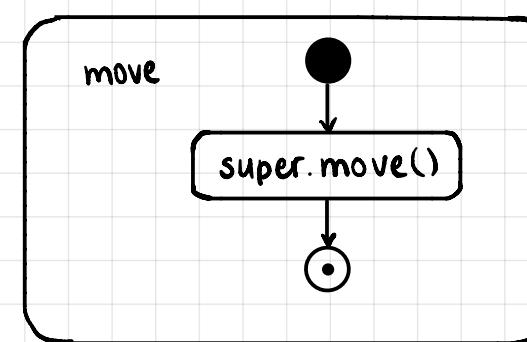
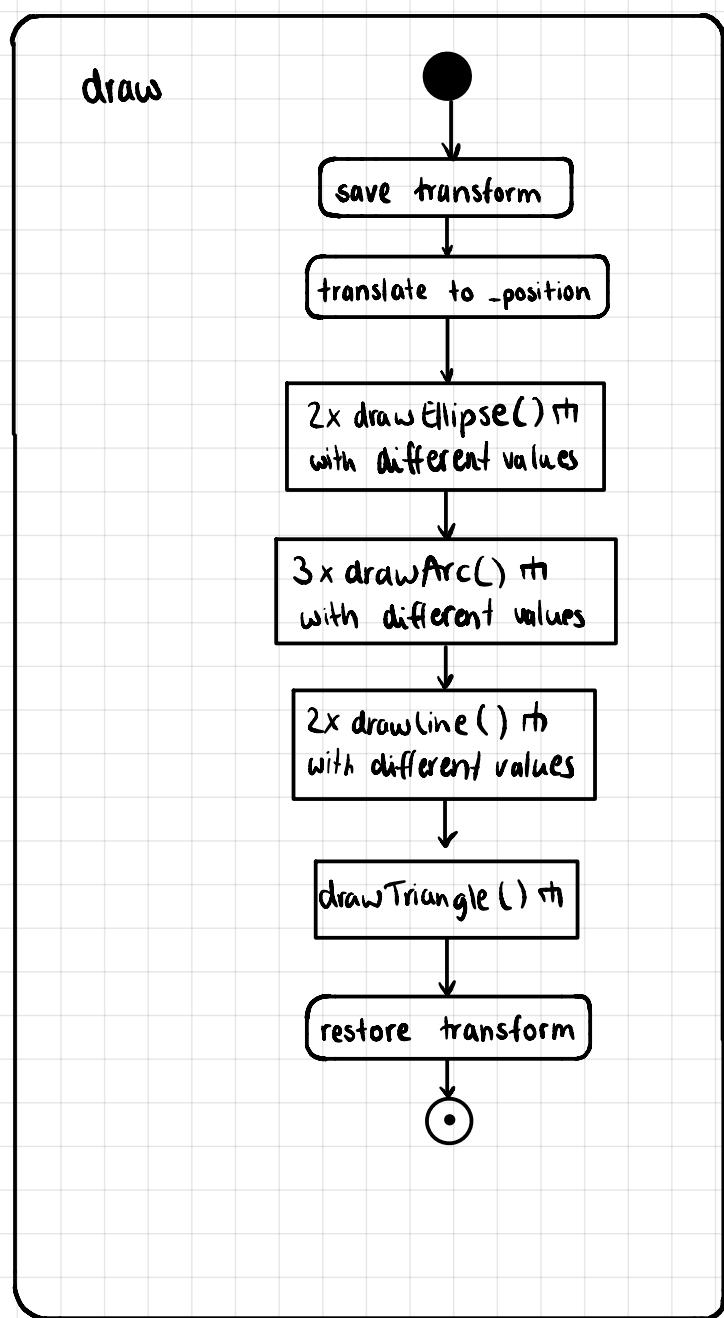
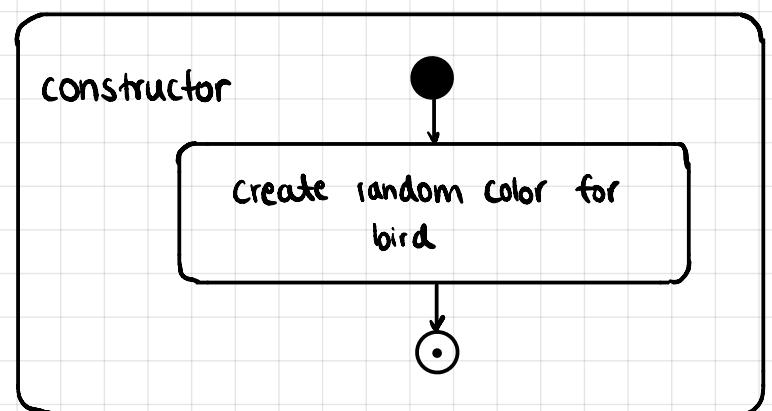
Vogelhaus: Activity Diagram - Bird2Right



drawEllipse
drawArc
drawLine
drawTriangle

} Siehe AD Main

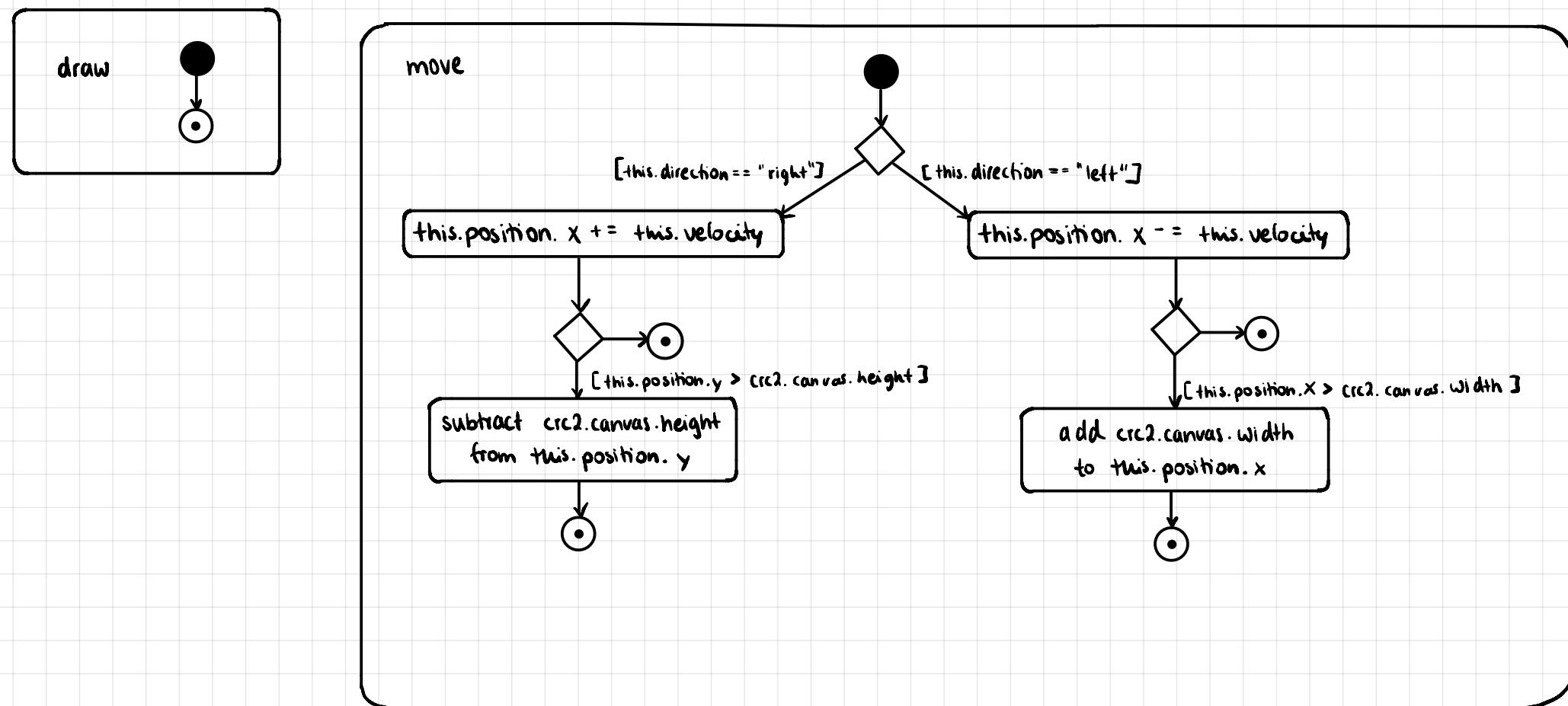
Vogelhaus: Activity Diagram - Bird2 Left



