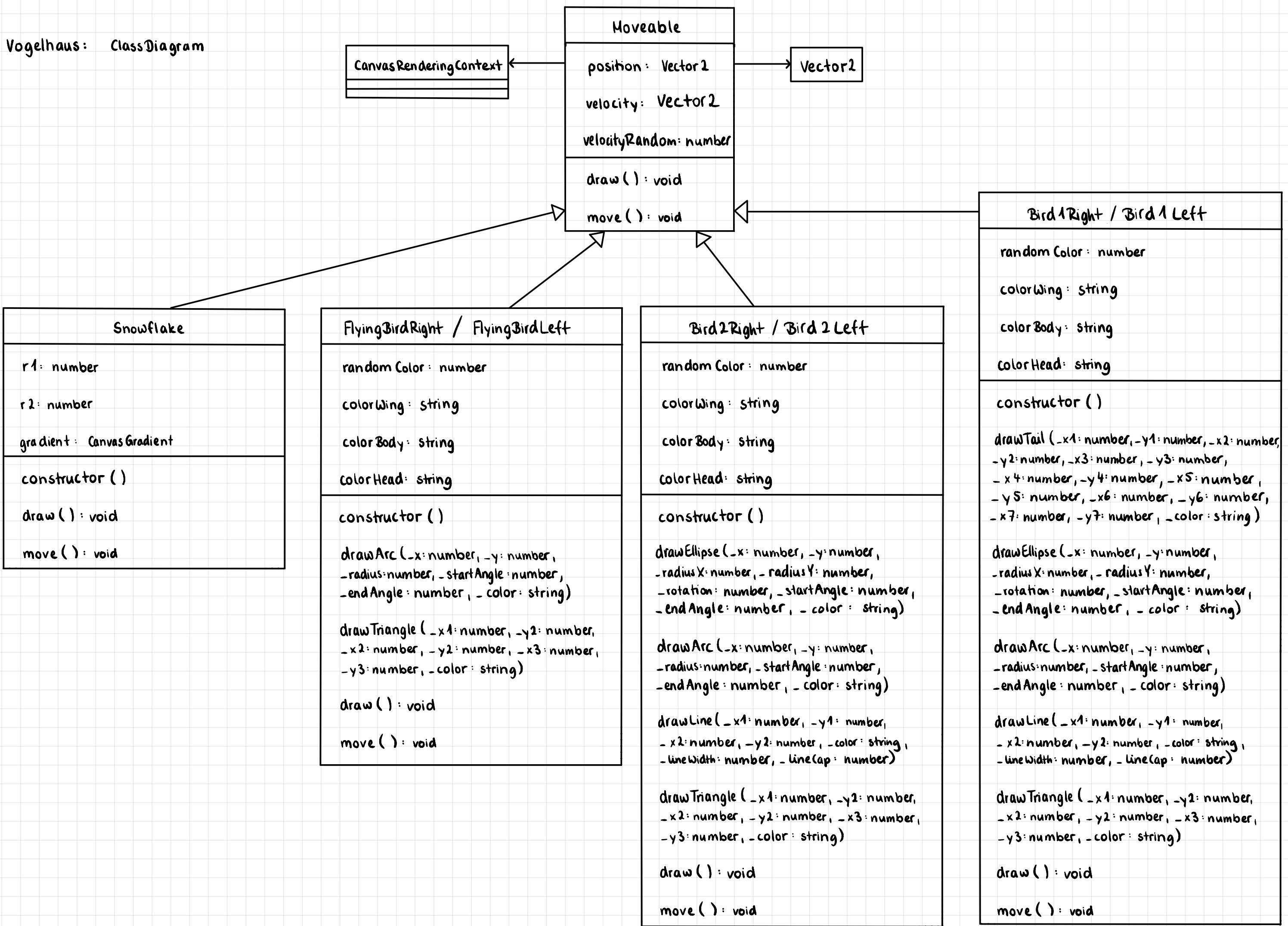
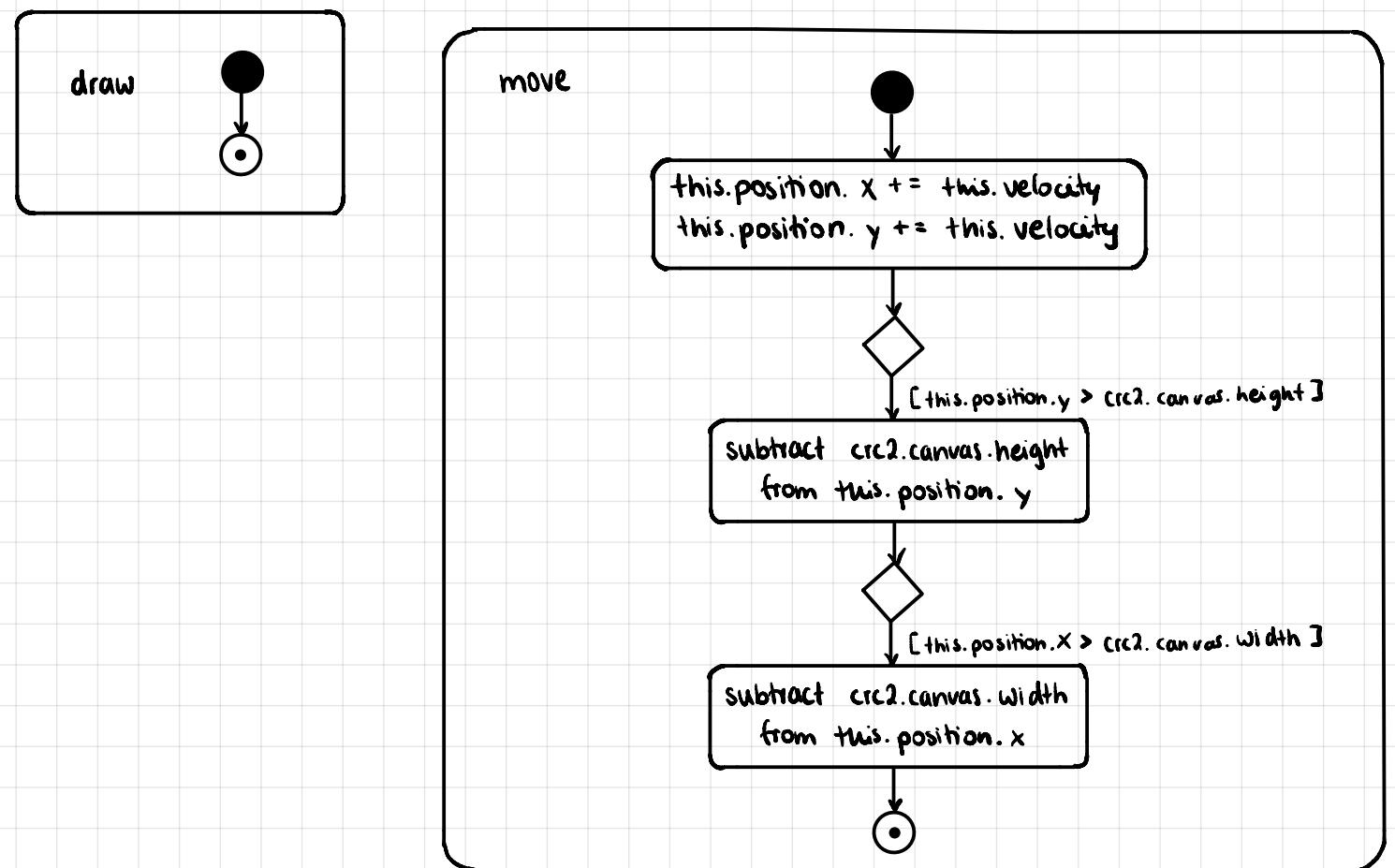


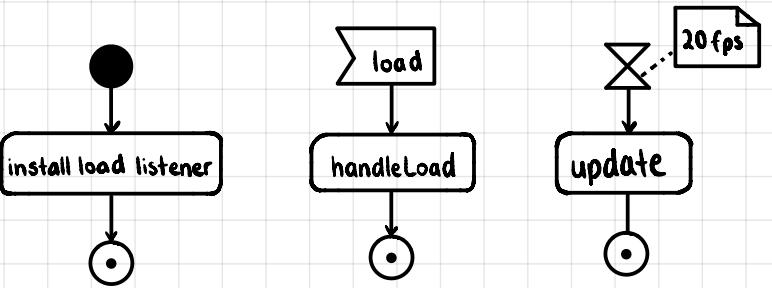
Vogelhaus: Class Diagram



Vogelhaus: Activity Diagram - Moveable



Vogelhaus: Activity Diagram - Main

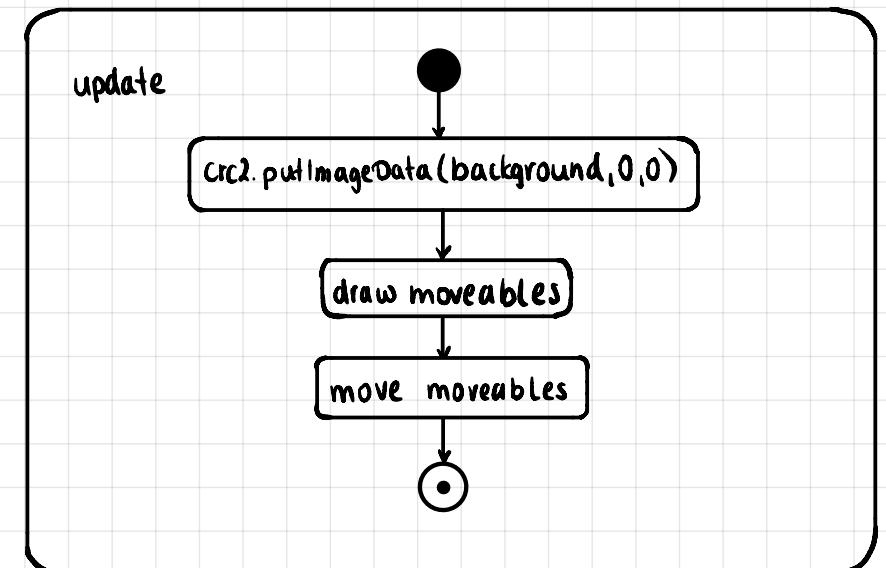
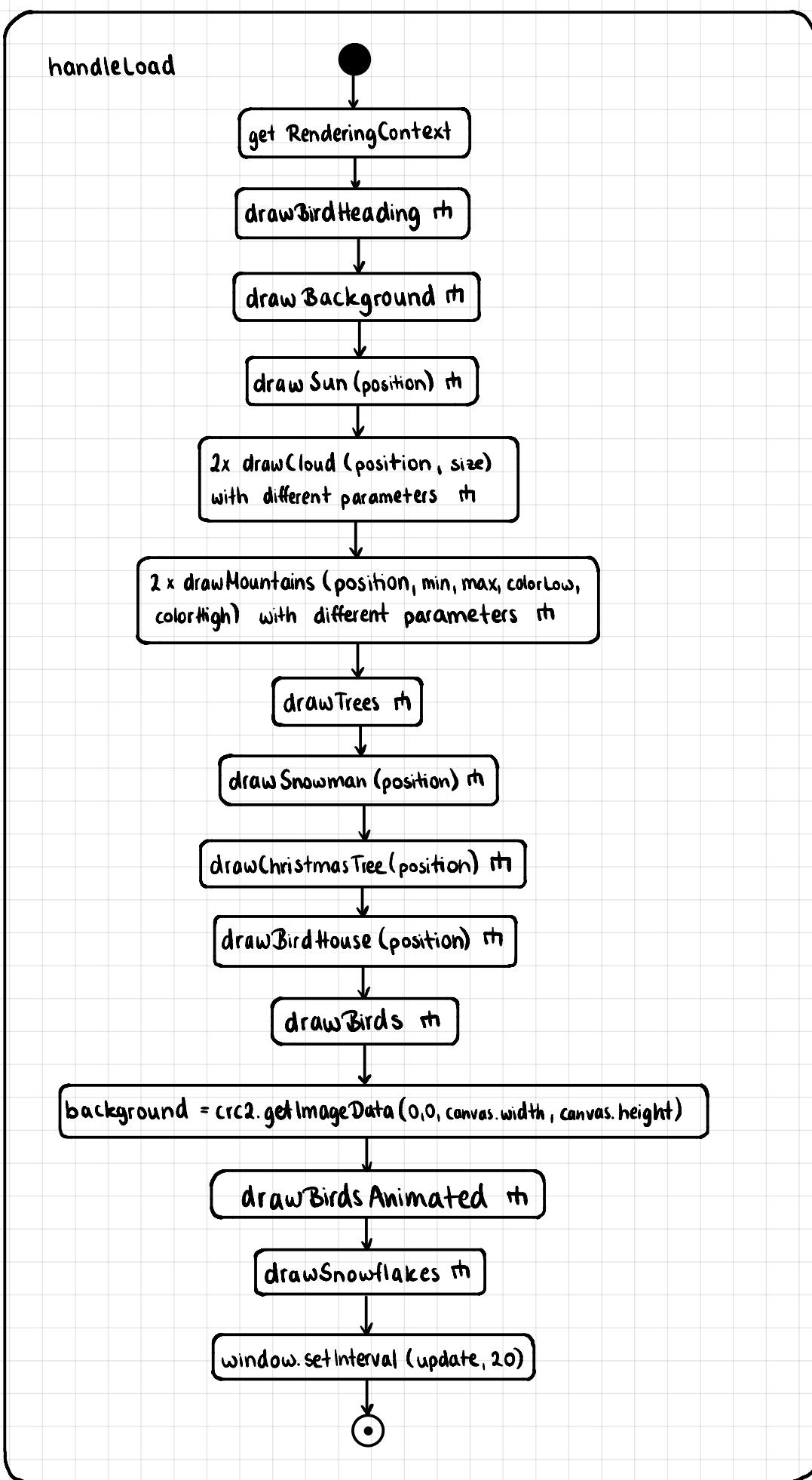


