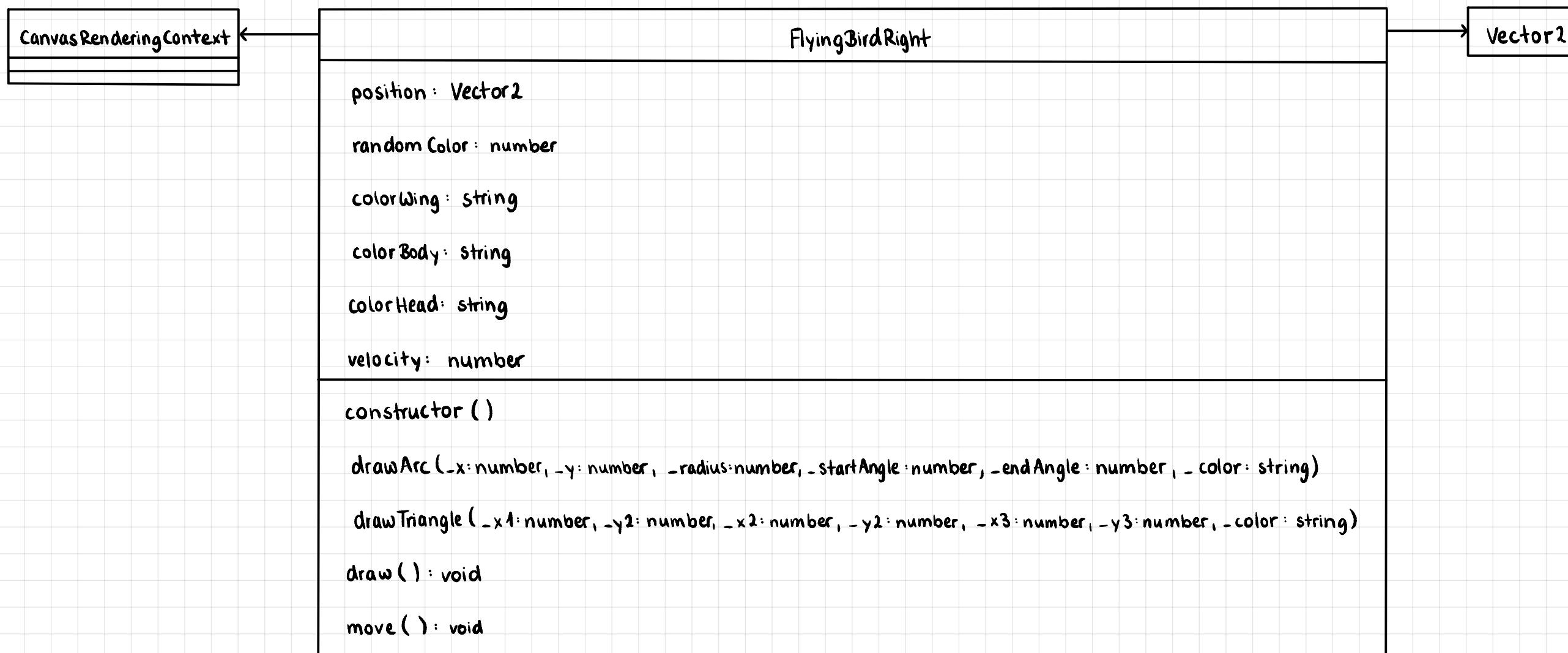
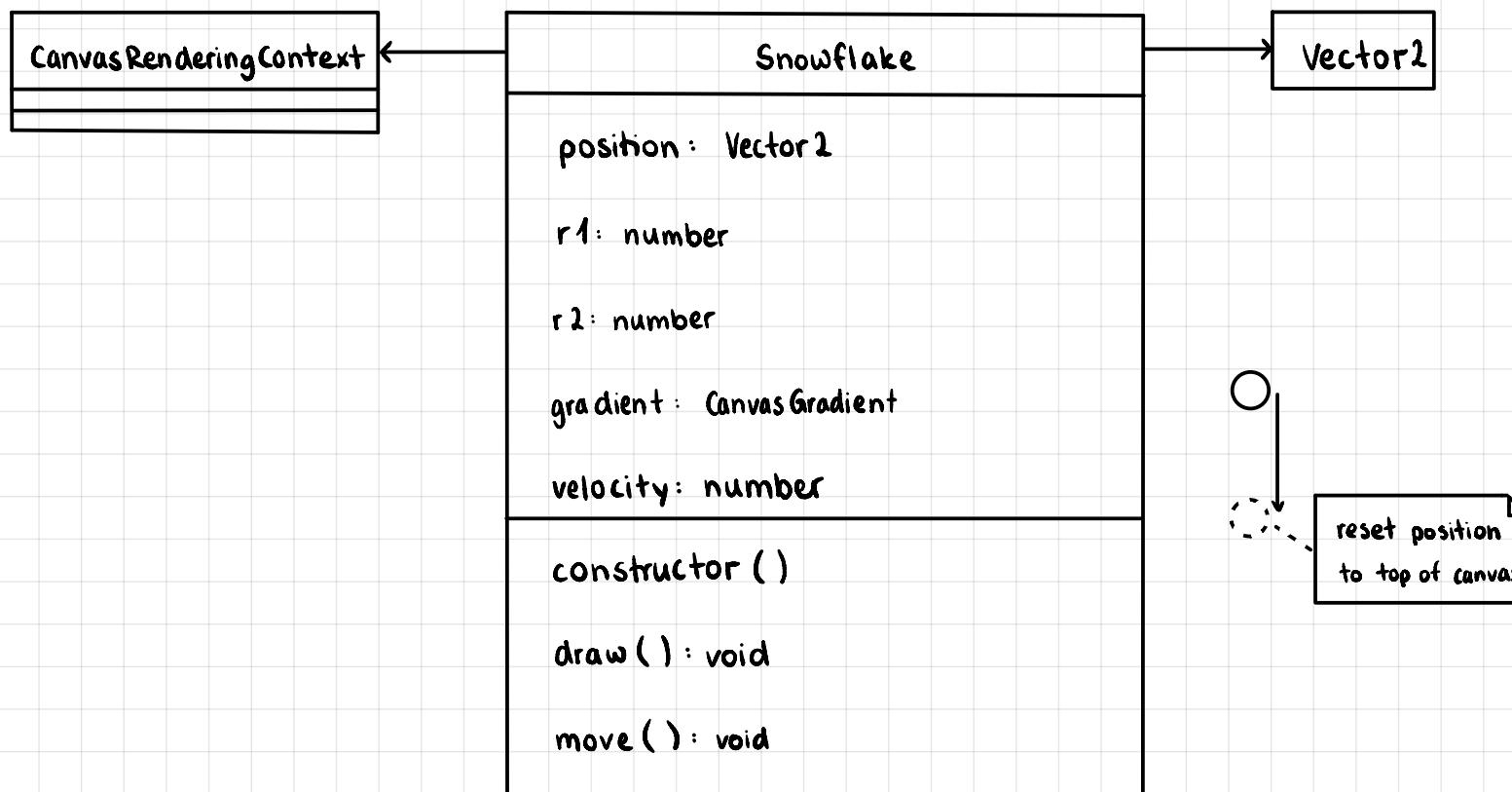
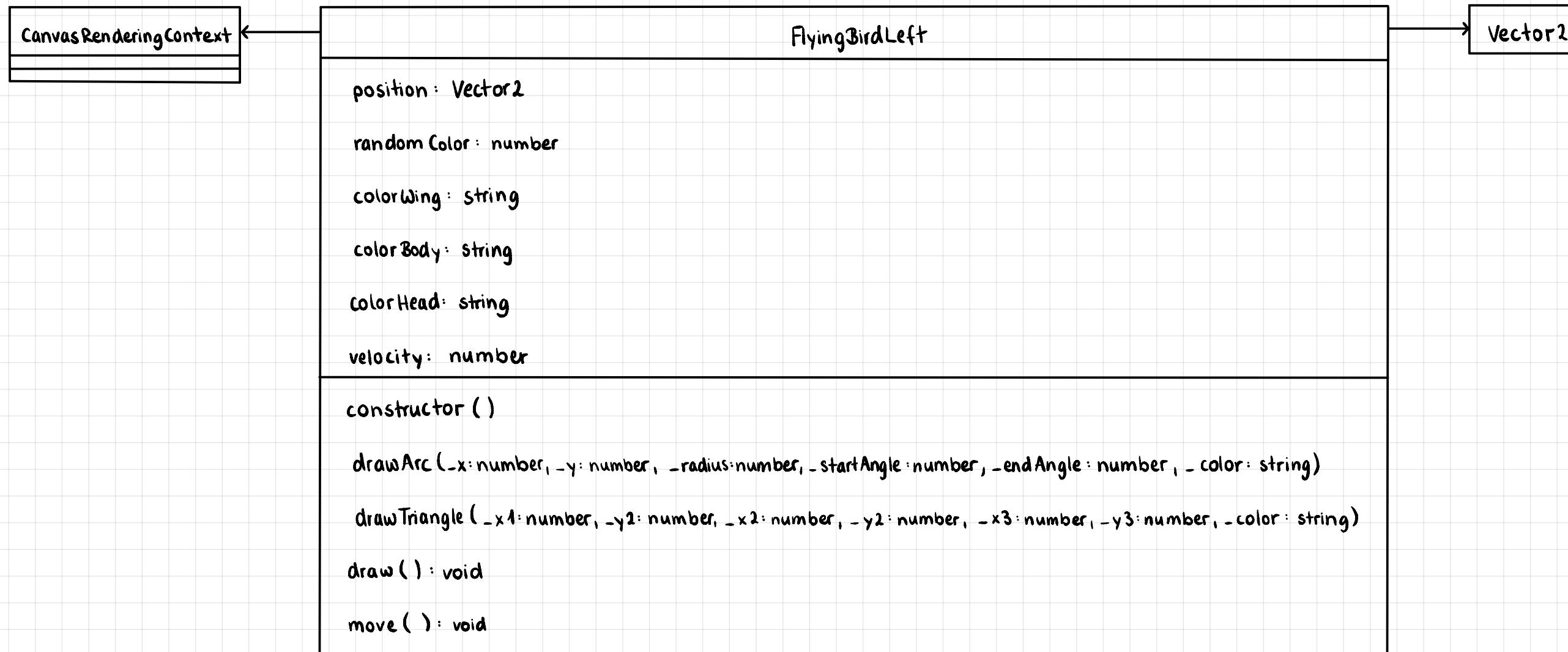
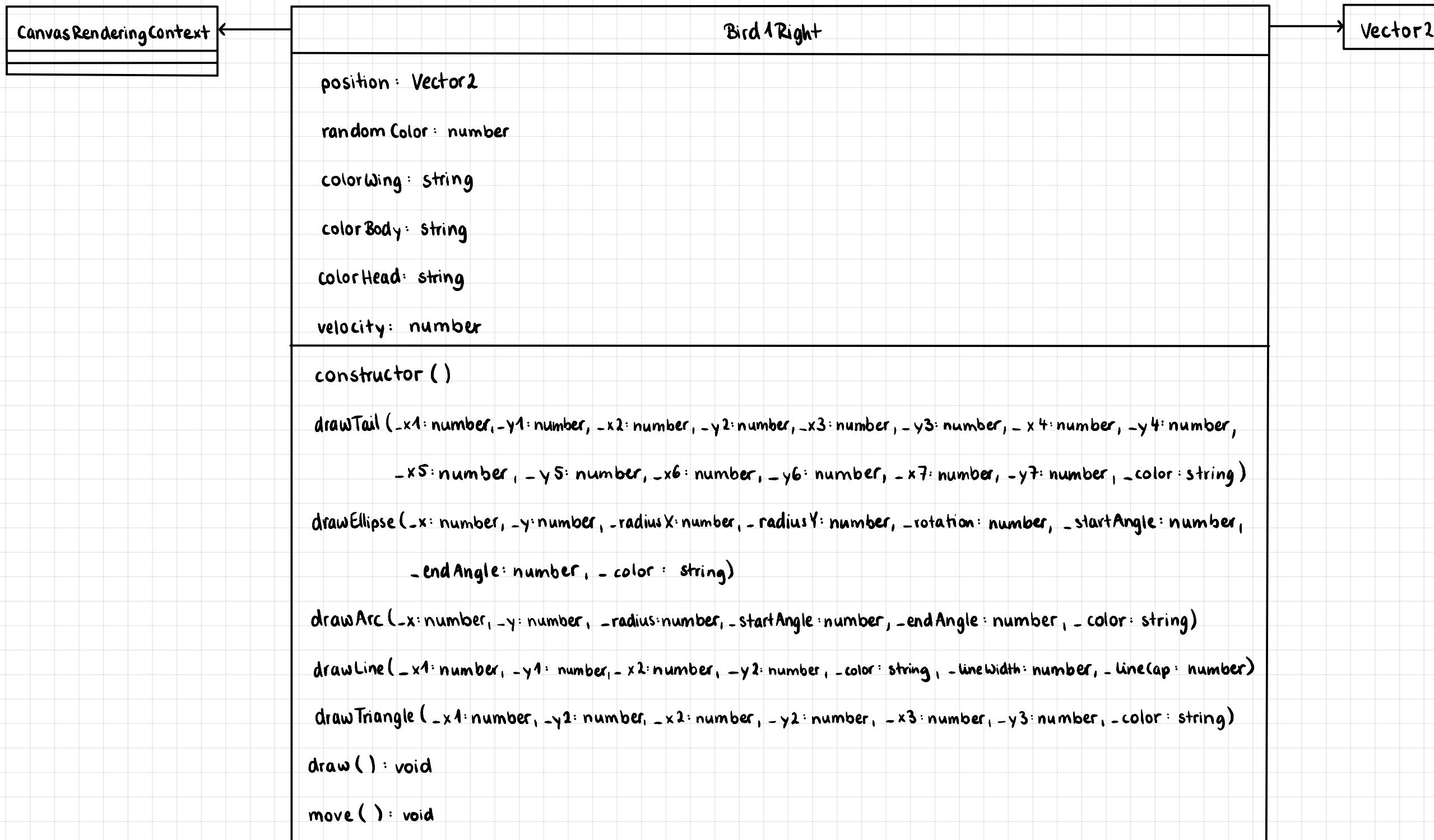