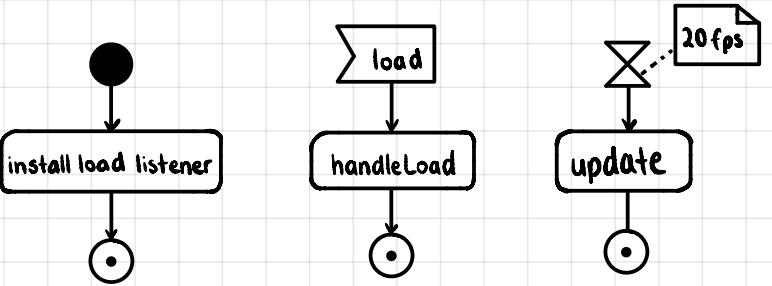
drawEllipse
drawArc
drawLine
drawTriangle

} Siehe AD Main

Vogelhaus: Activity Diagram - Moveable



Vogelhaus: Activity Diagram - Main

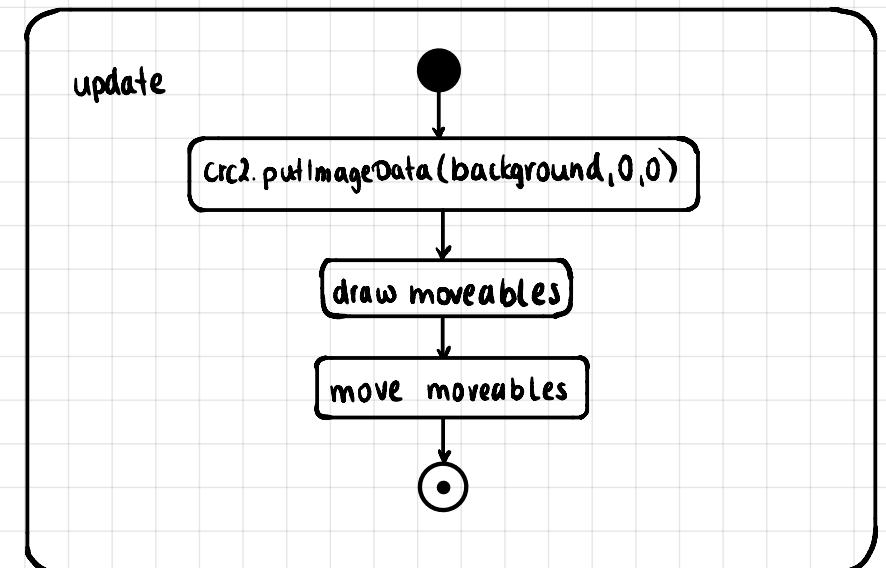
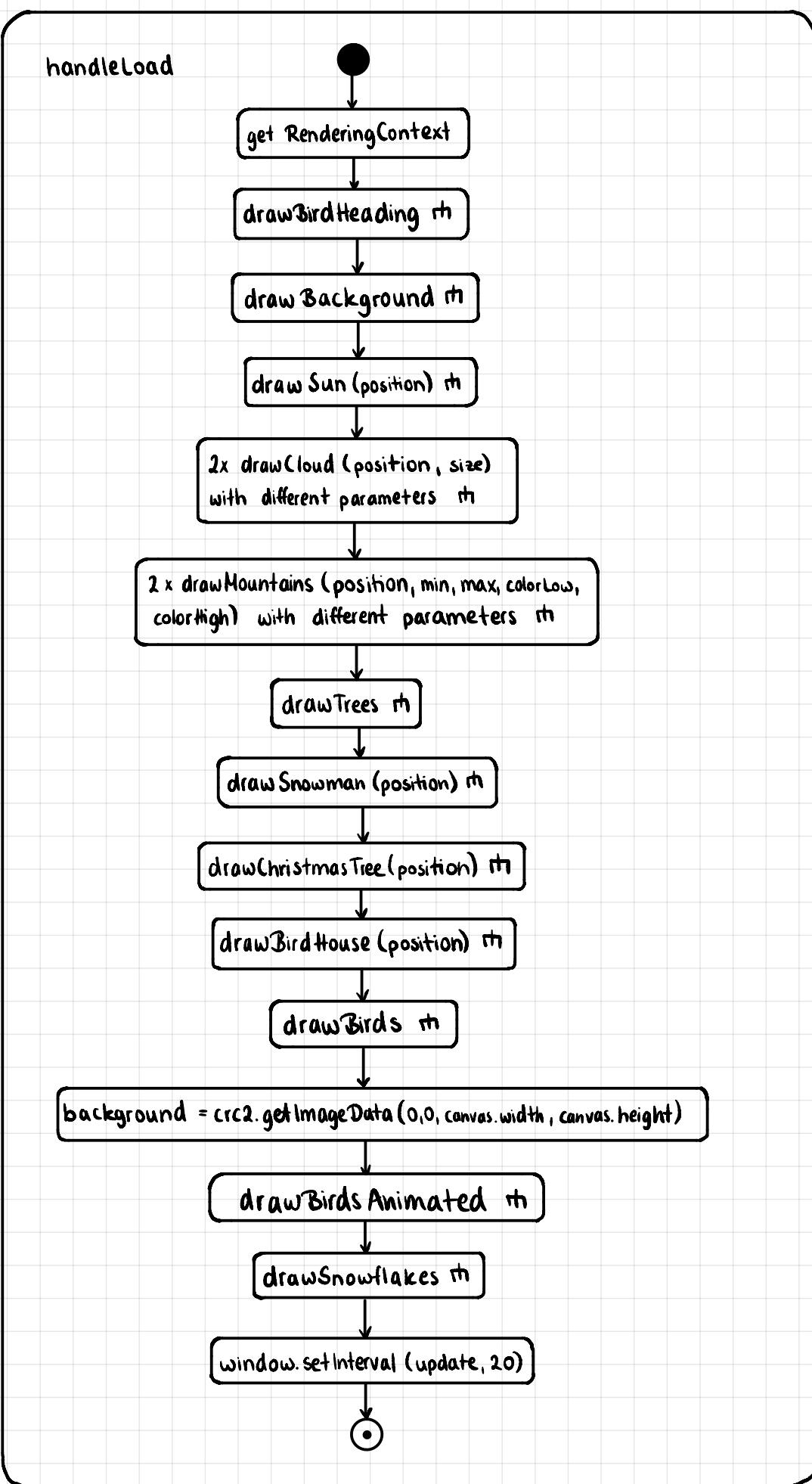