Vector

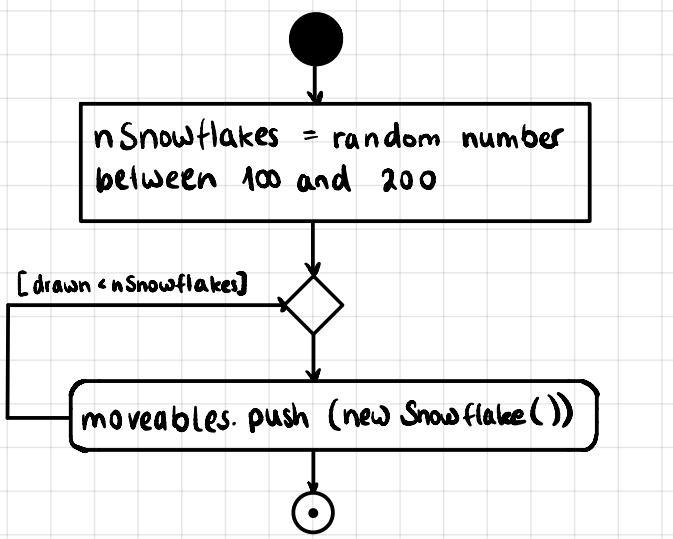
x: number
y: number

```

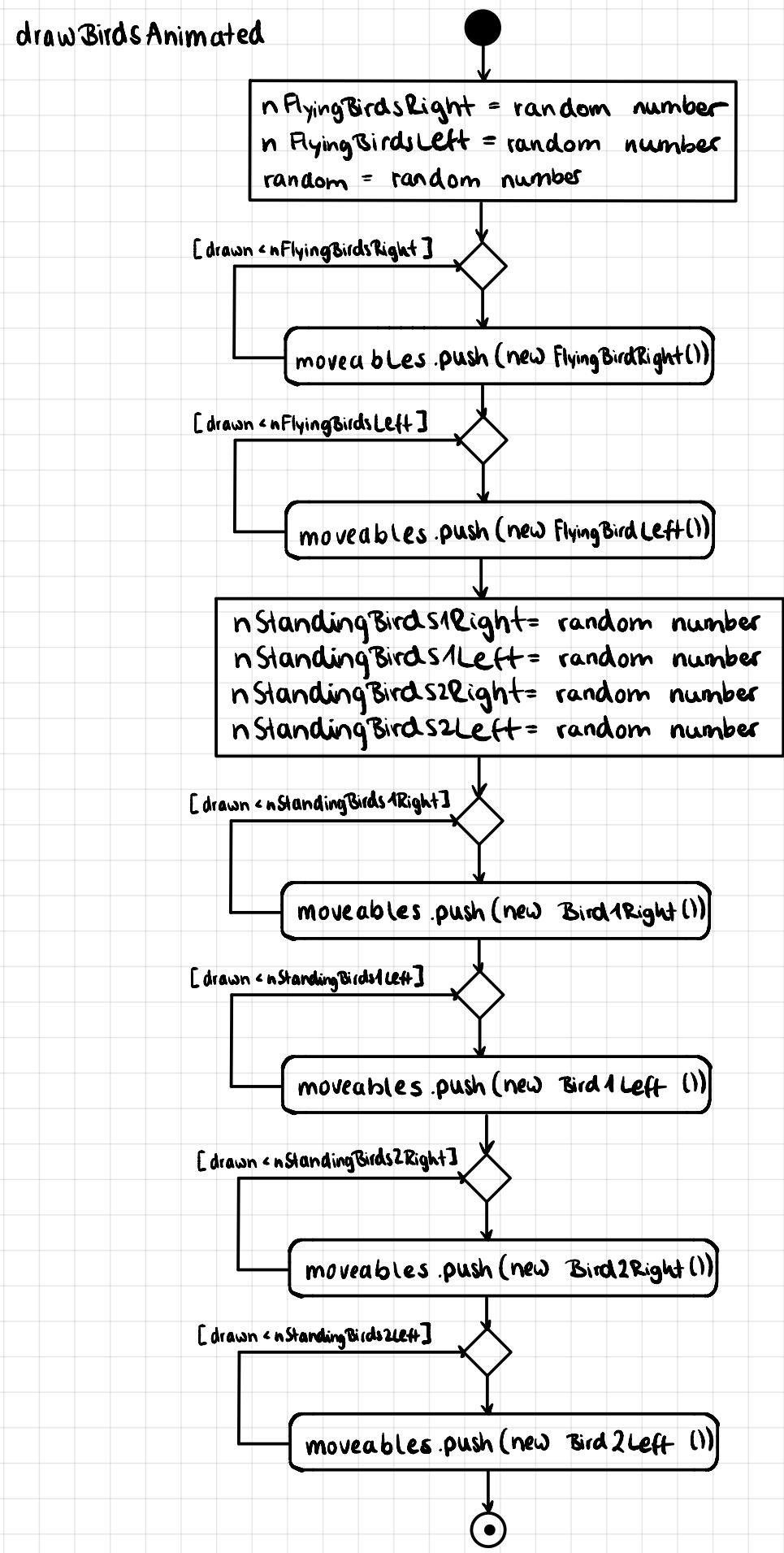
let background: imageData;
let moveables: Moveable[] = []
    
```

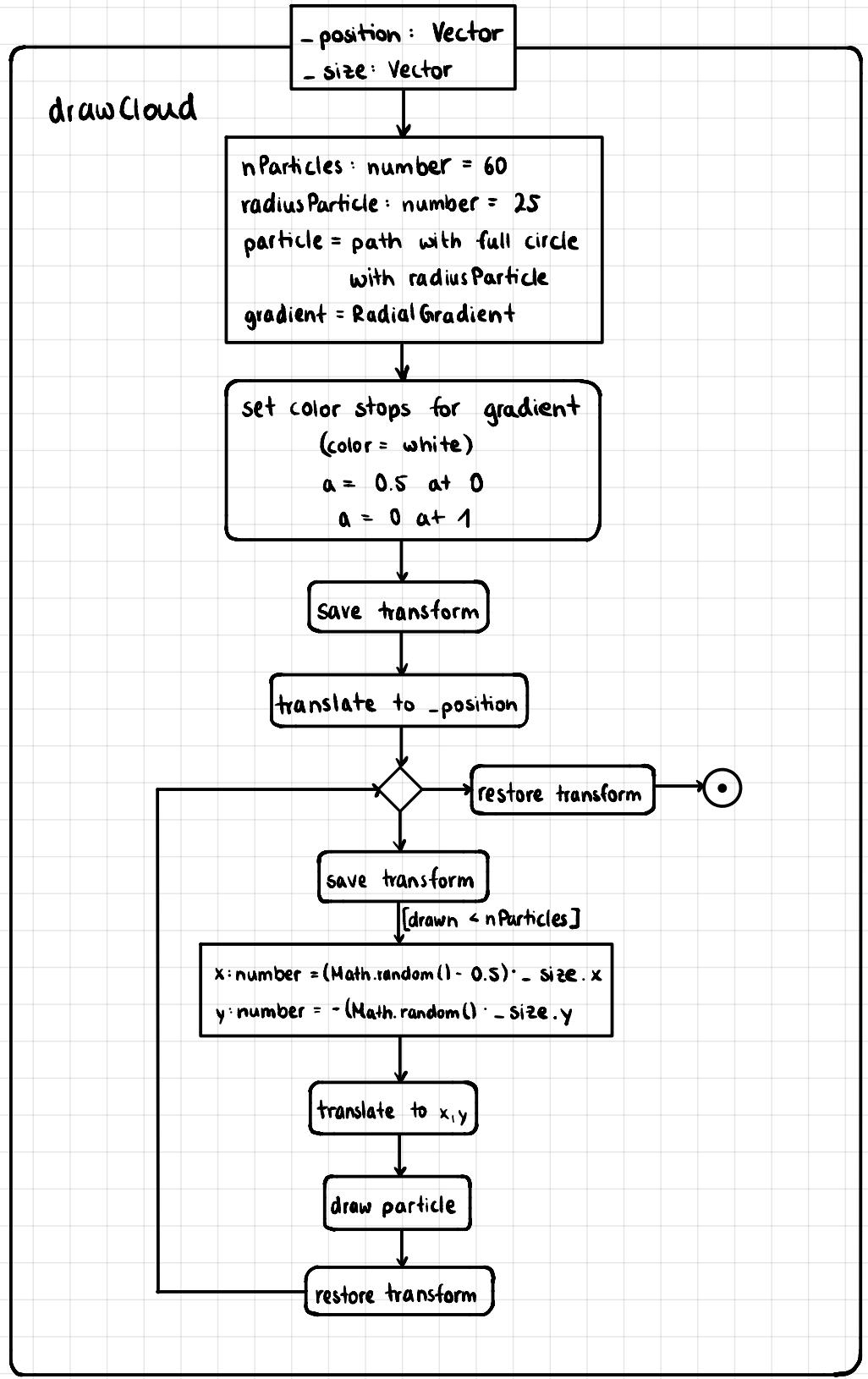
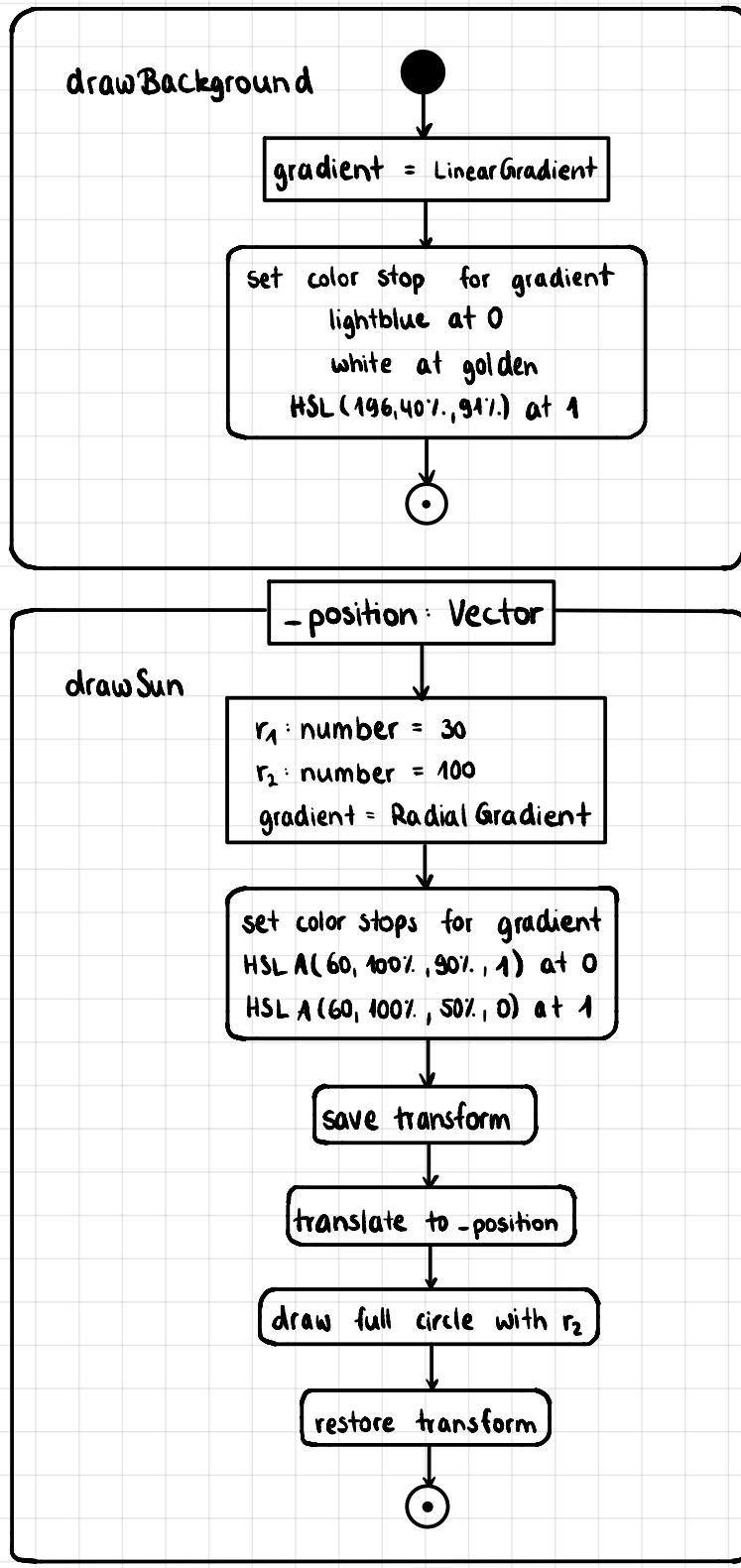