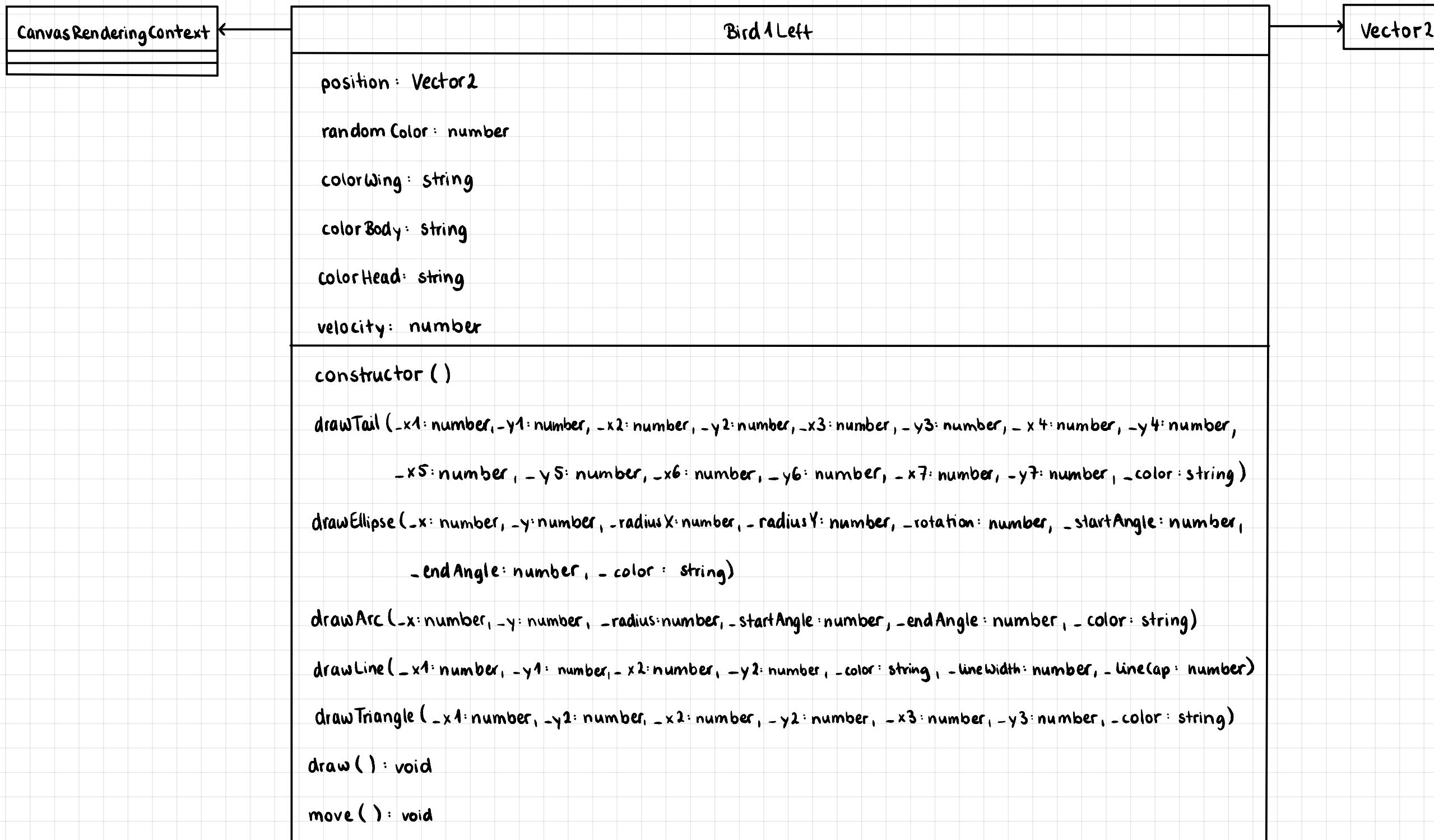


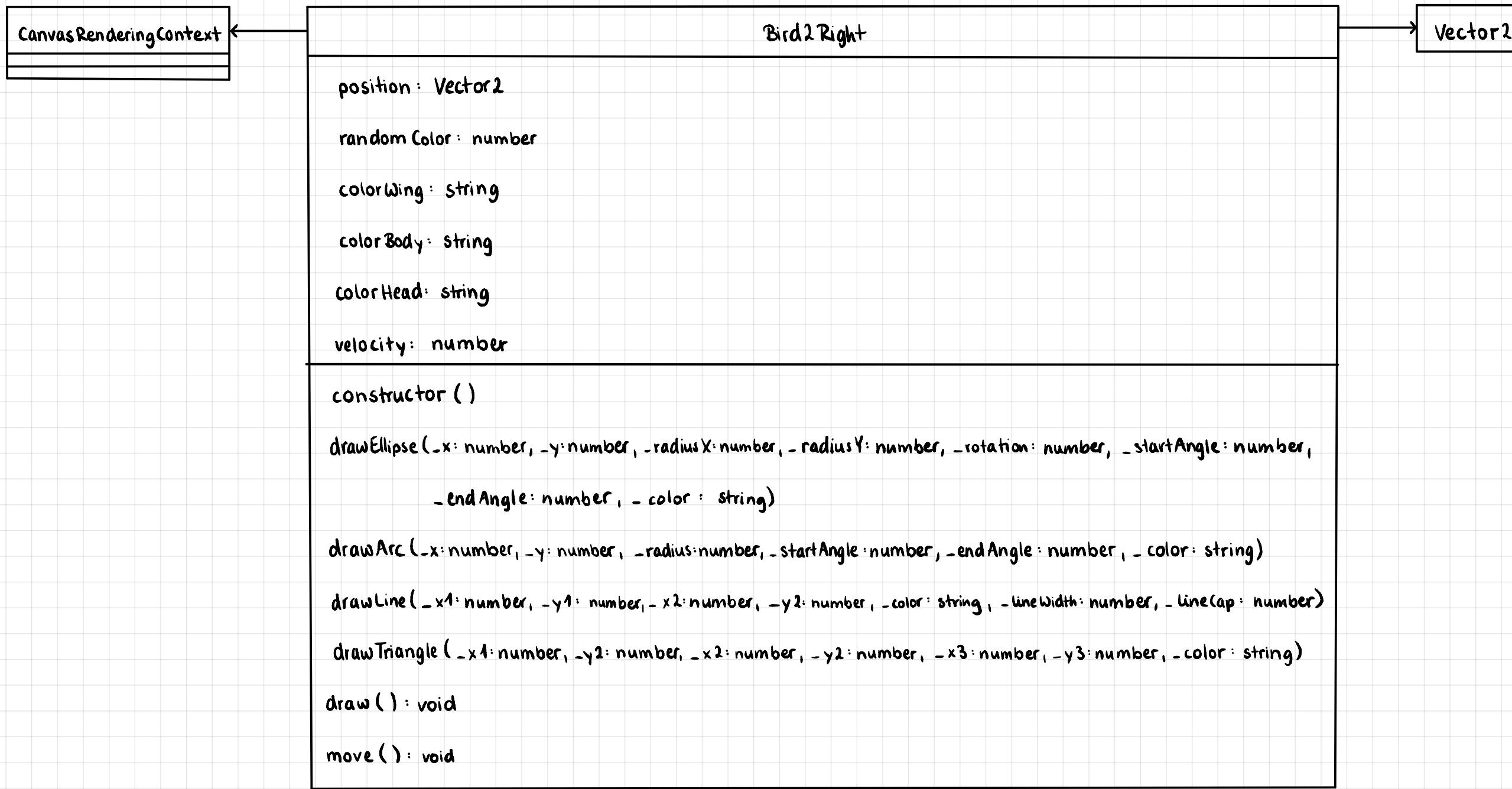
Vogelhaus: ClassDiagram

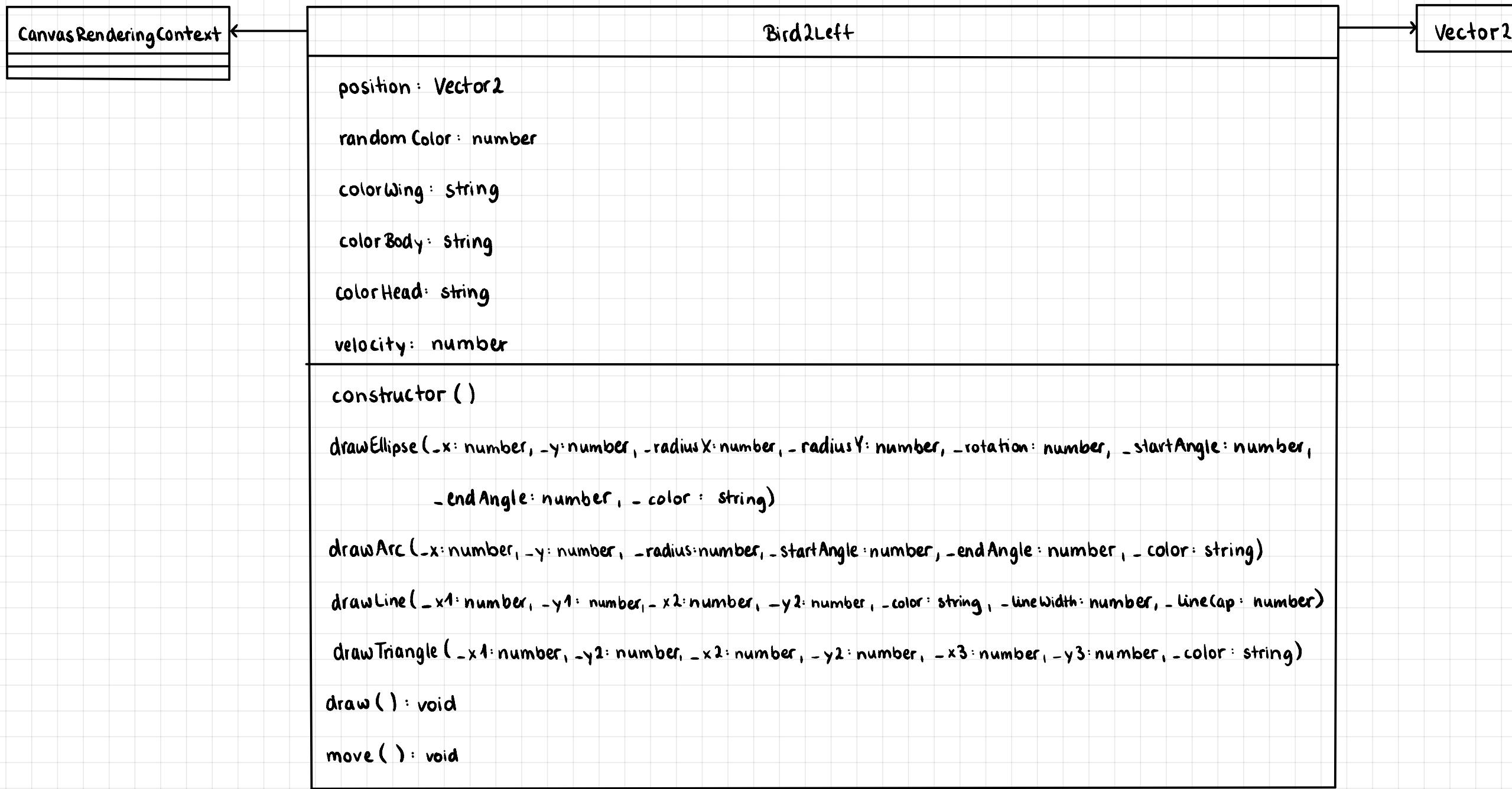




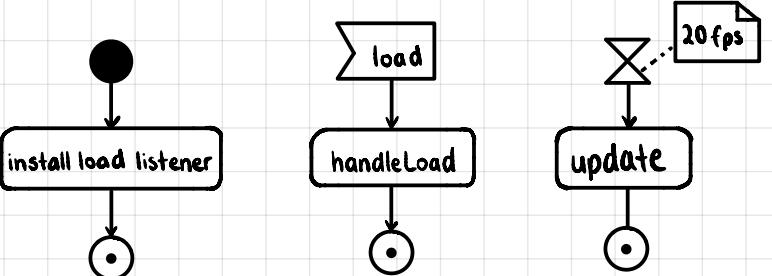