Vector

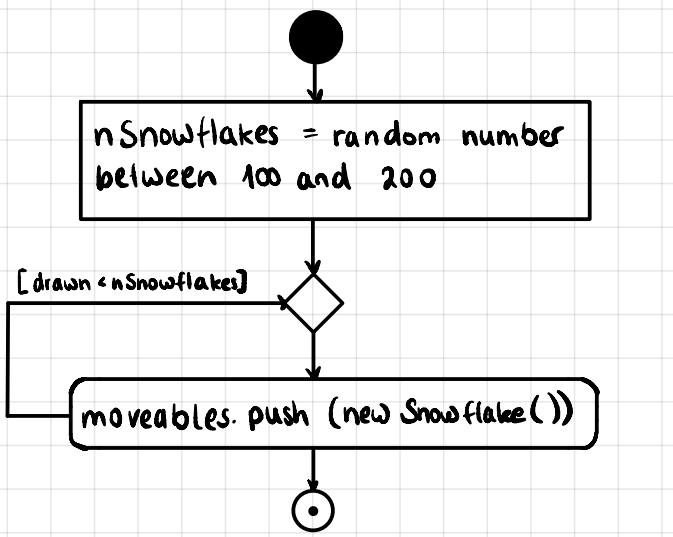
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y: number

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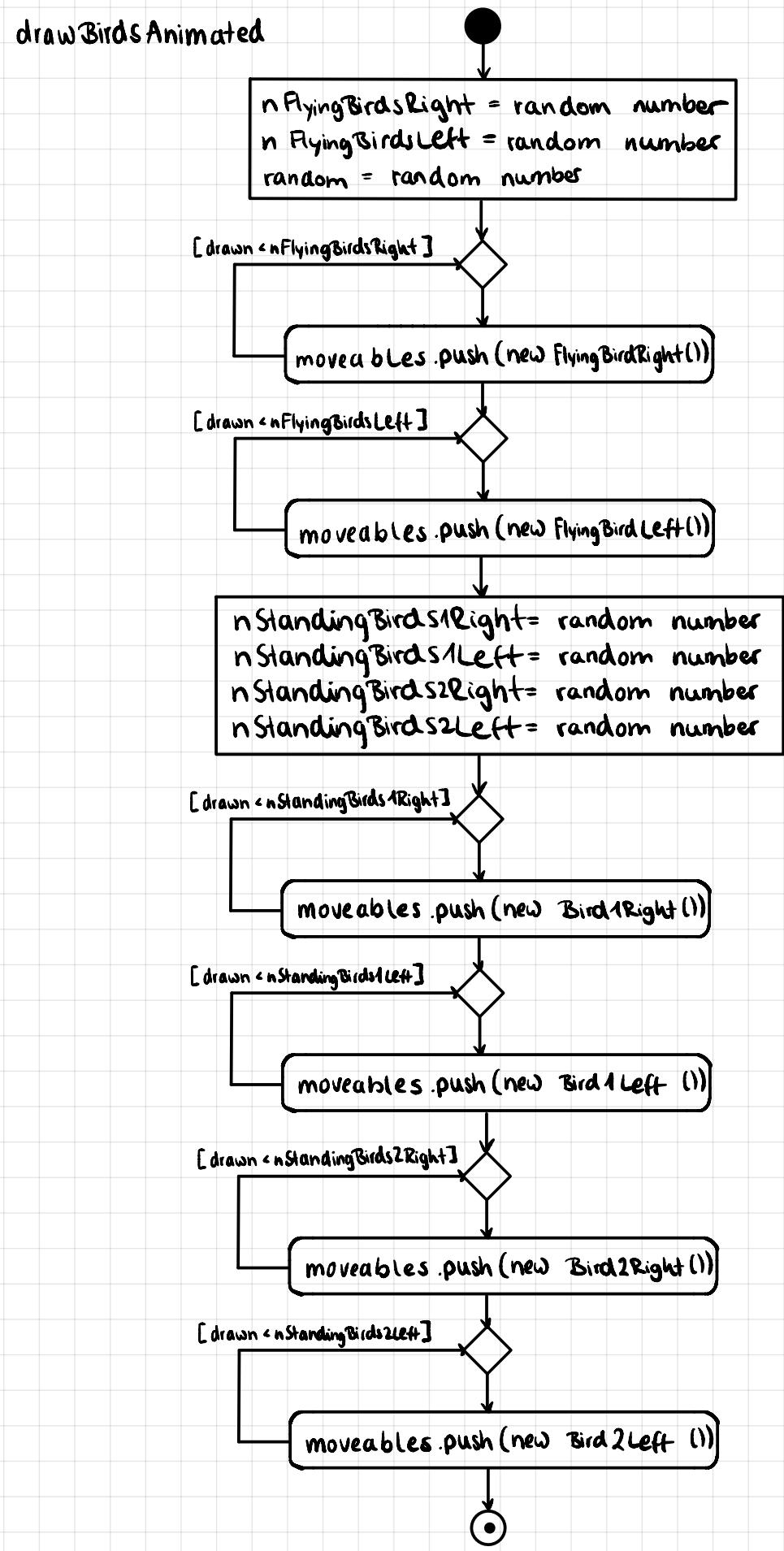
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let moveables: Moveable[] = []
    