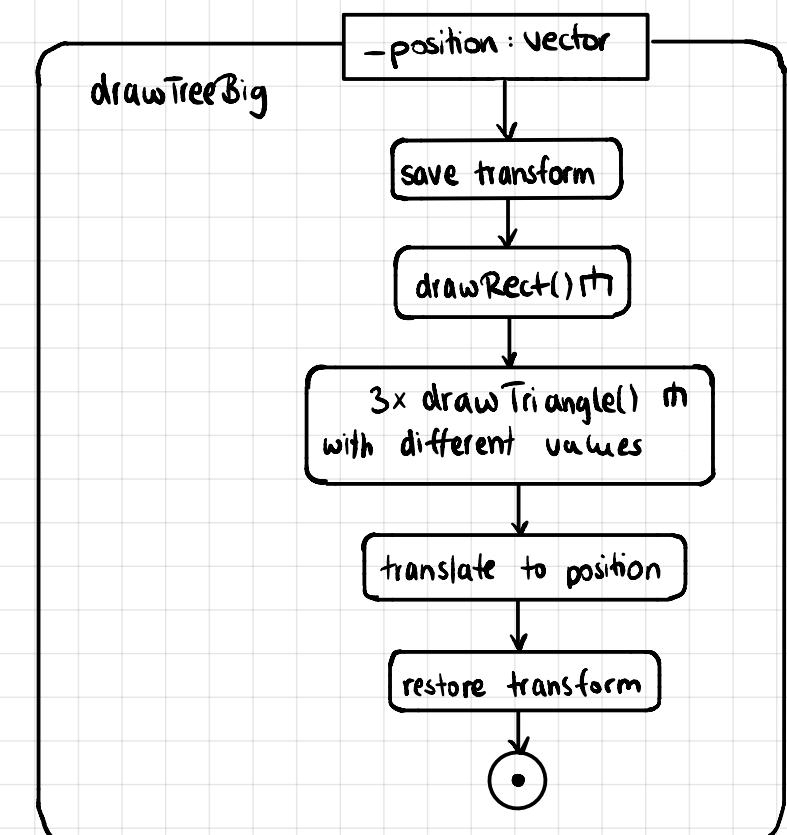
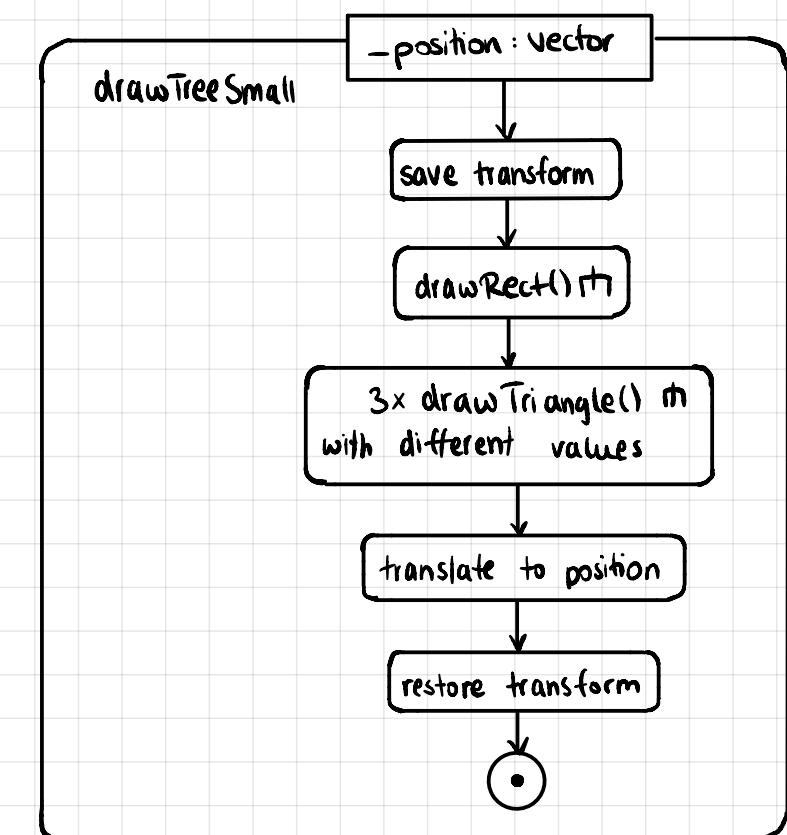
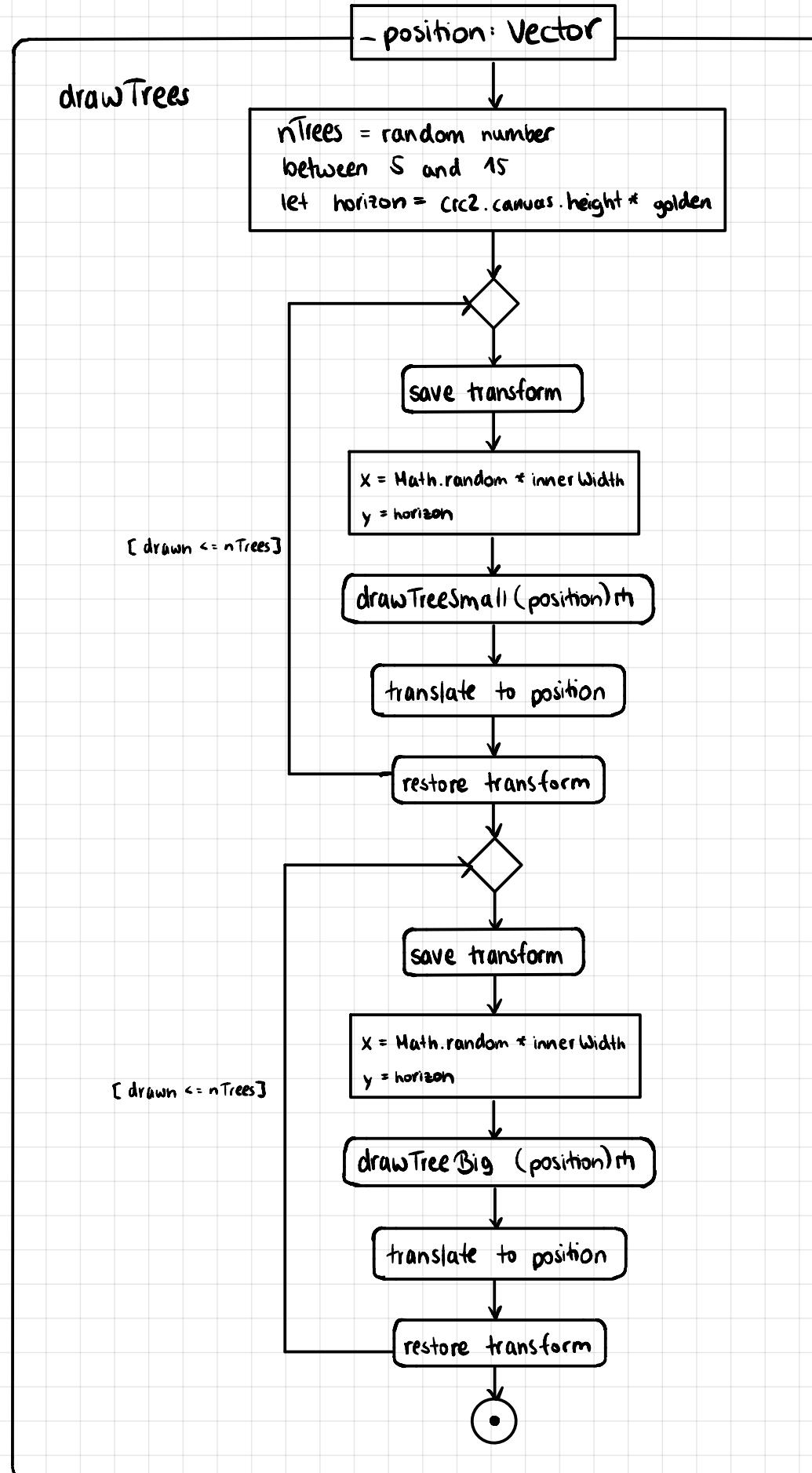
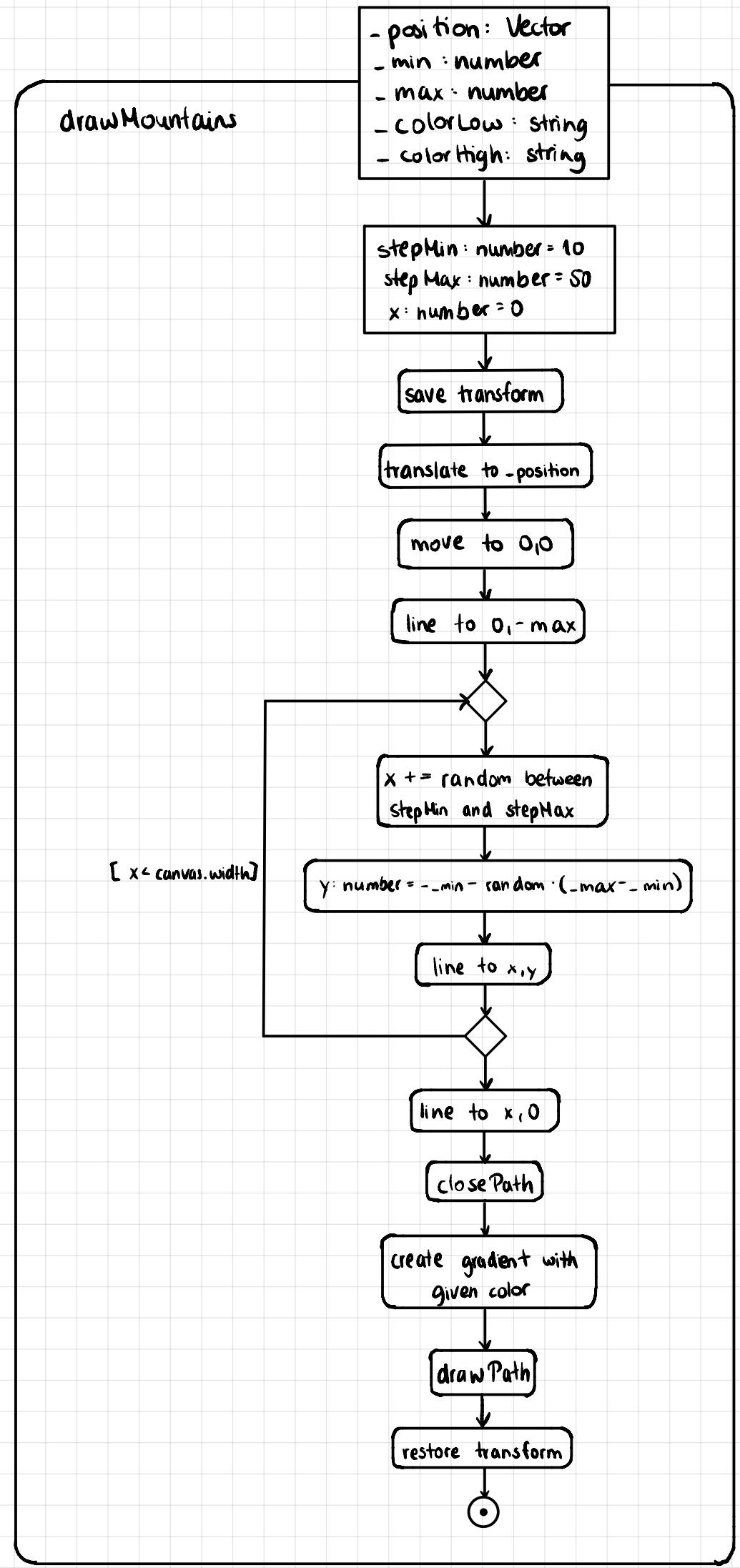
draw Snowflakes