Vogelhaus: Activity Diagram - Main

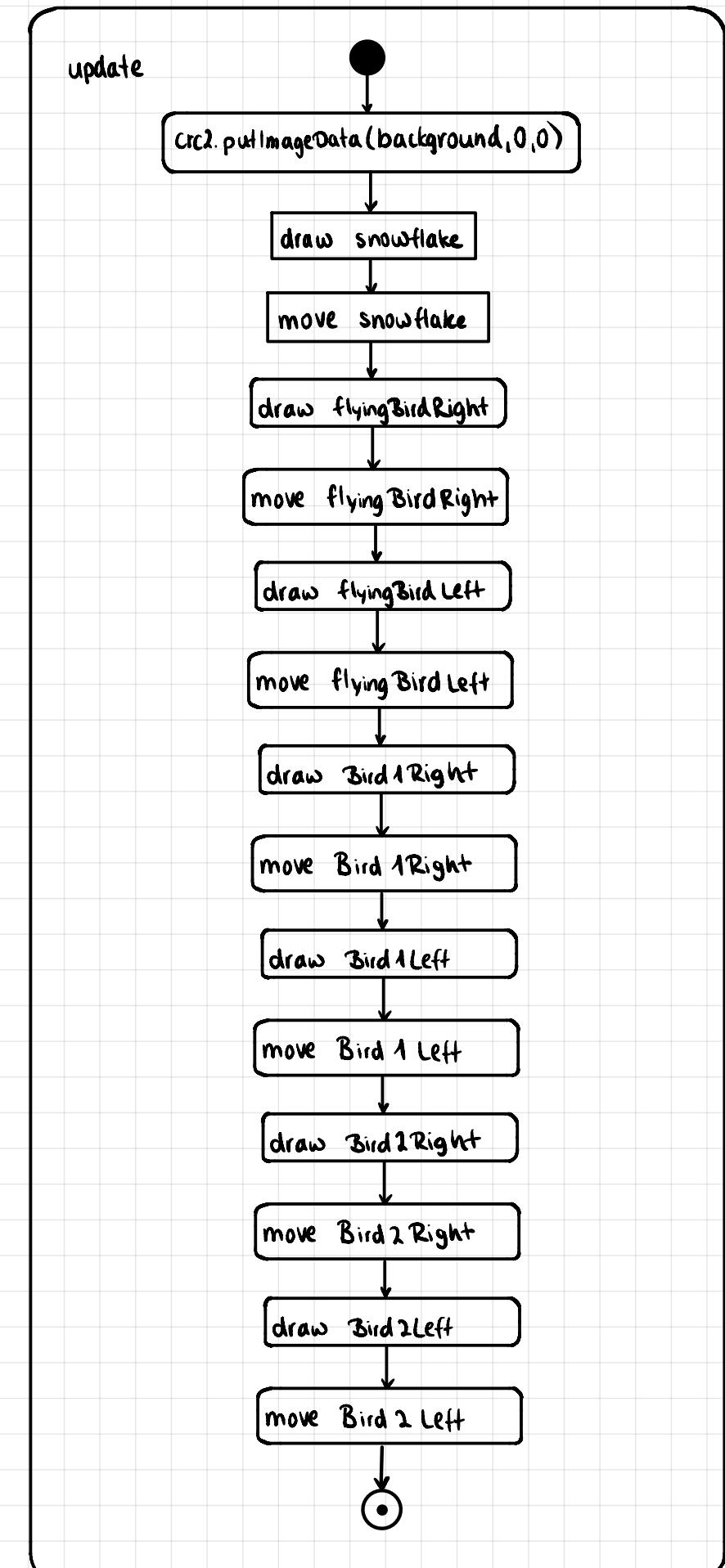
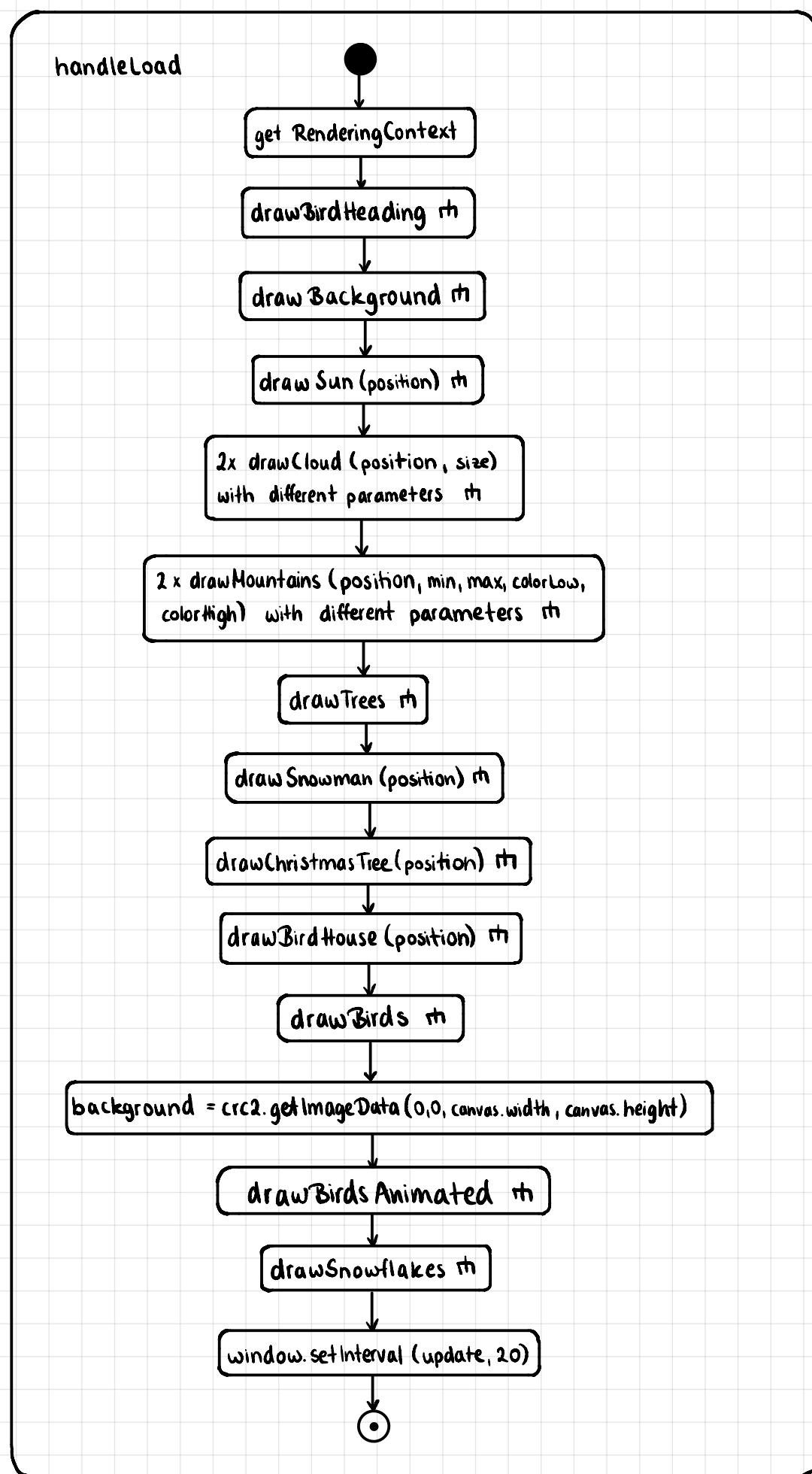


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