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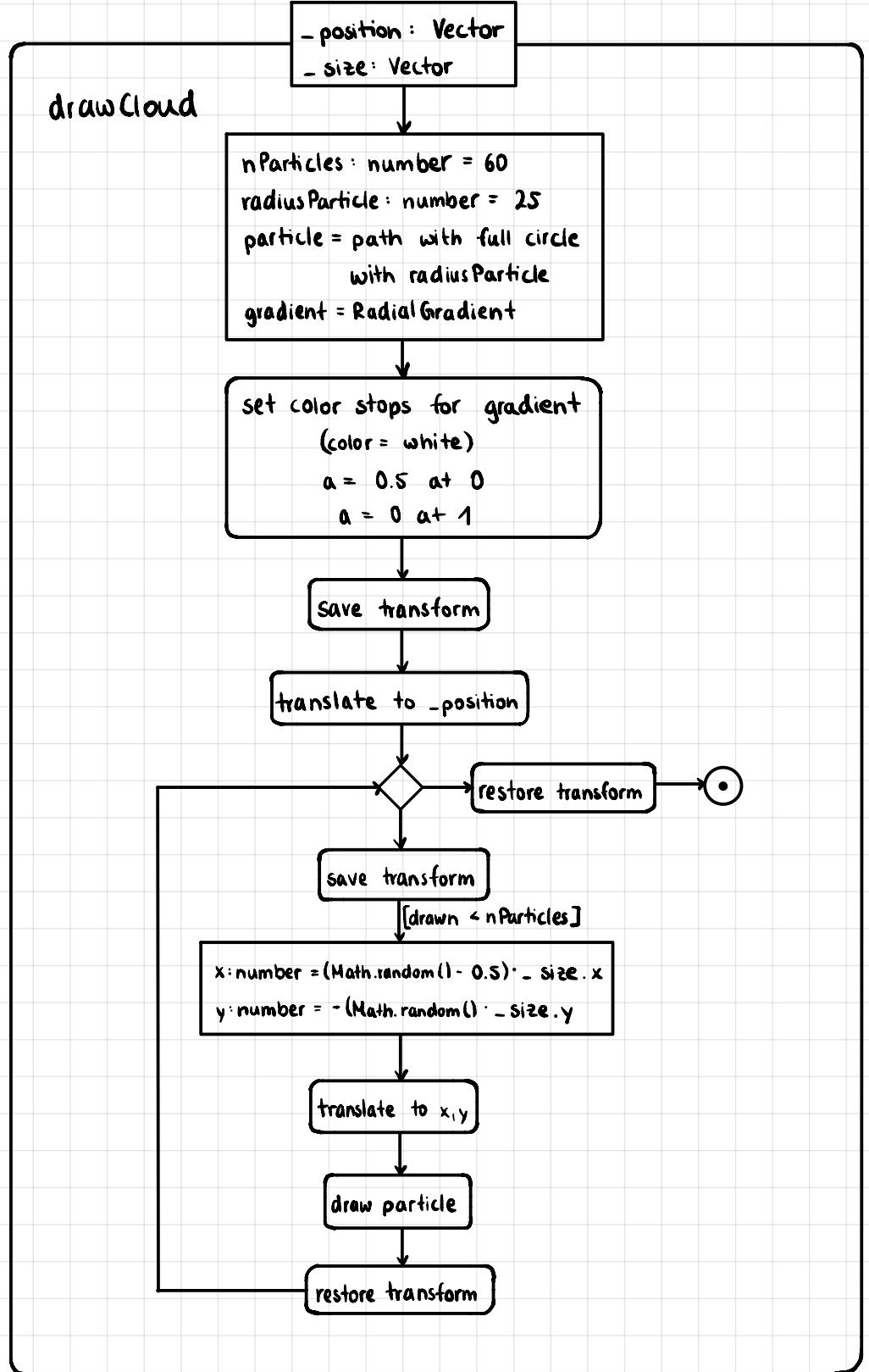
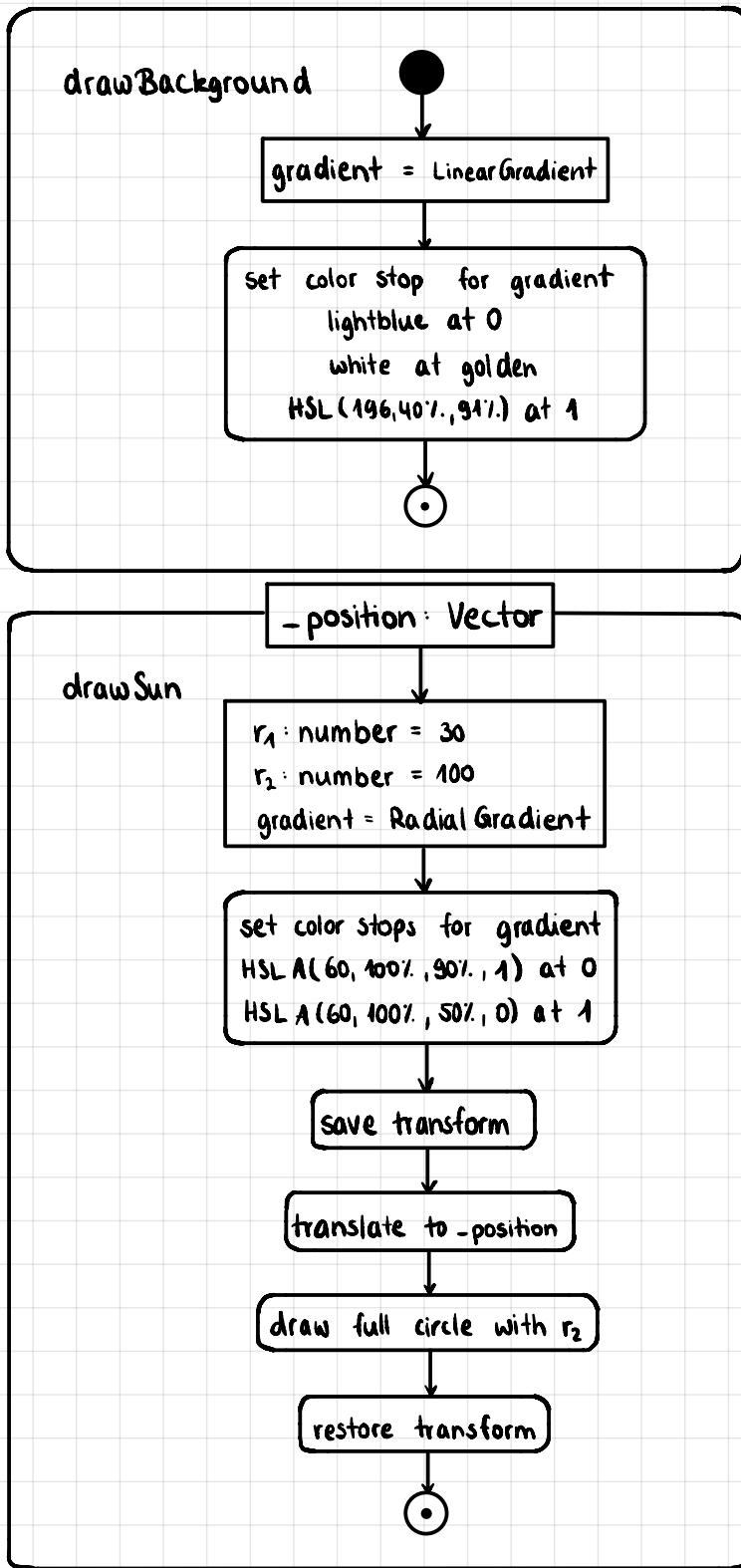