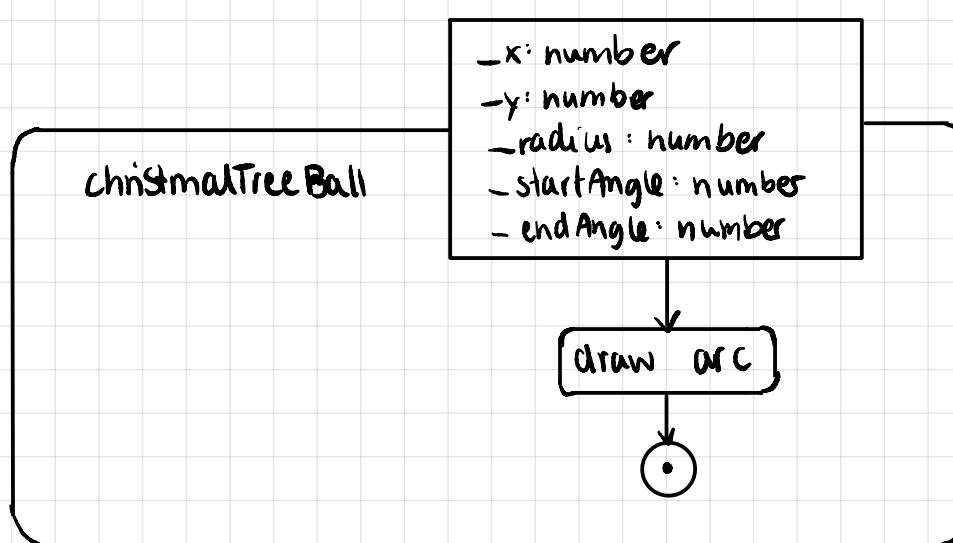
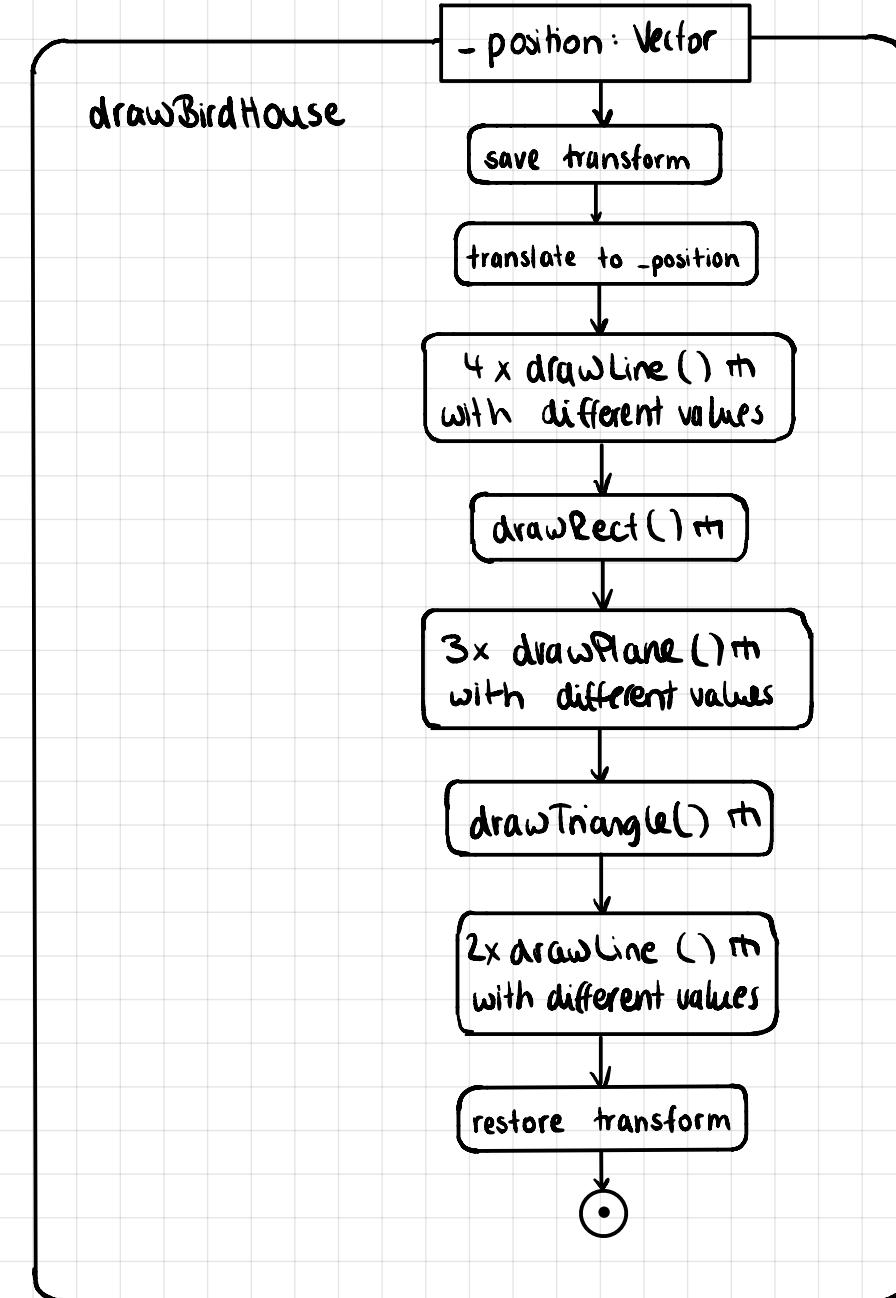
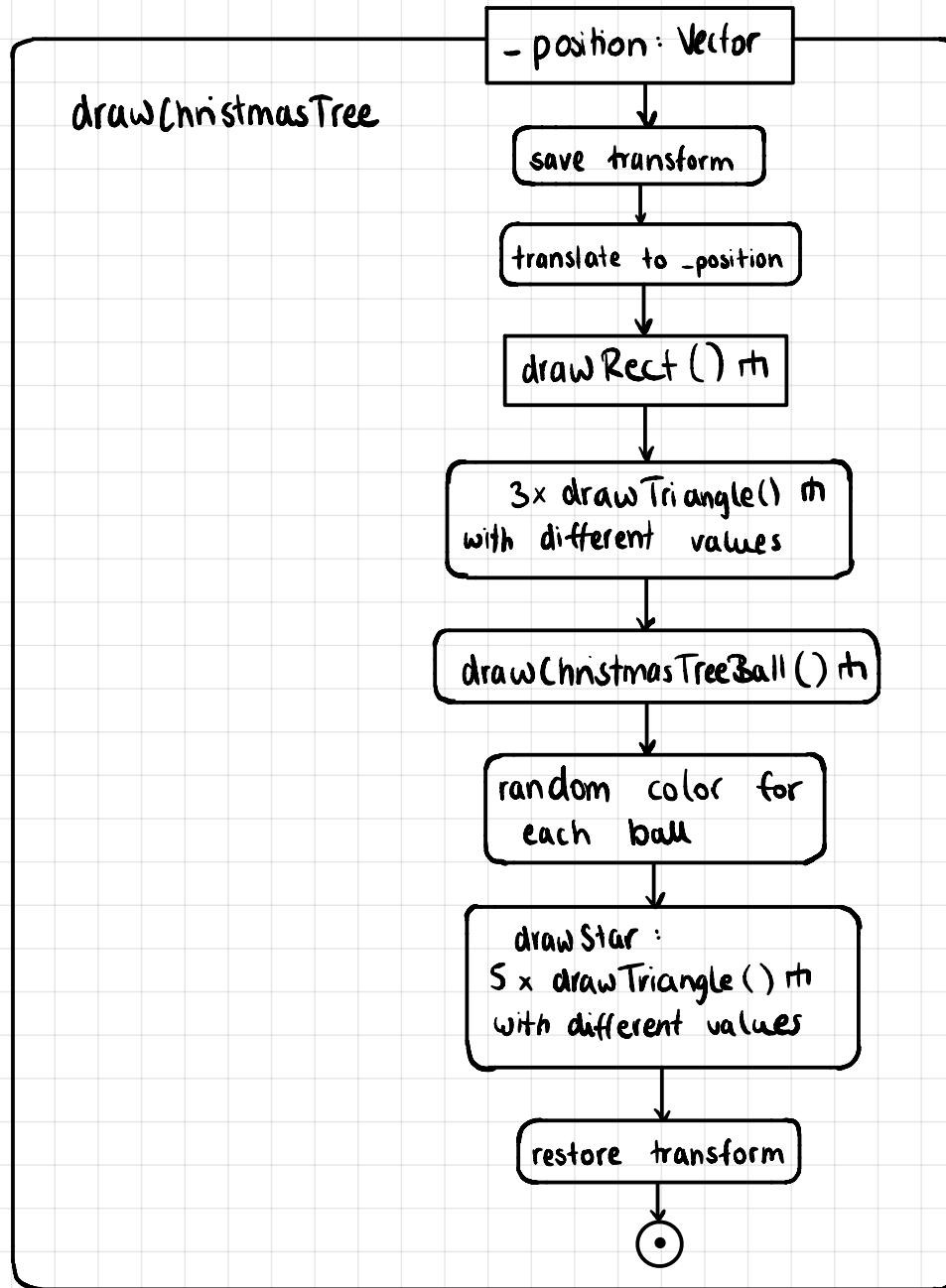
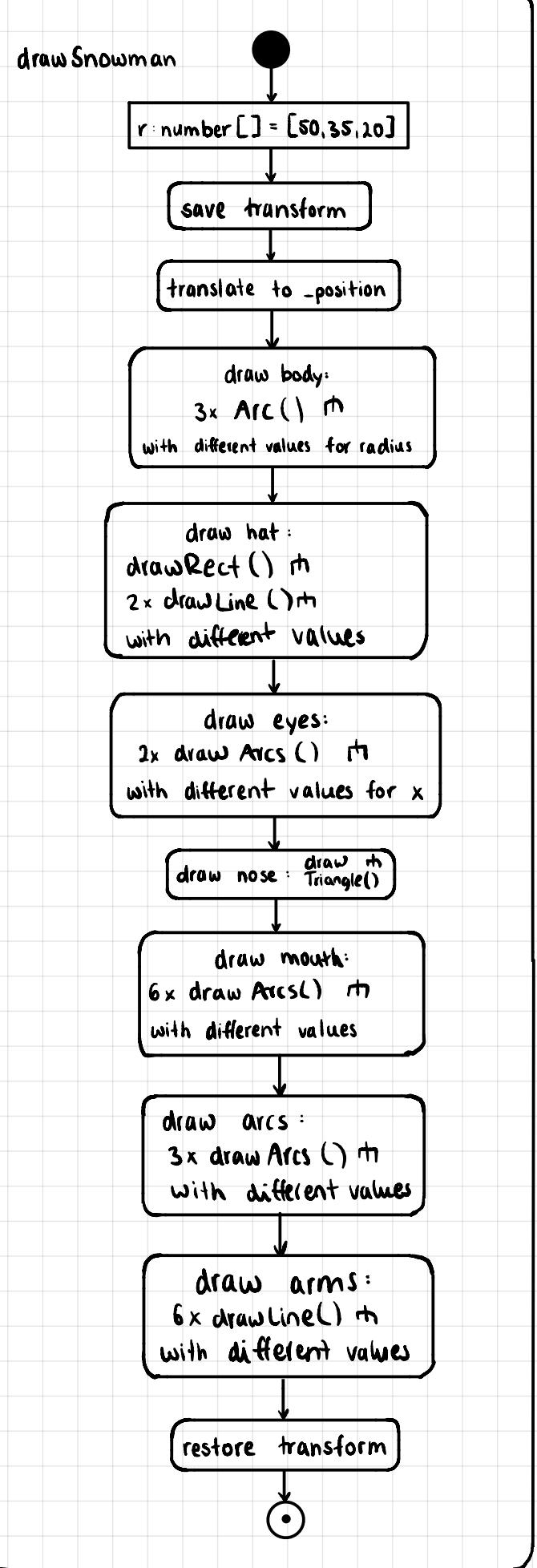