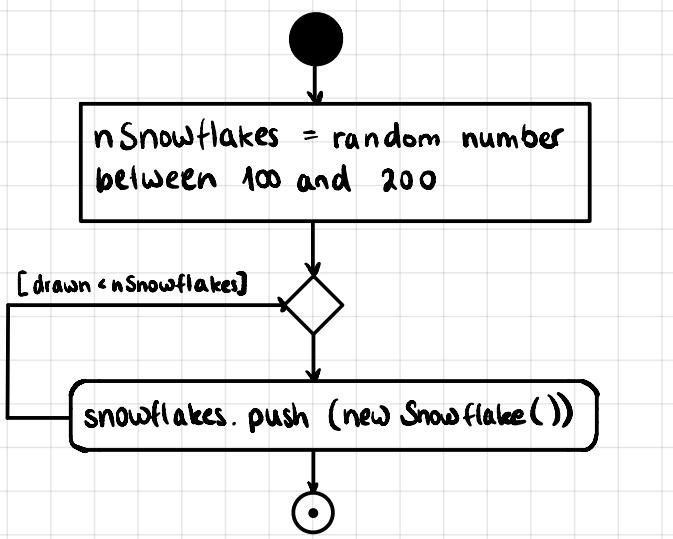
x: number
y: number

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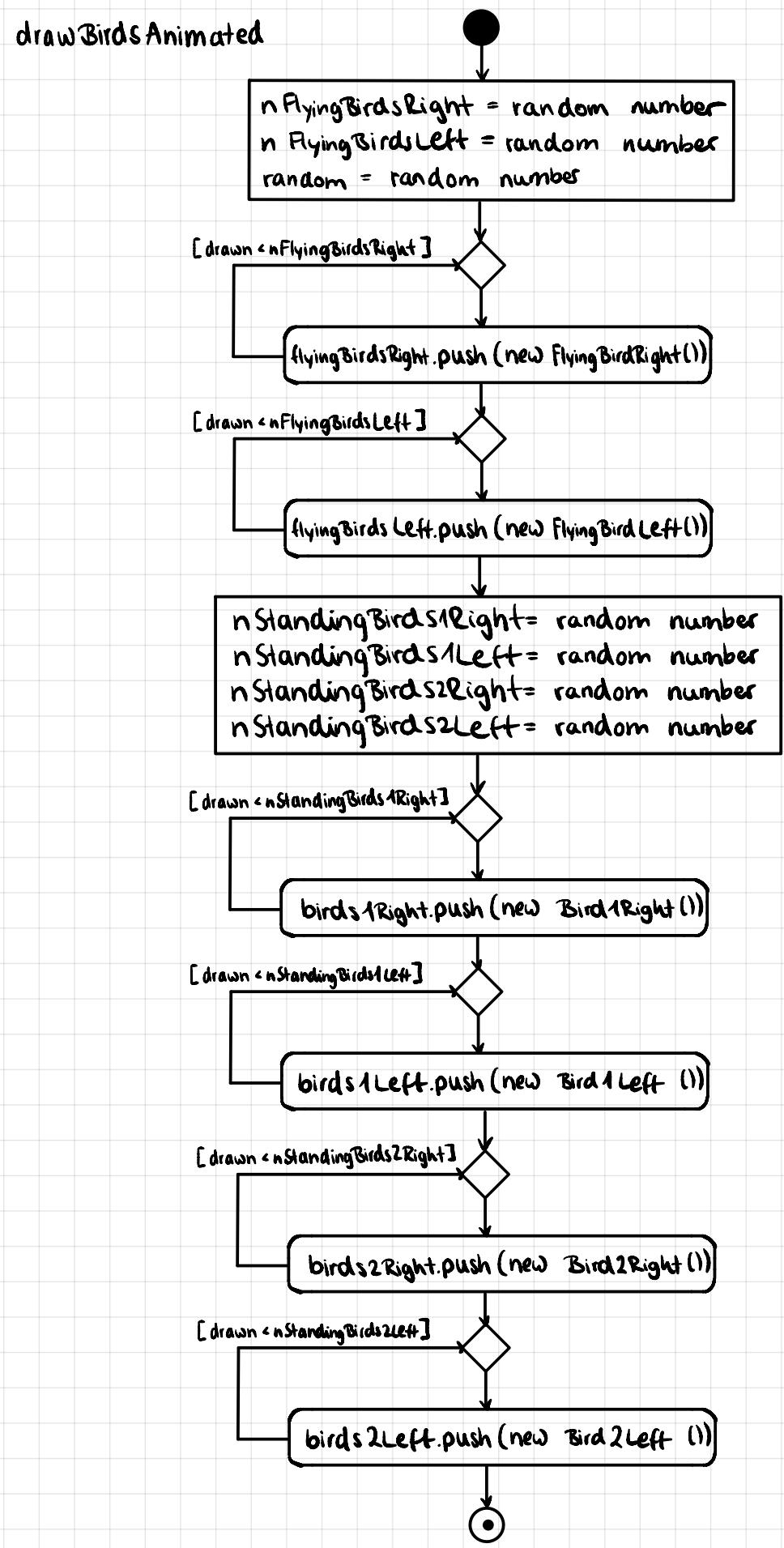