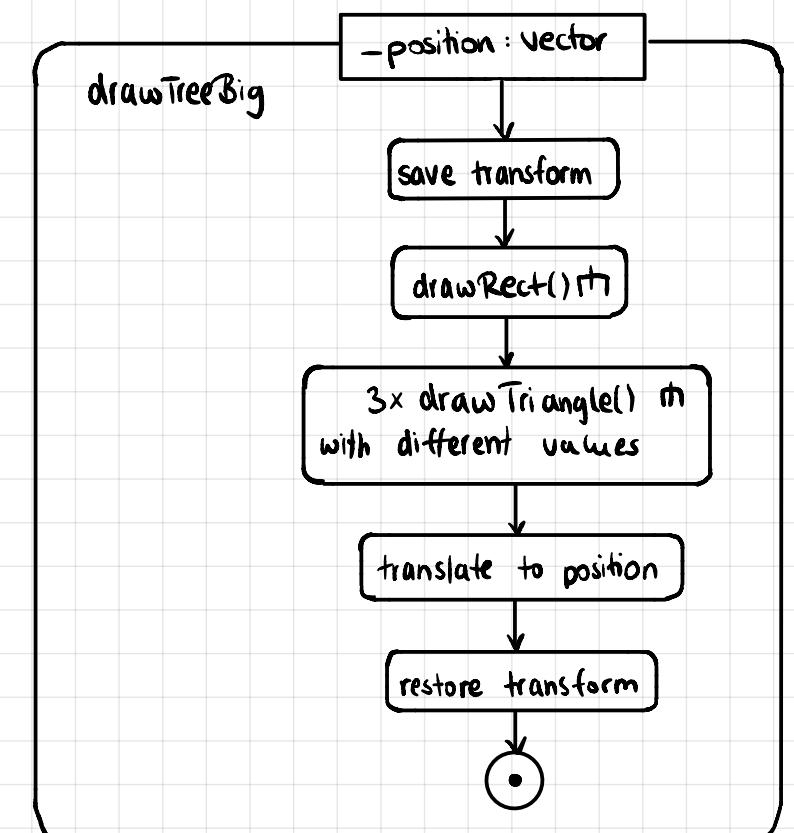
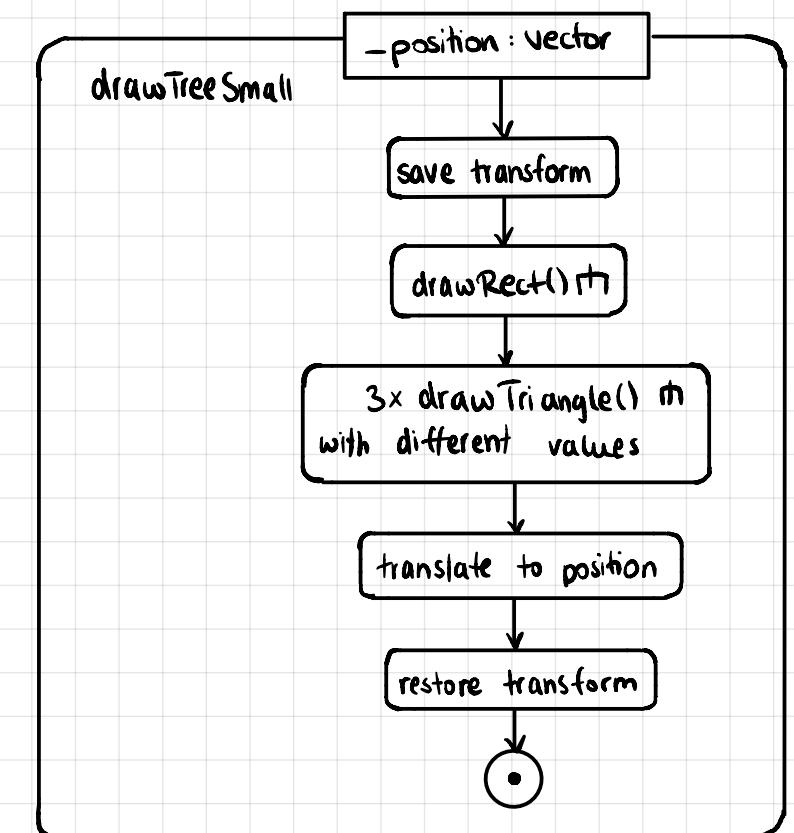
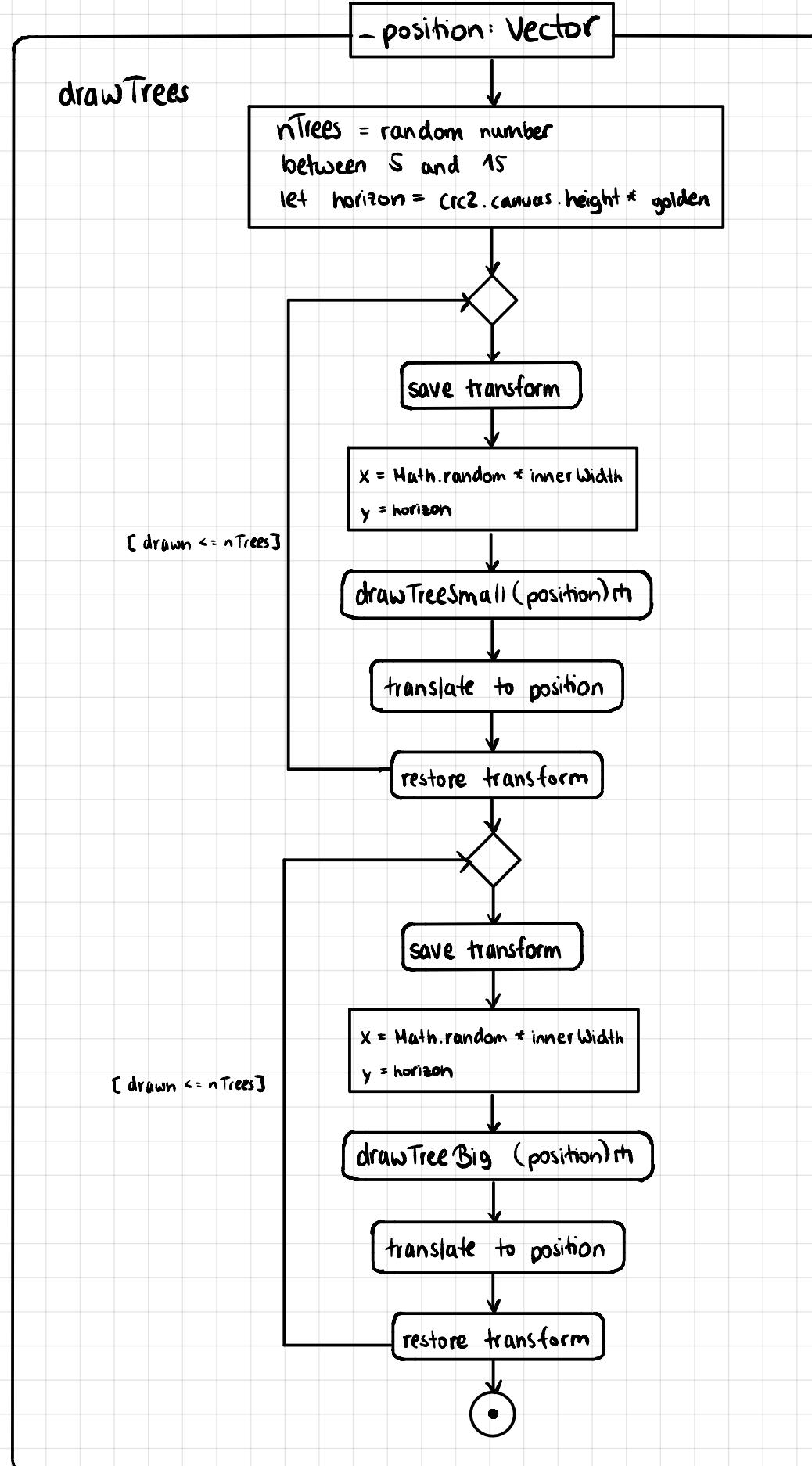
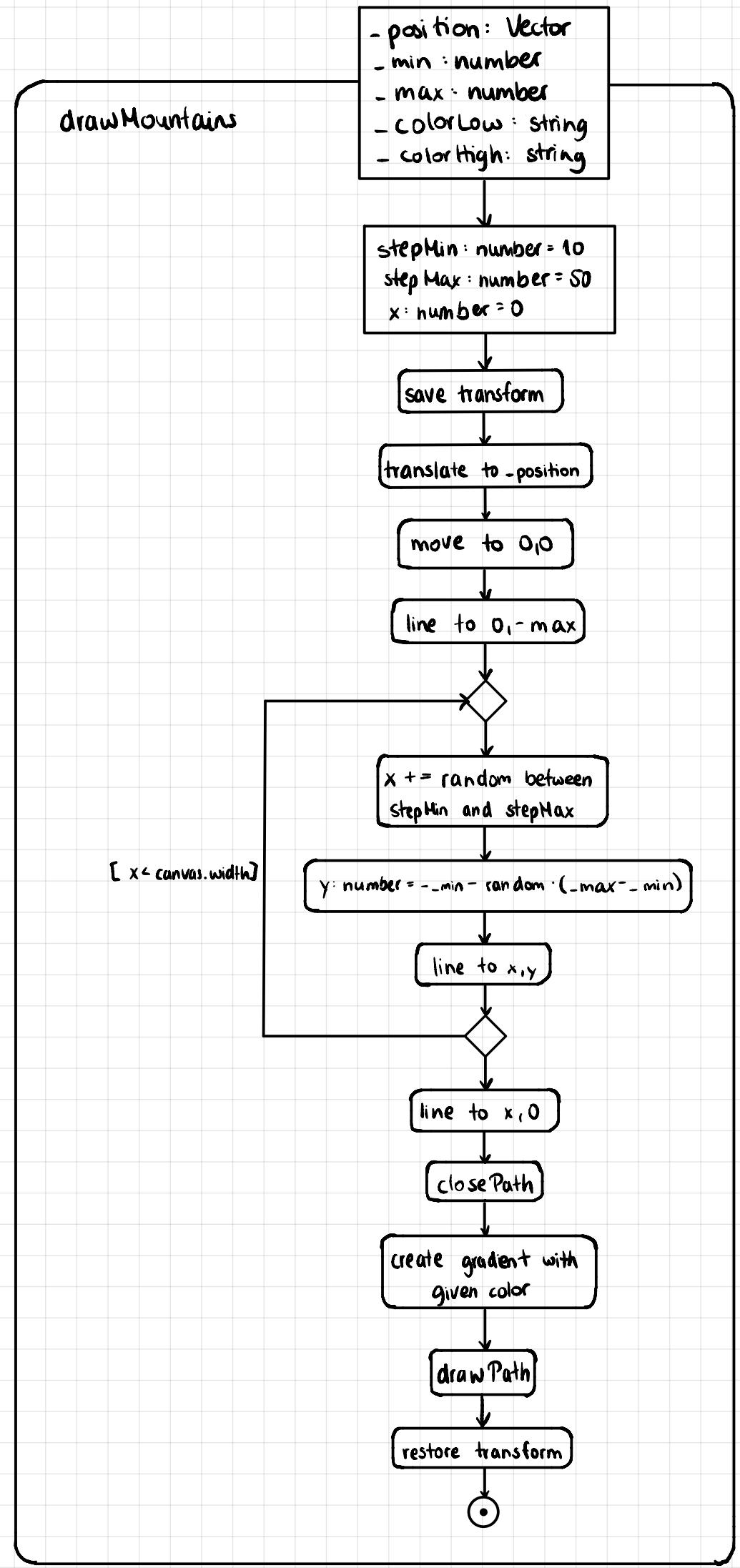
draw Snowflakes