drawBirdsAnimated

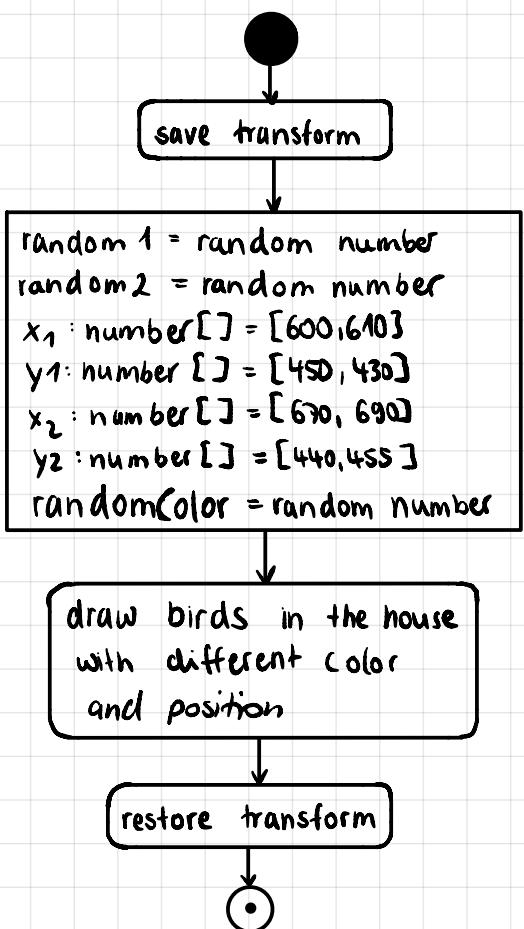








drawBirds



drawArcHeading

-x: number
-y: number
-radius: number
-startAngle: number
-endAngle: number
-color: string

draw arc

fill with -color



drawTriangleHeading

-x1: number
-y1: number
-x2: number
-y2: number
-x3: number
-y3: number
-color: string

moveTo (-x1, -y1)
lineTo (-x2, -y2)
lineTo (-x3, -y3)

fill with -color



drawLineHeading

-x: number
-y: number
-radius: number
-startAngle: number
-endAngle: number
-color: string

moveTo (-x1, -y1)
lineTo (-x2, -y2)

strokeStyle = -color
lineWidth = -lineWidth
lineCap = "round"

stroke()



drawBirdHeading

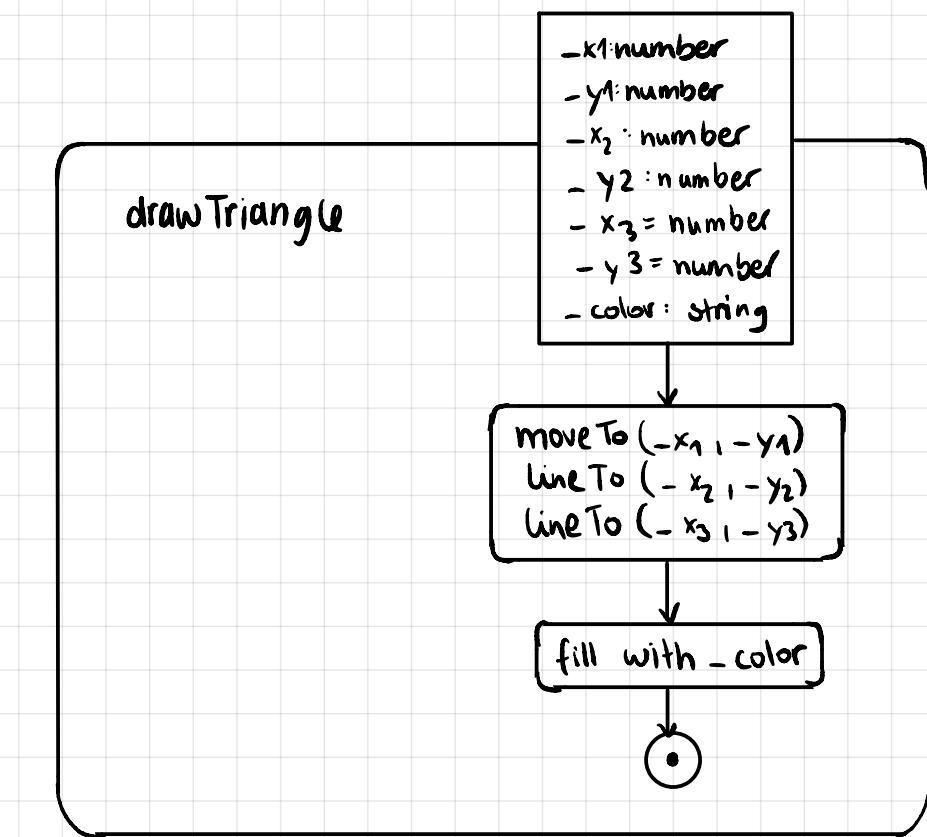
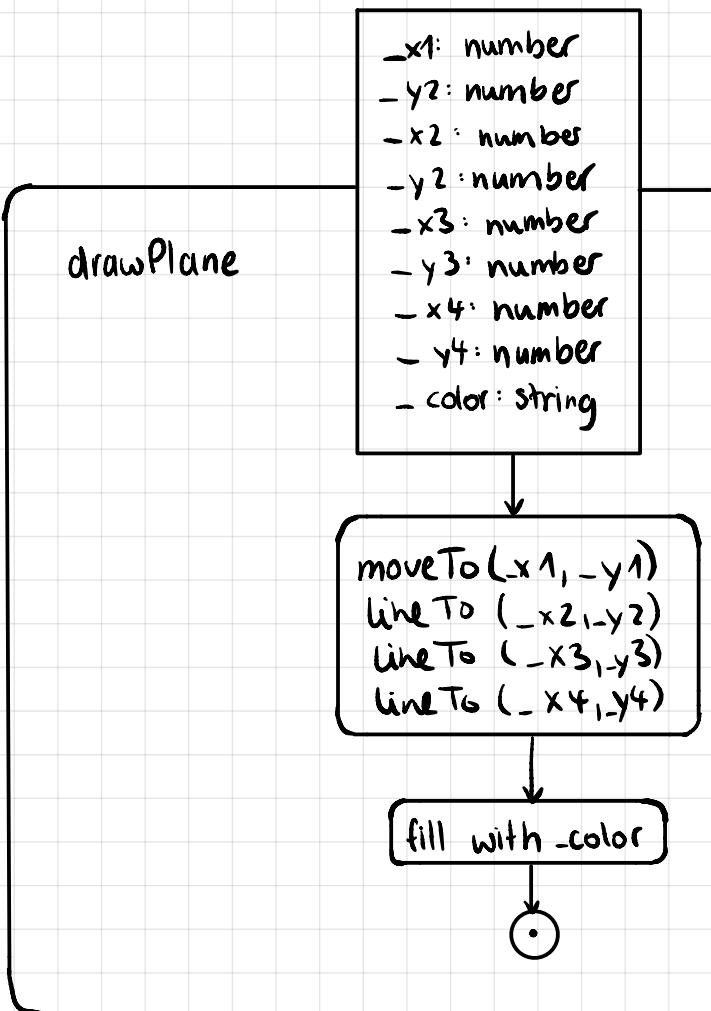
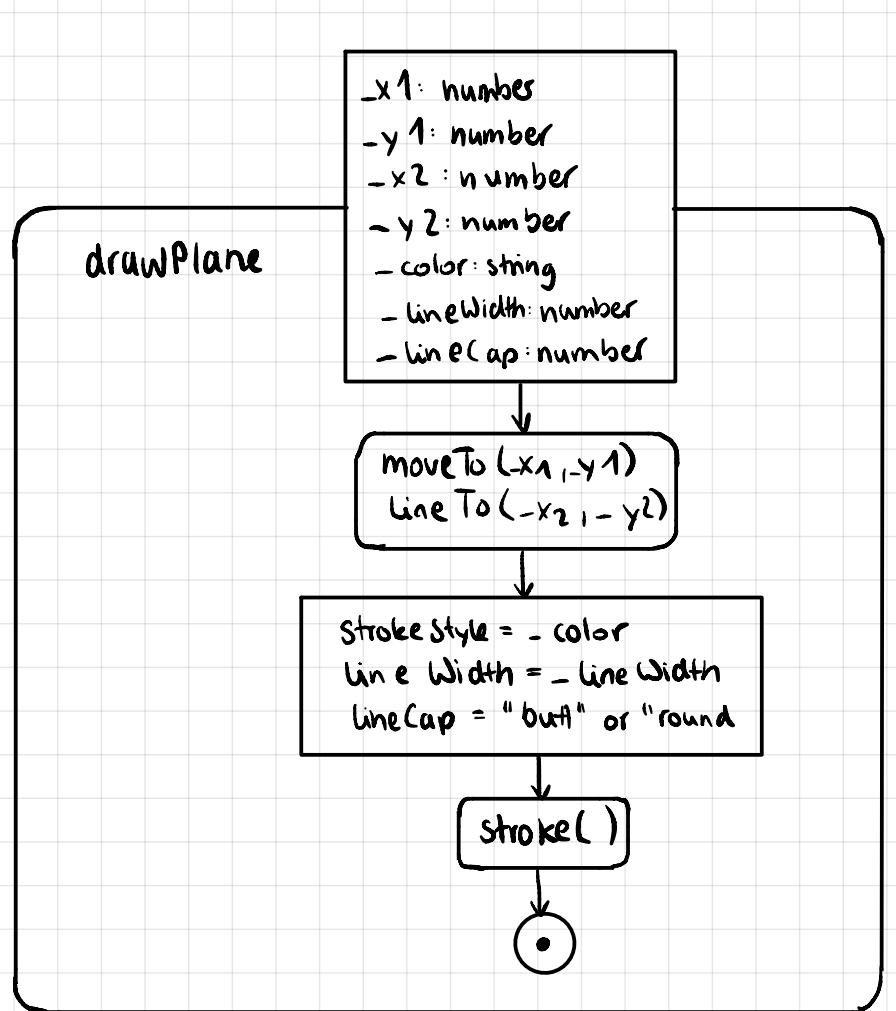
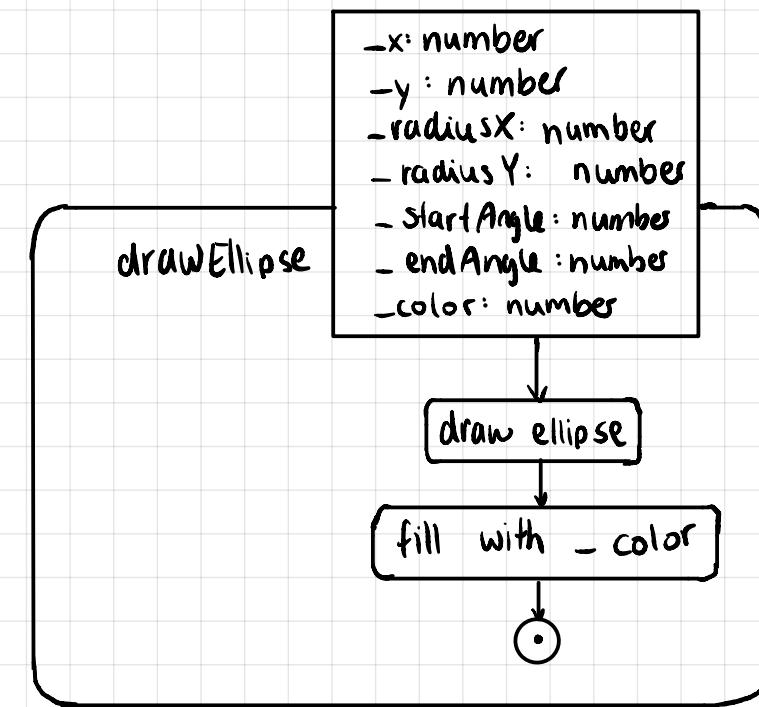
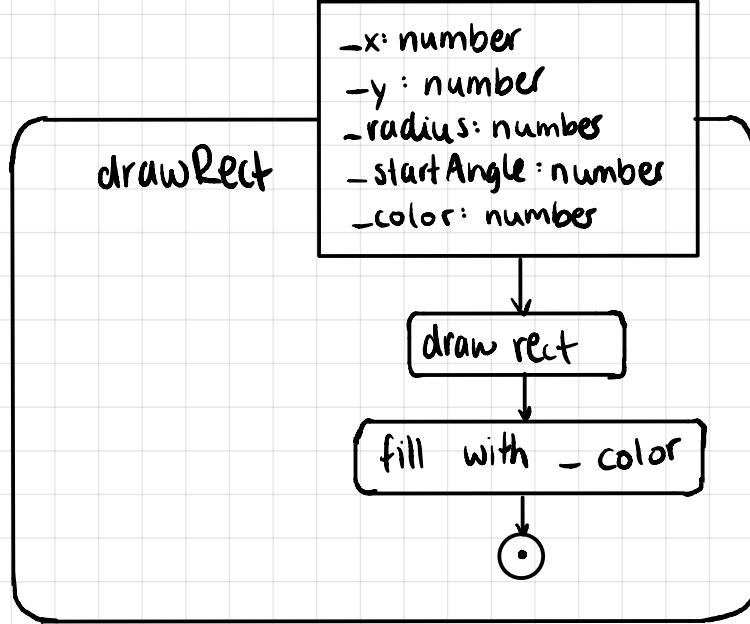
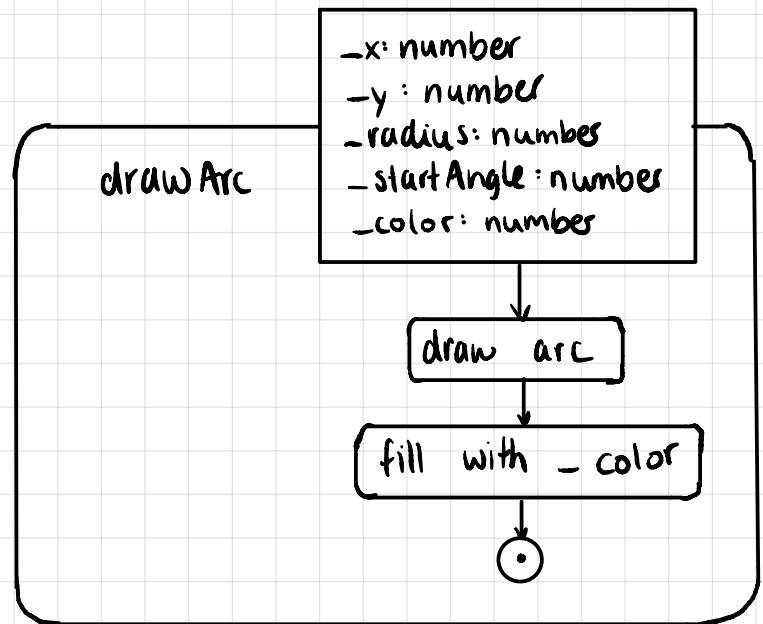
save transform
3x drawLineHeading() ↗
with different values