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let flyingBirdsRight: FlyingBirdRight[] = [];
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let birds1Right: Bird1Right[] = [];
let birds1Left: Bird1Left[] = [];
let birds2Right: Birds2Left[] = [];
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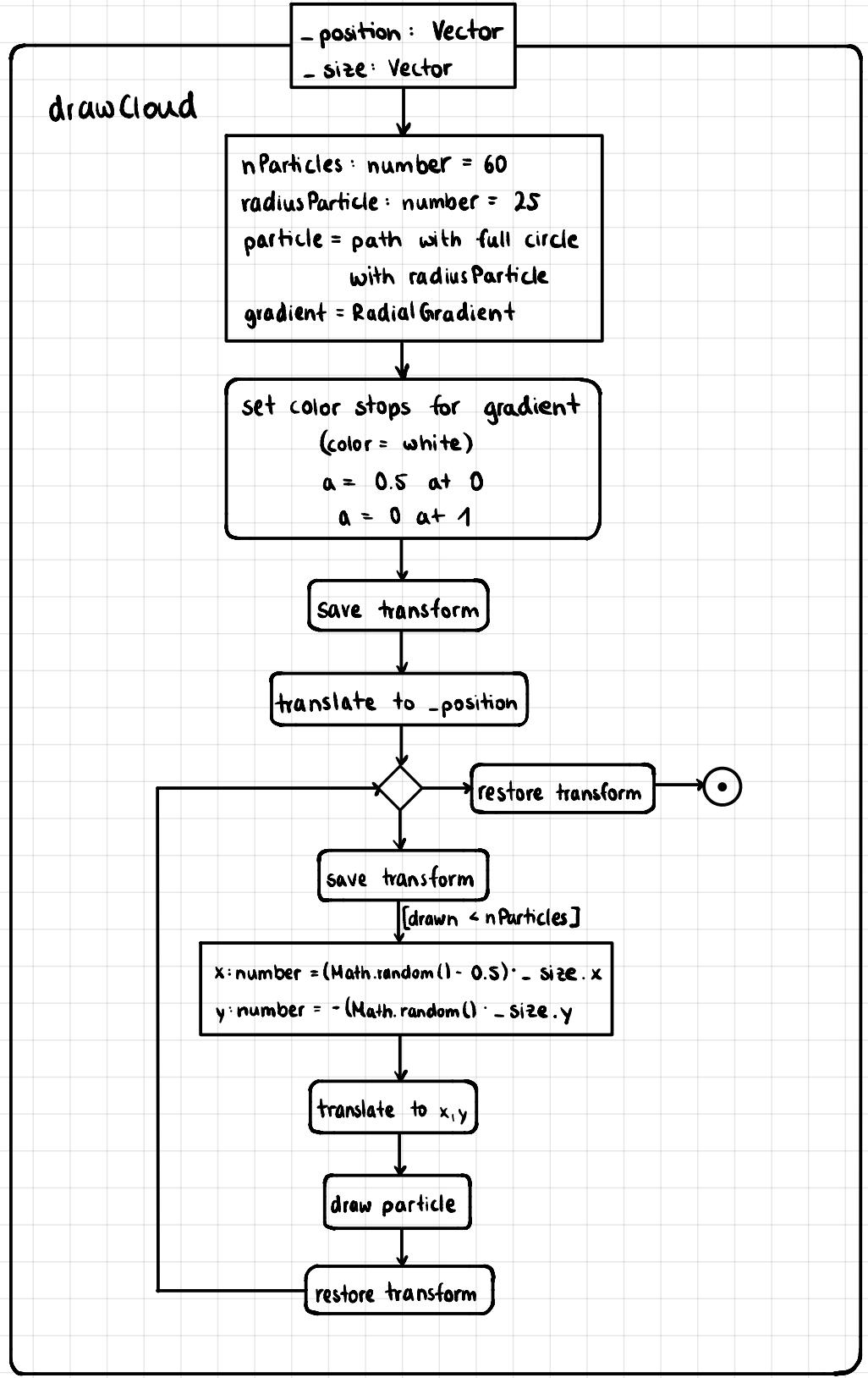