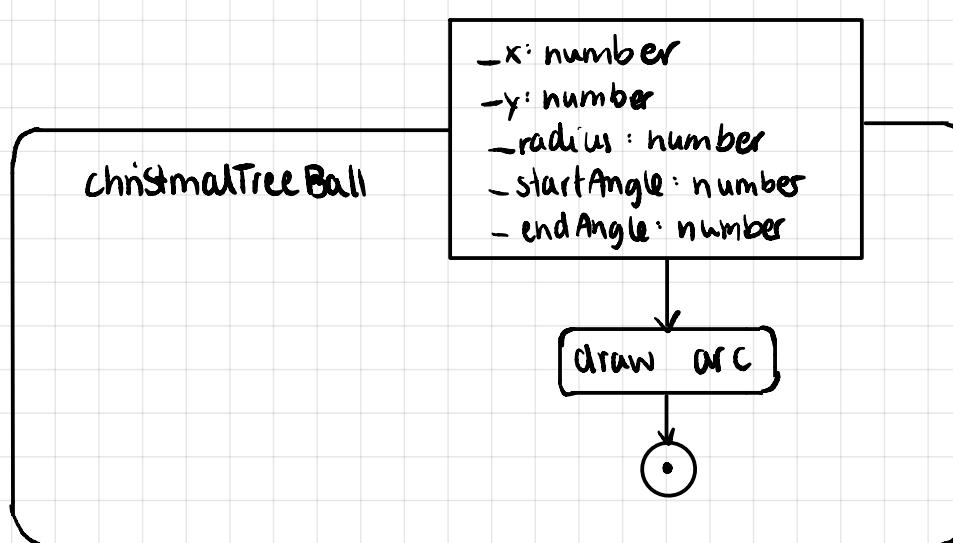
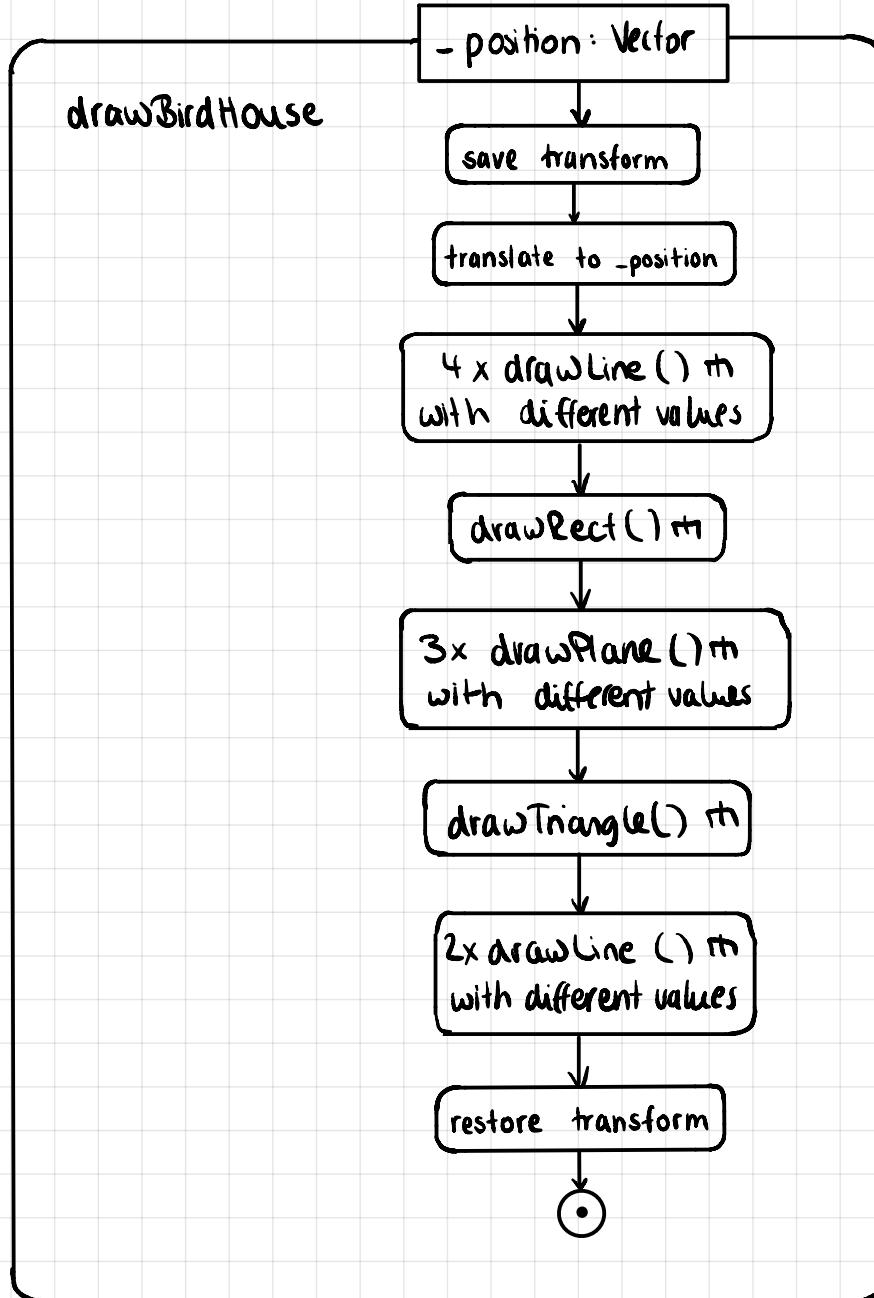