5 x drawArcHeading() ↗
with different values

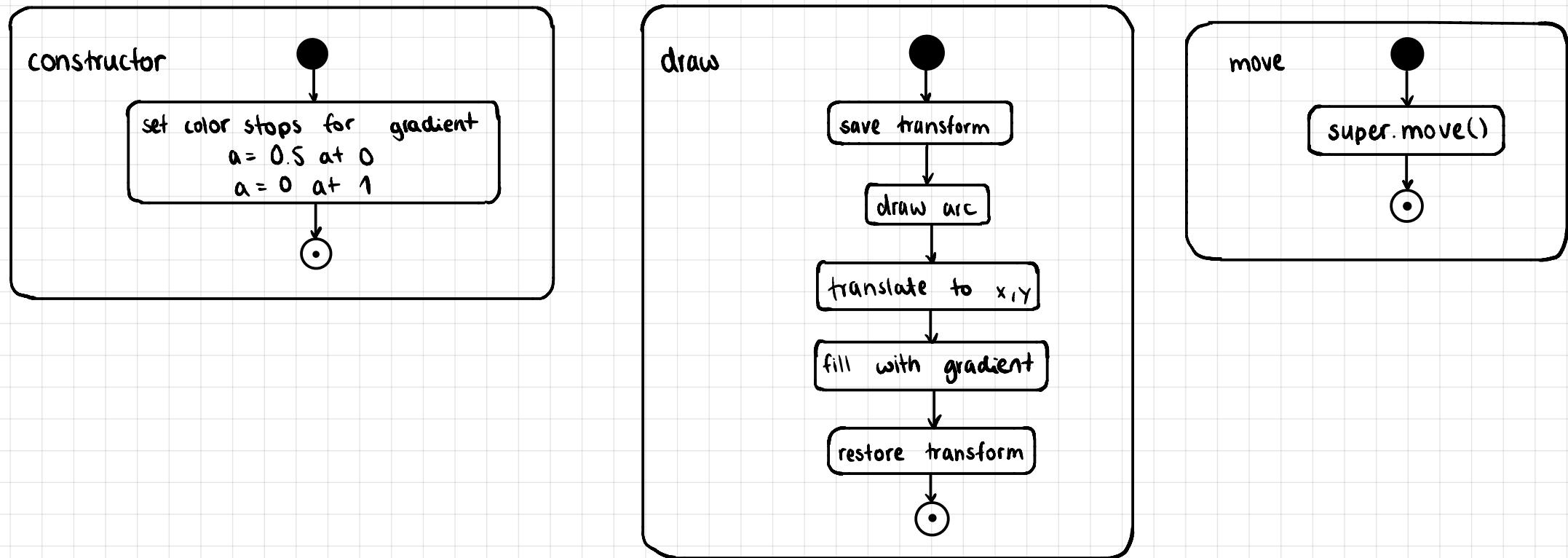
drawTriangleHeading() ↗

restore transform

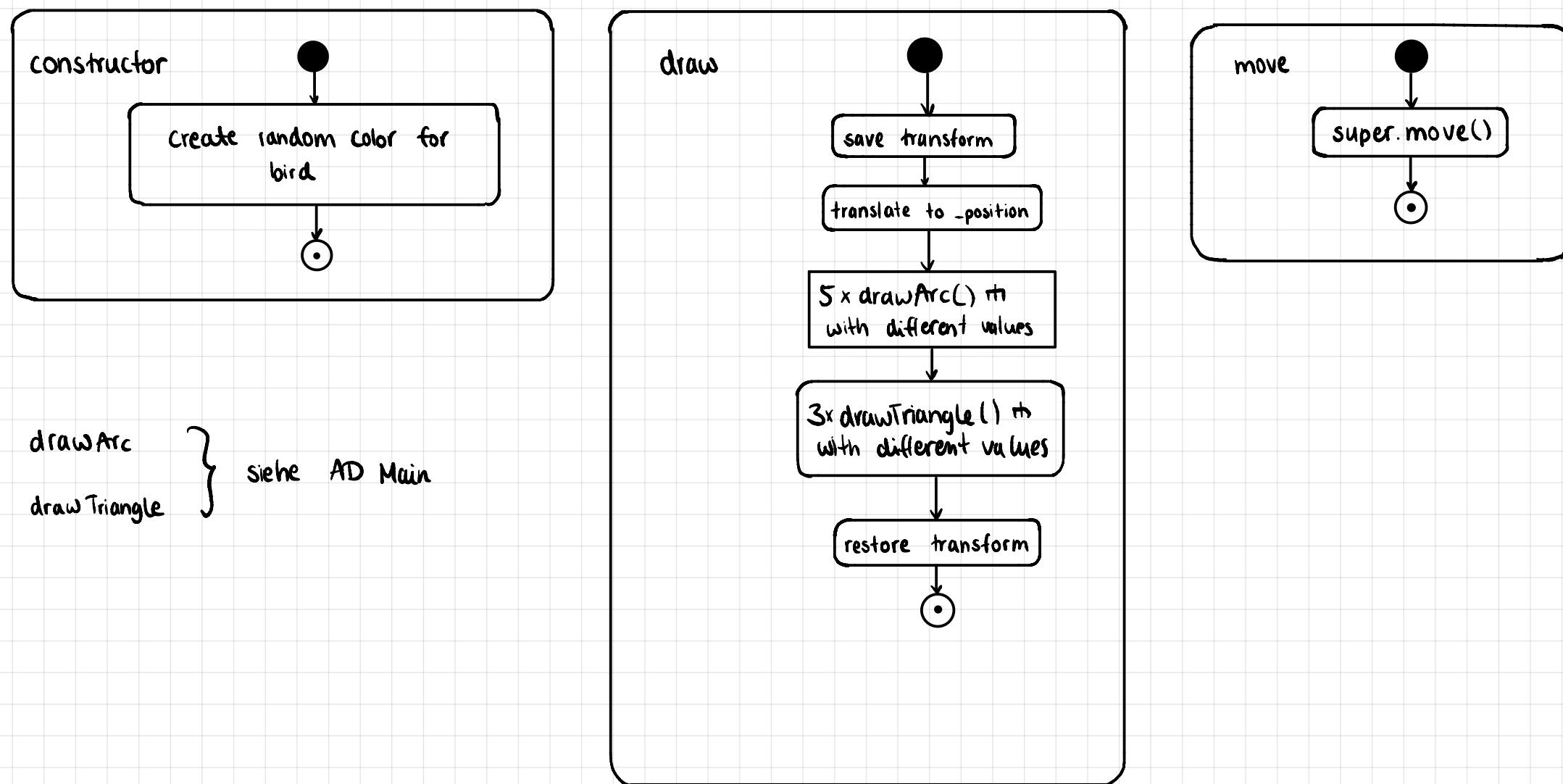




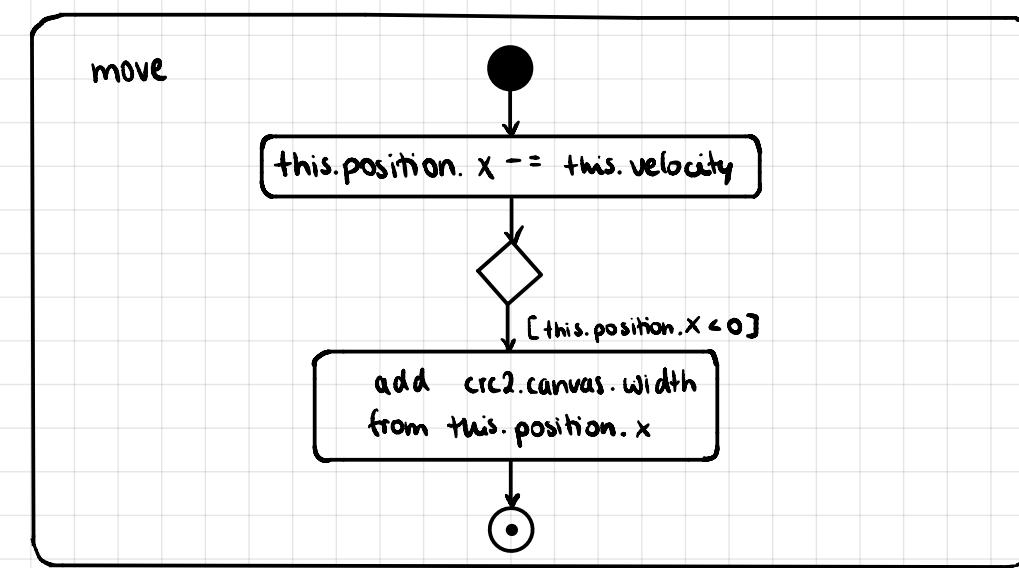
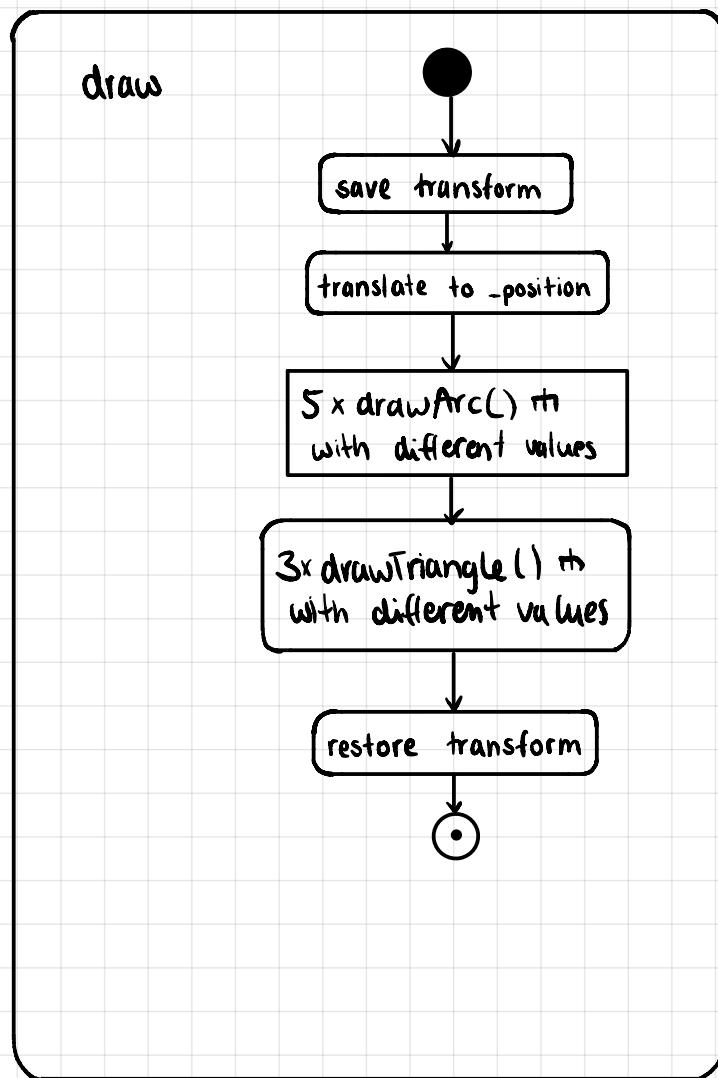
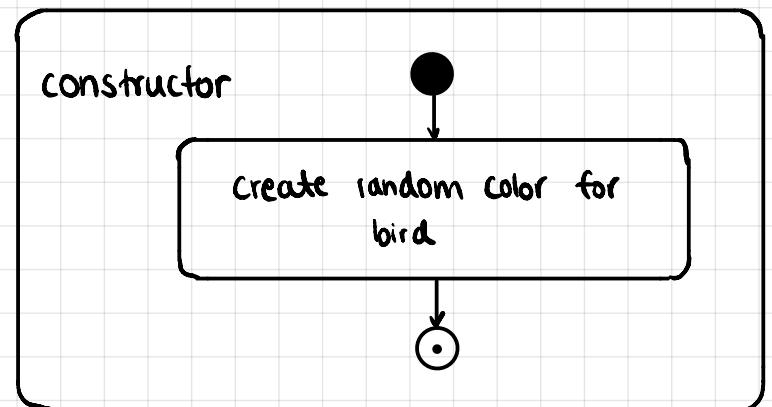
Vogelhaus: Activity Diagram - Snowflake