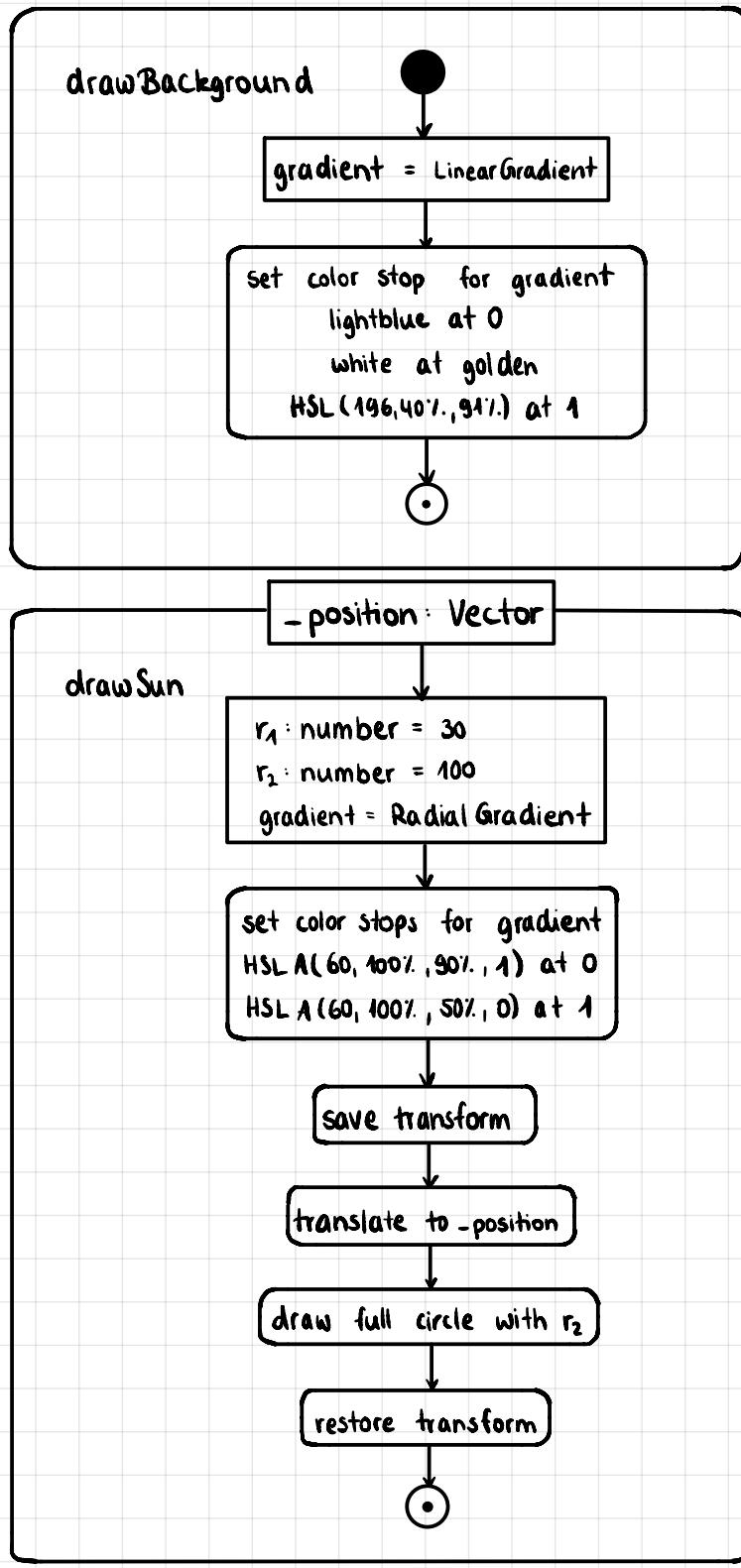


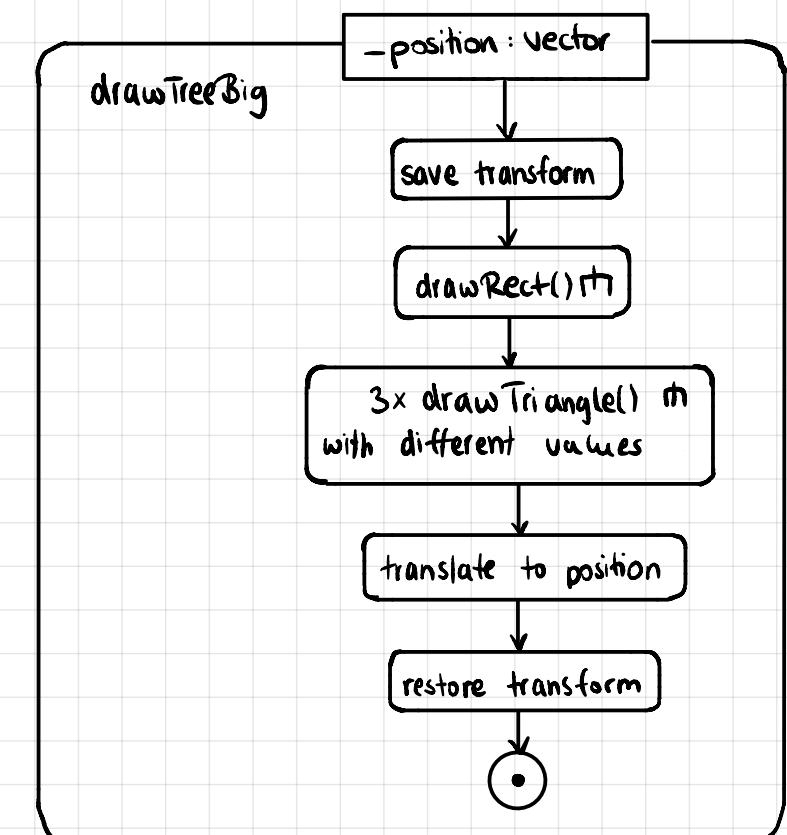
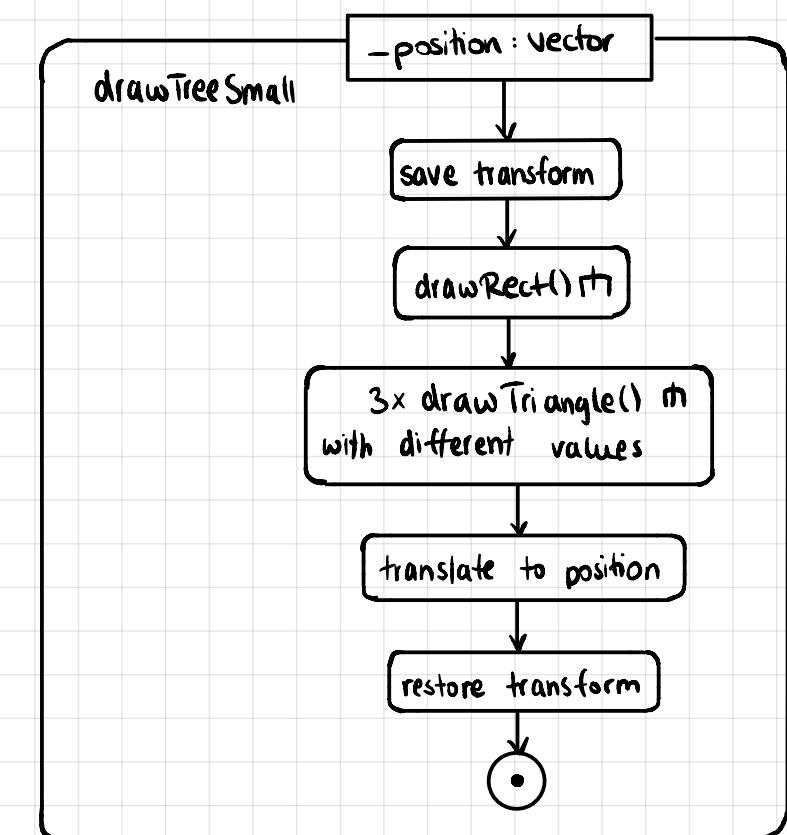
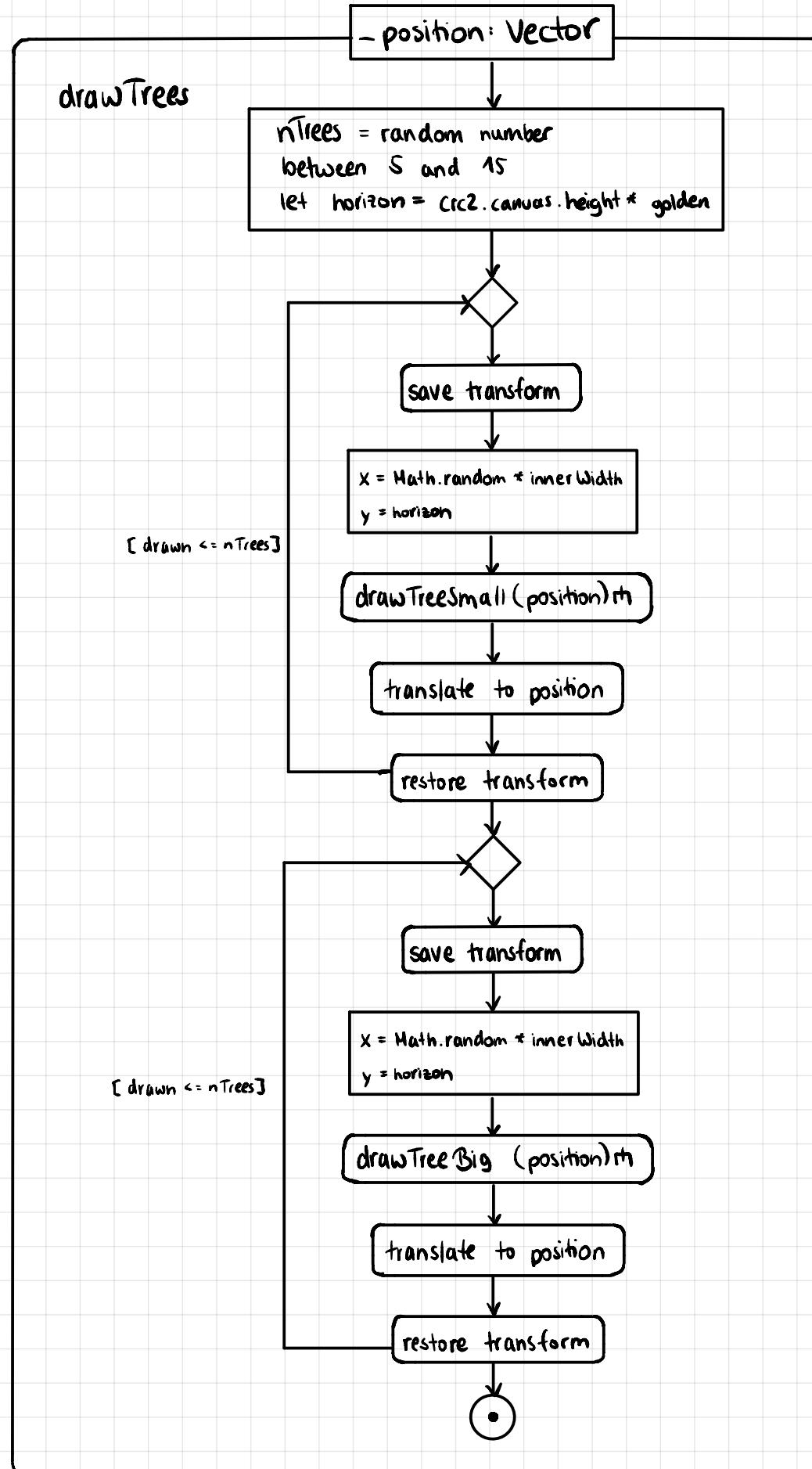