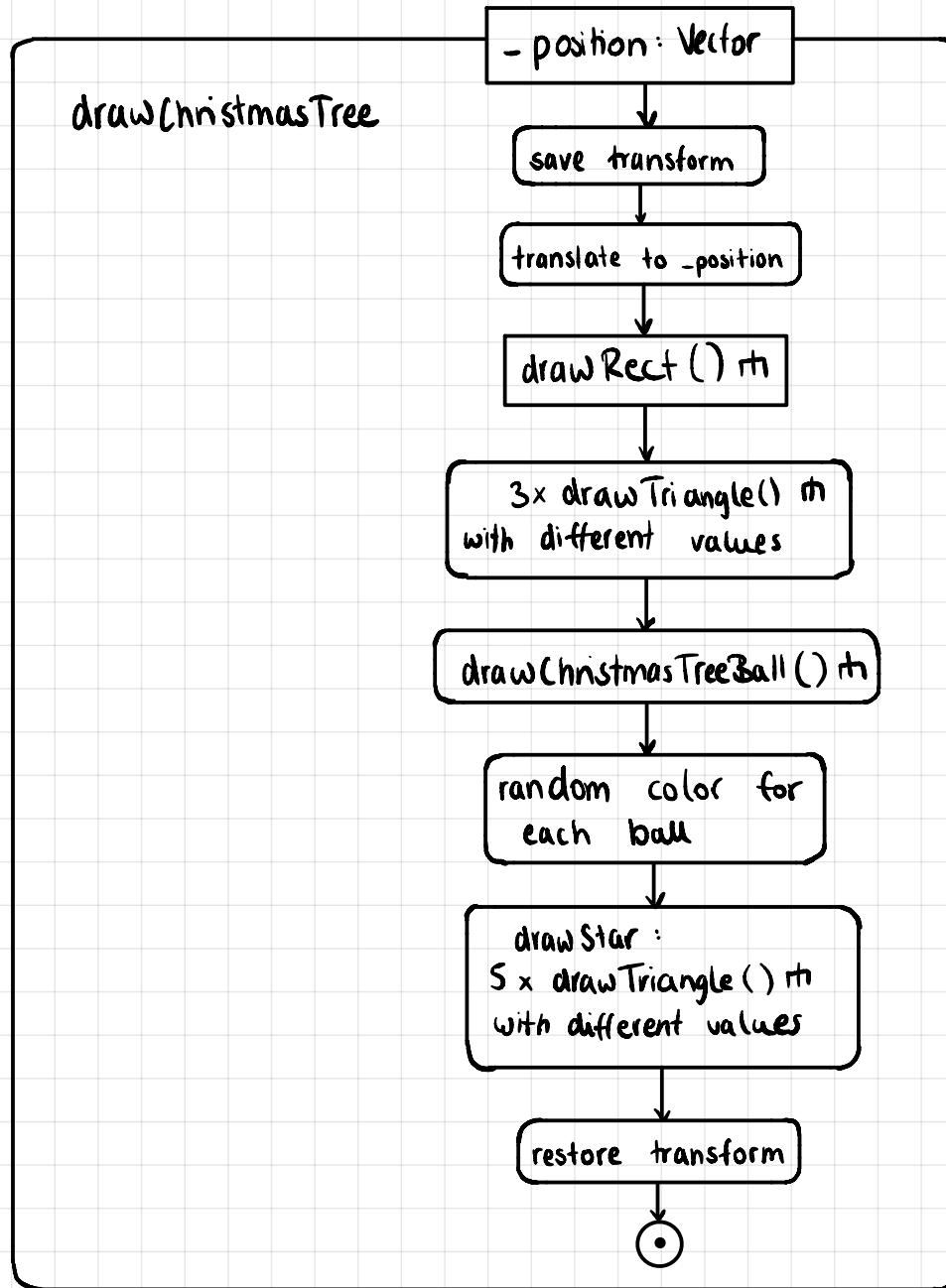
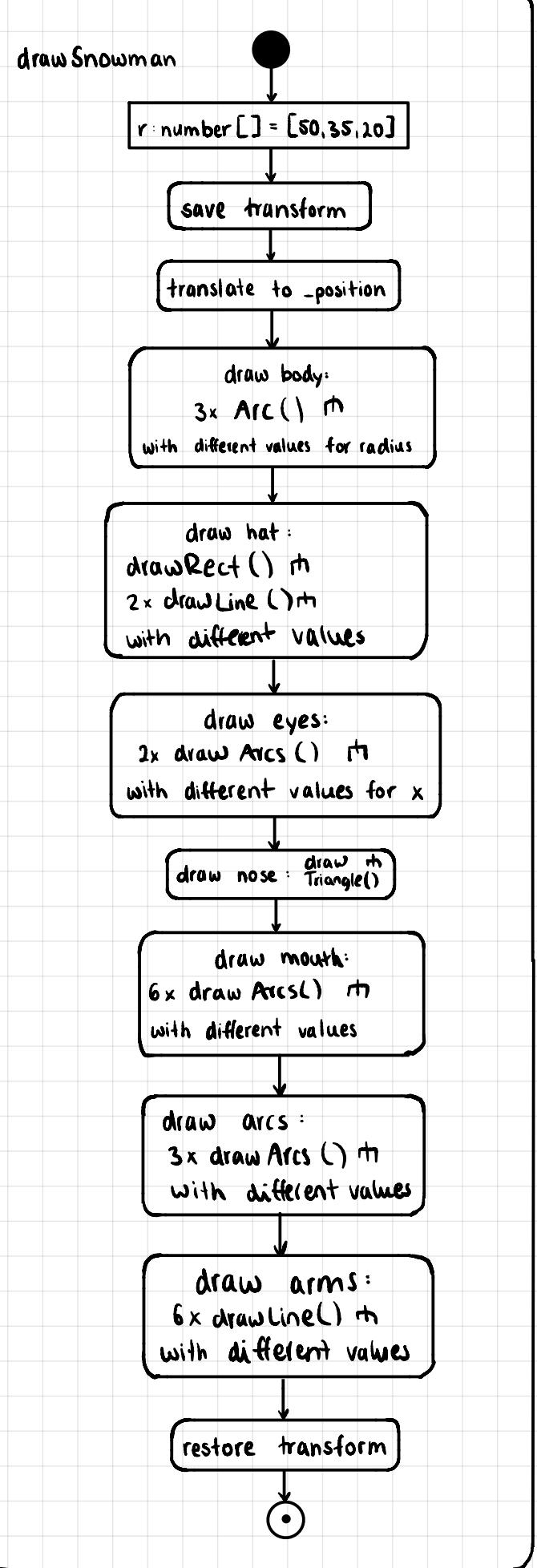