Vogelhaus: Activity Diagram - FlyingBirdRight

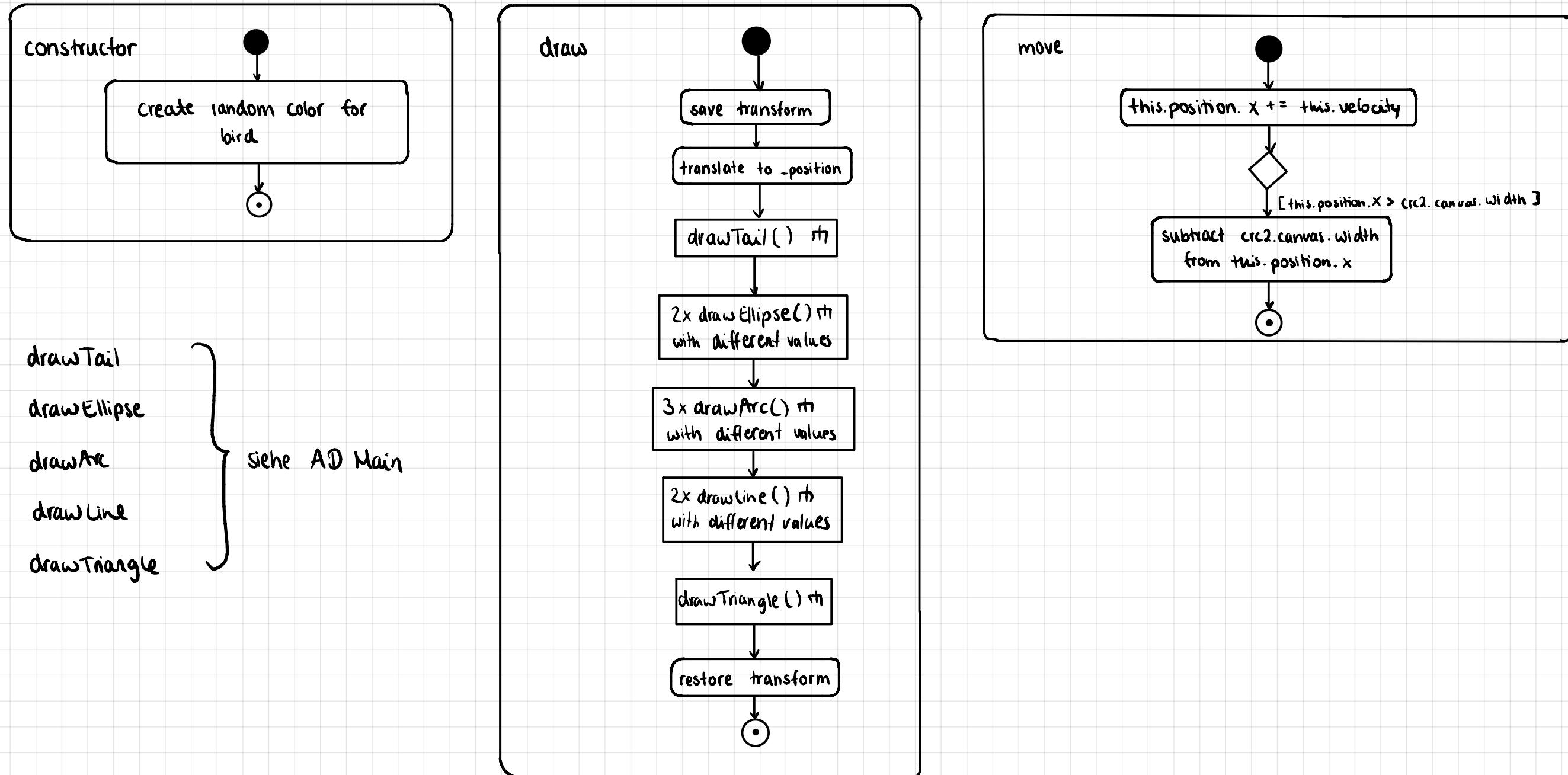


Vogelhaus: Activity Diagram - FlyingBirdLeft

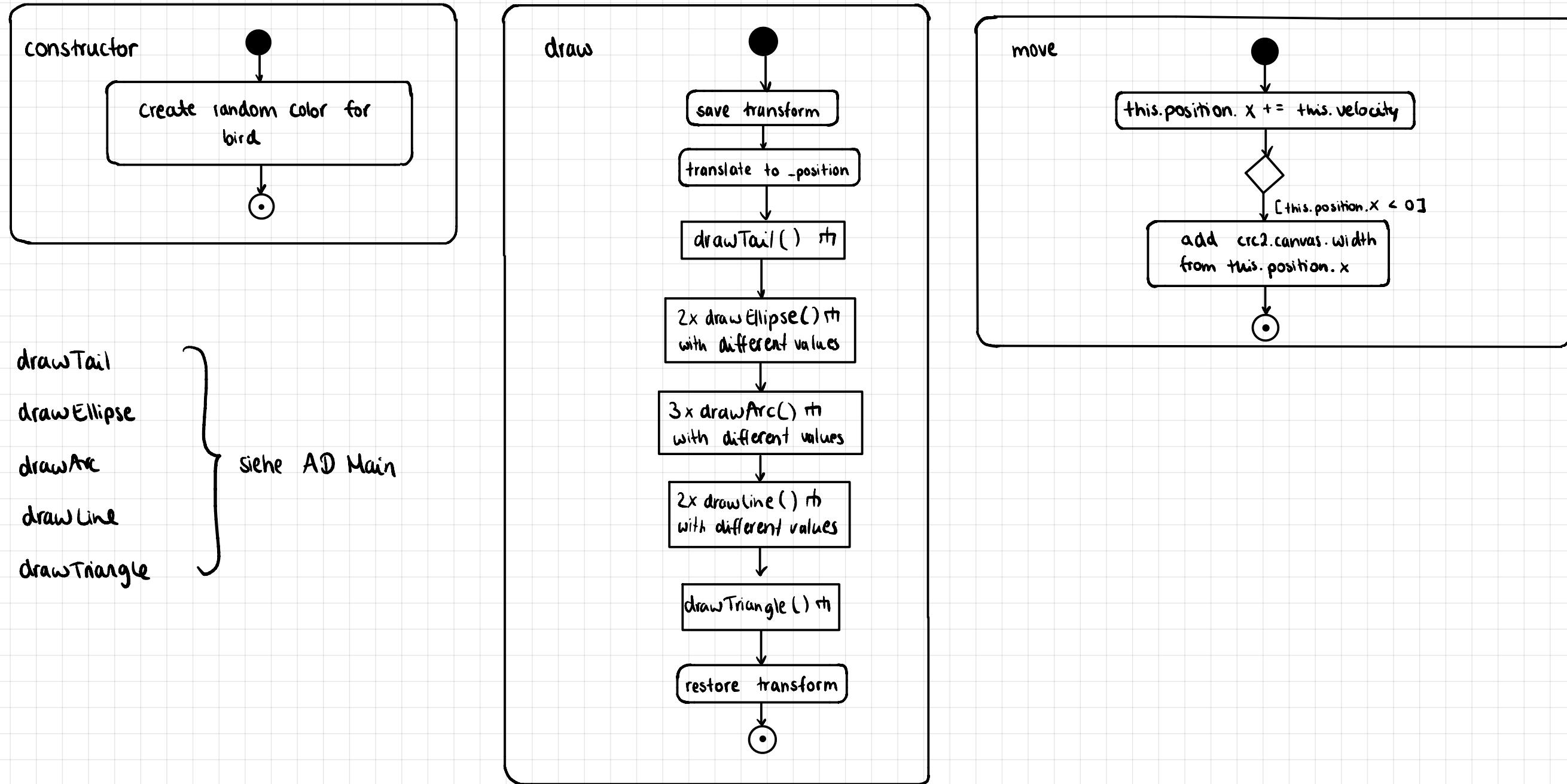


drawArc
drawTriangle } siehe AD Main

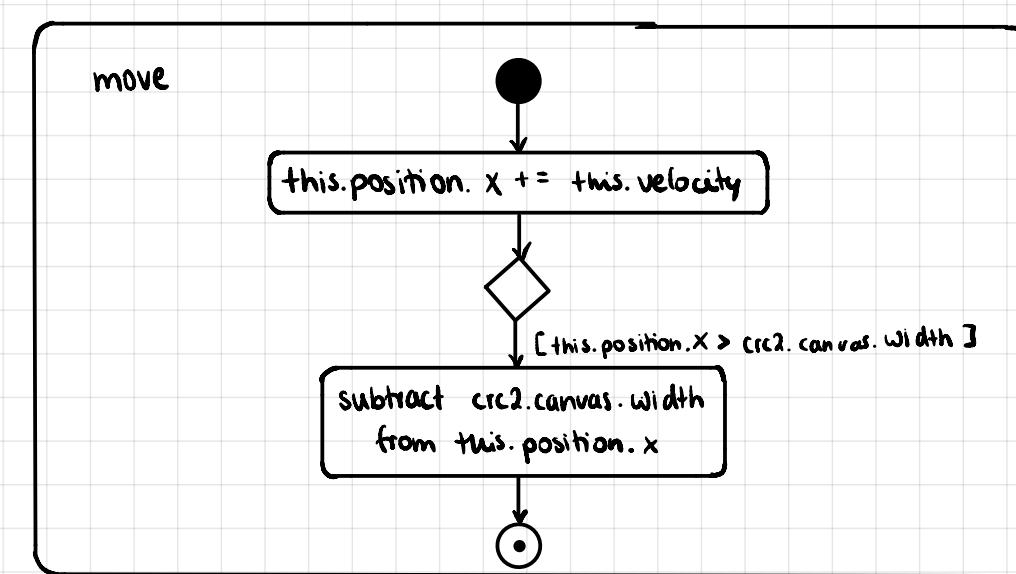
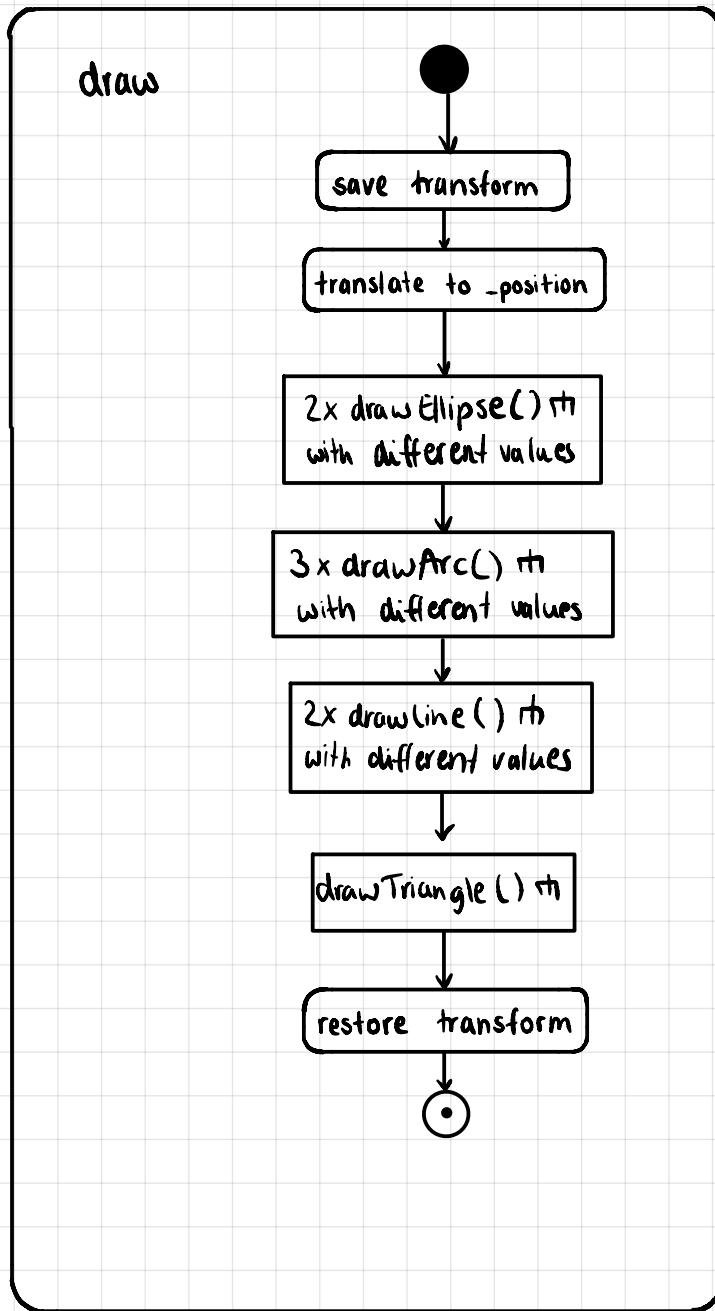
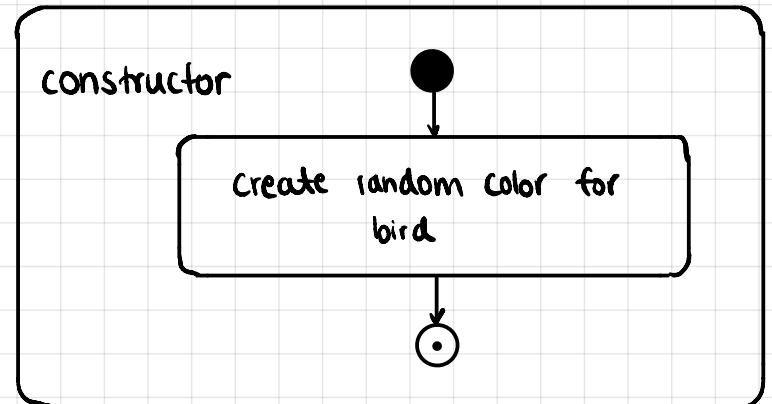
Vogelhaus: Activity Diagram - Bird1 Right