drawBirdsAnimated

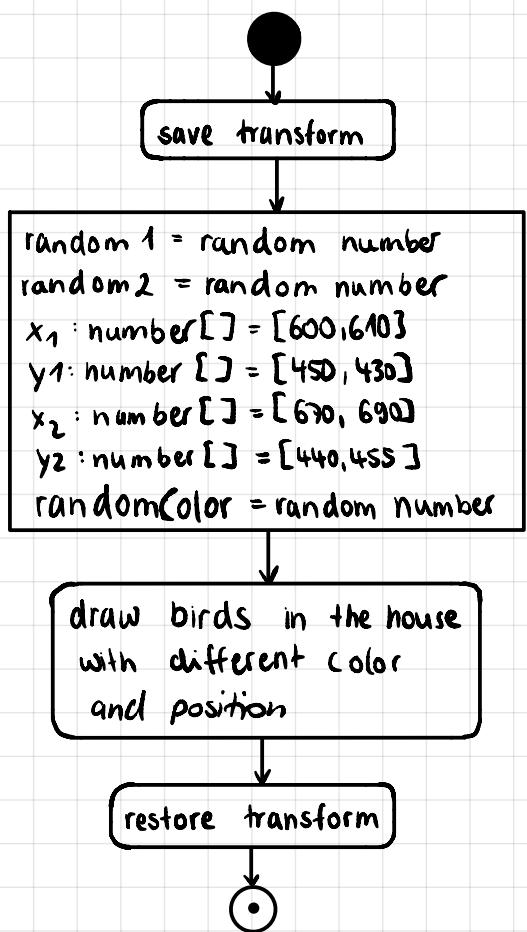




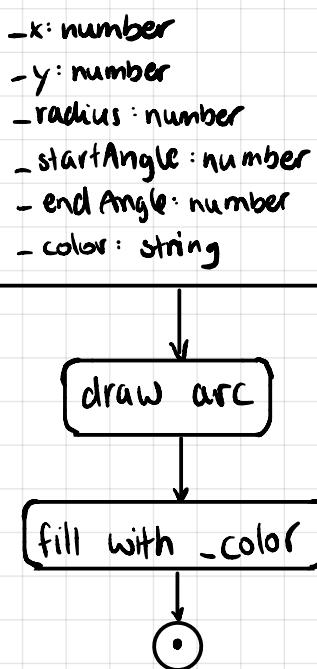




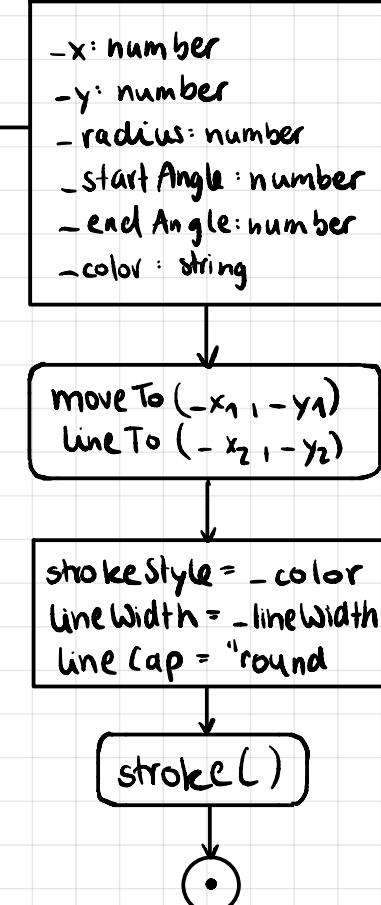
drawBirds



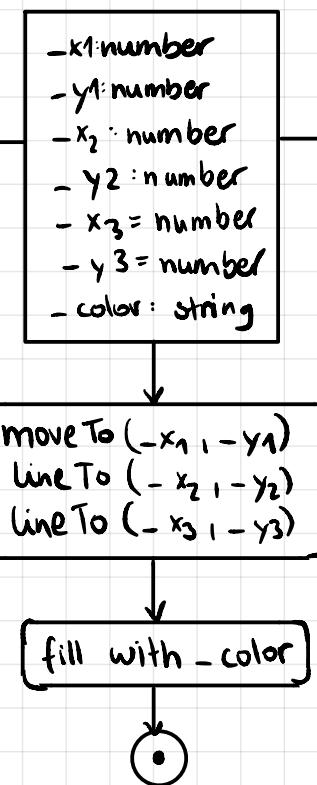
drawArcHeading



drawLineHeading



drawTriangleHeading



drawBirdHeading