Vogelhaus: Activity Diagram - Bird 1 Left



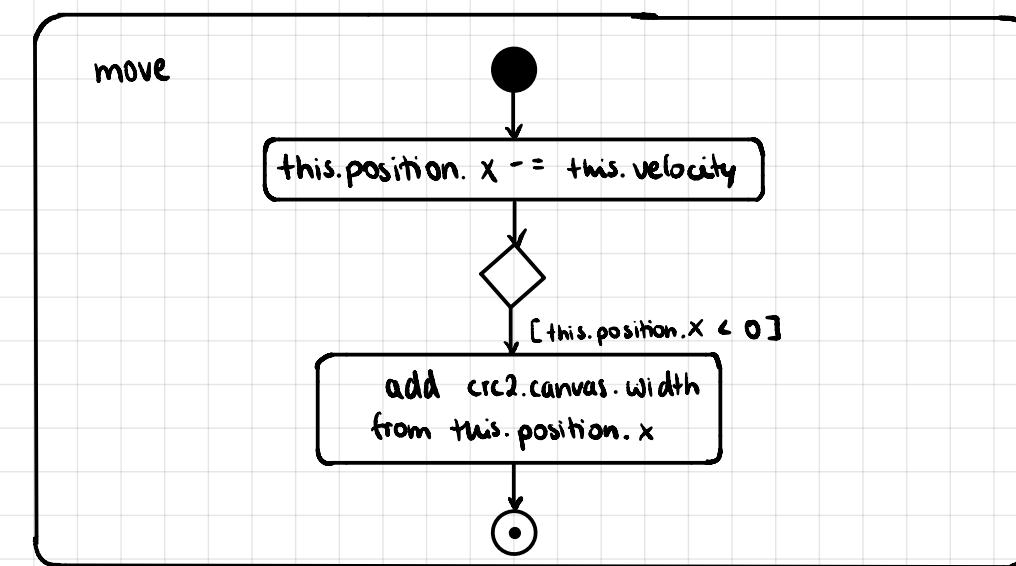
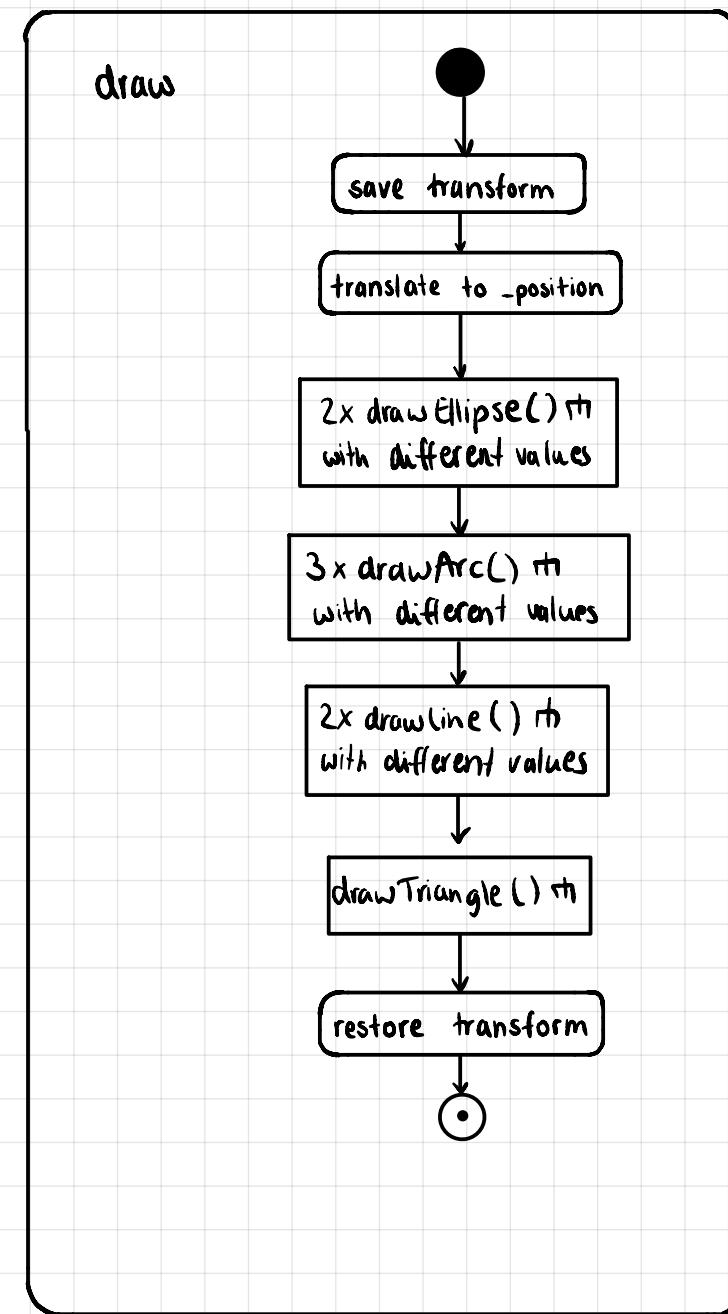
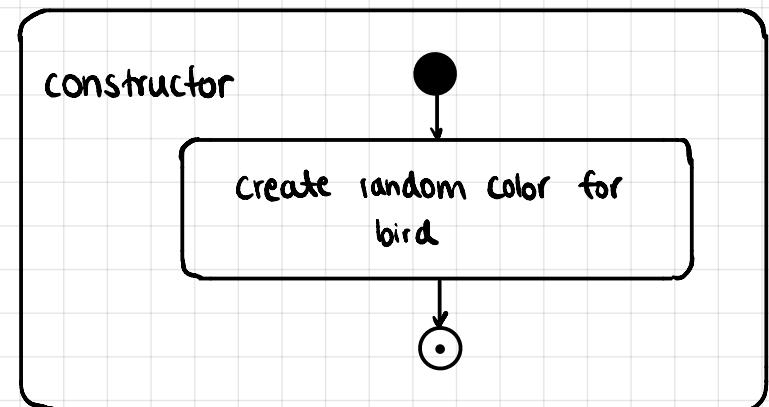
Vogelhaus: Activity Diagram - Bird2Right



drawEllipse
drawArc
drawLine
drawTriangle

} Siehe AD Main

Vogelhaus: Activity Diagram - Bird2 Left



drawEllipse
drawArc
drawLine
drawTriangle

} siehe AD Main