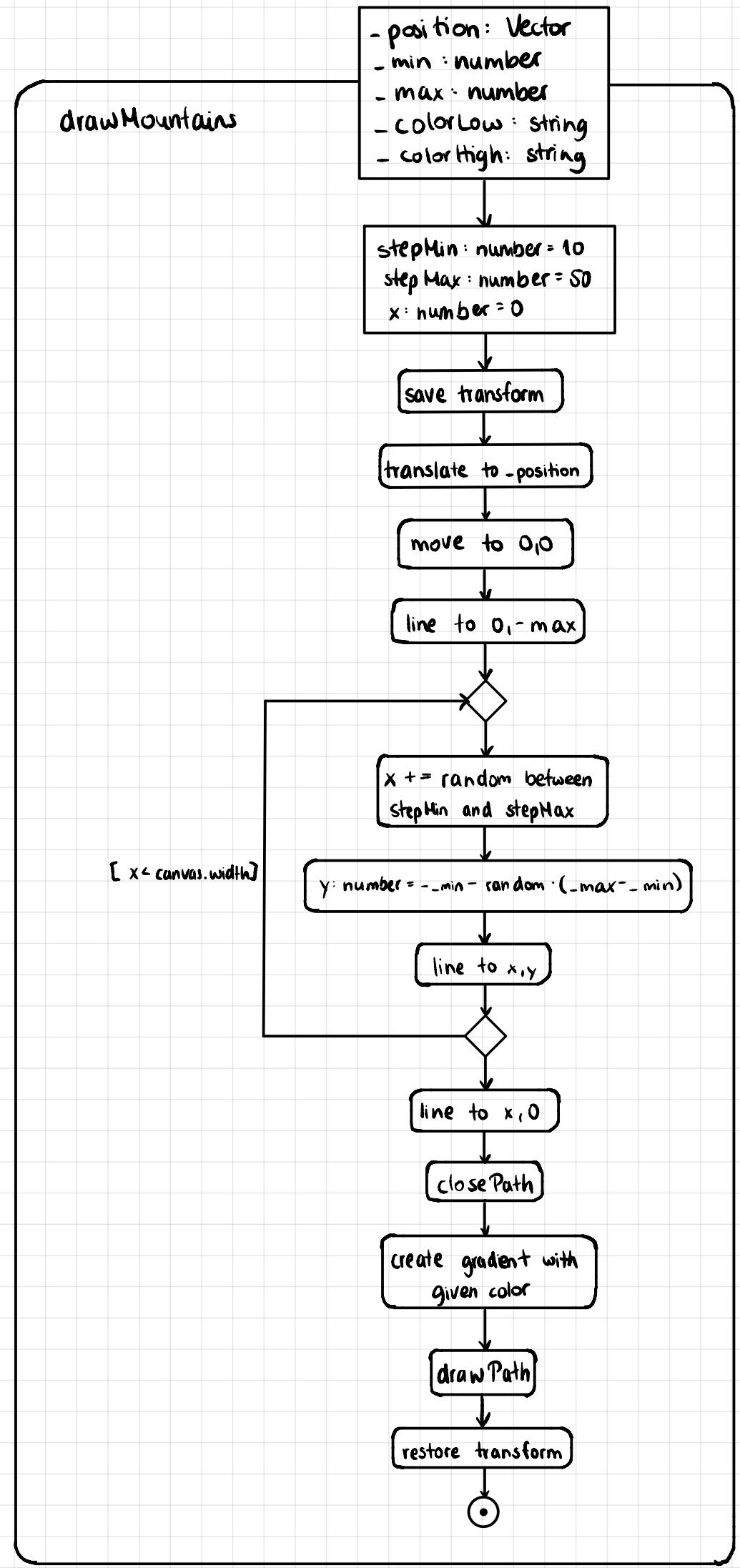
draw Snowflakes

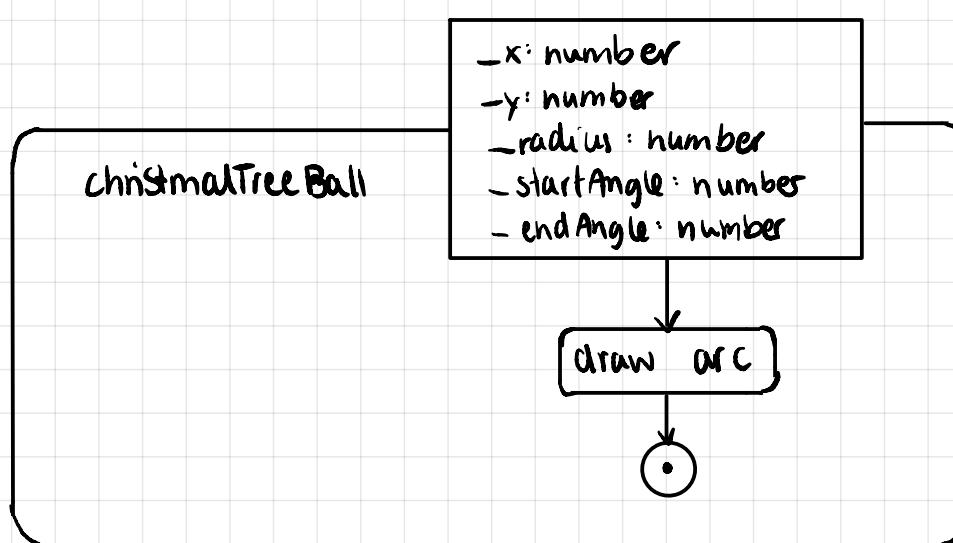
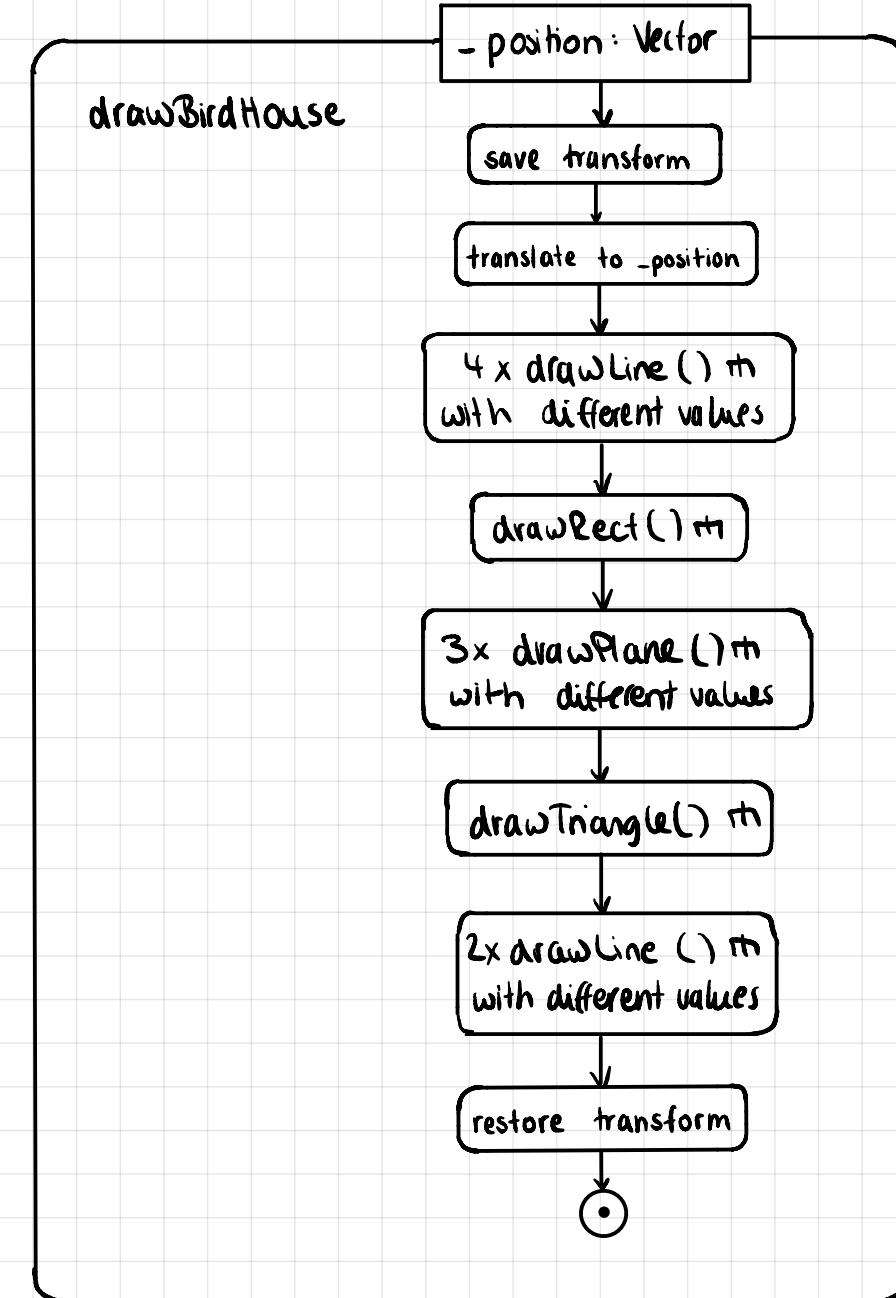
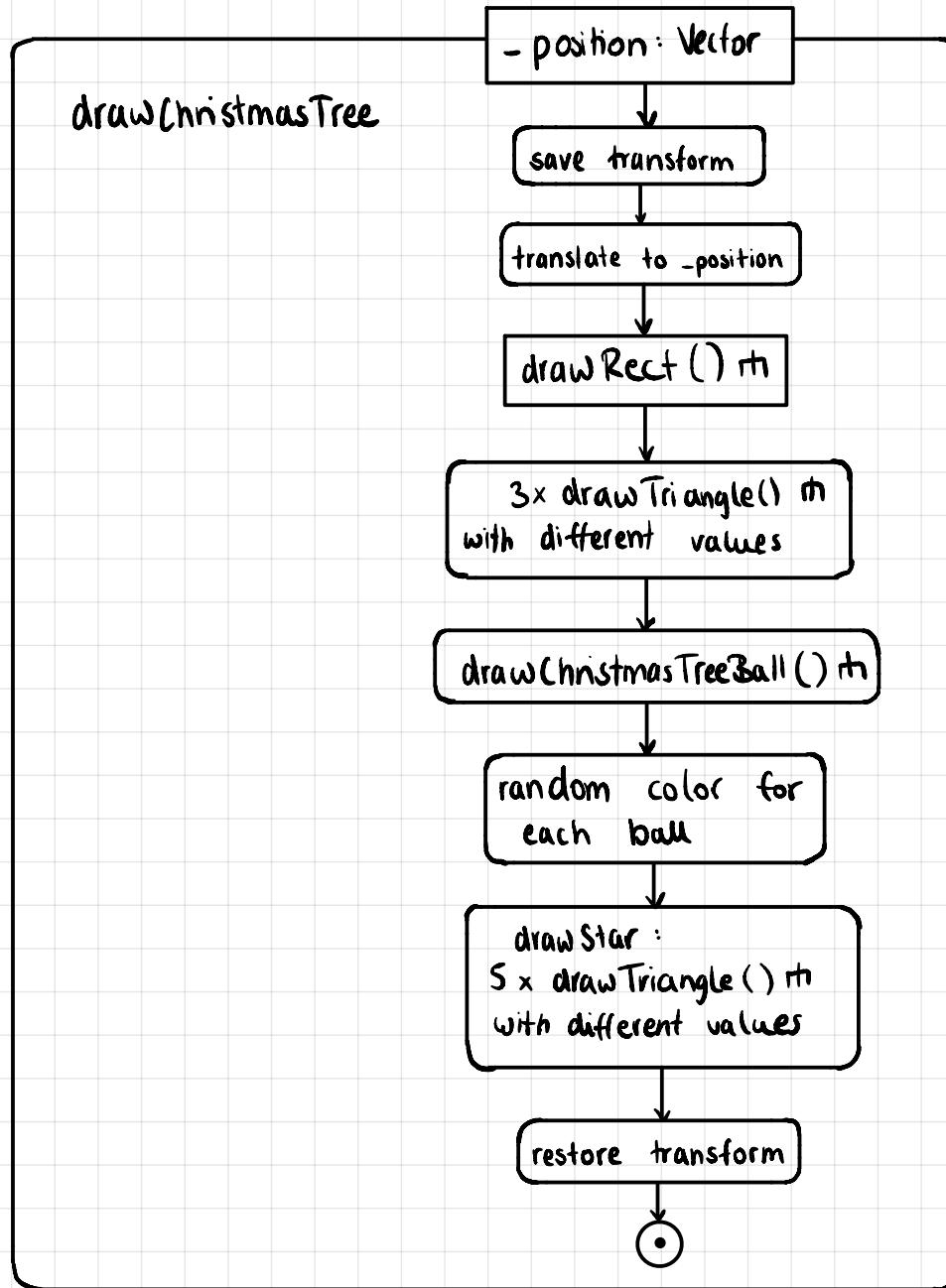
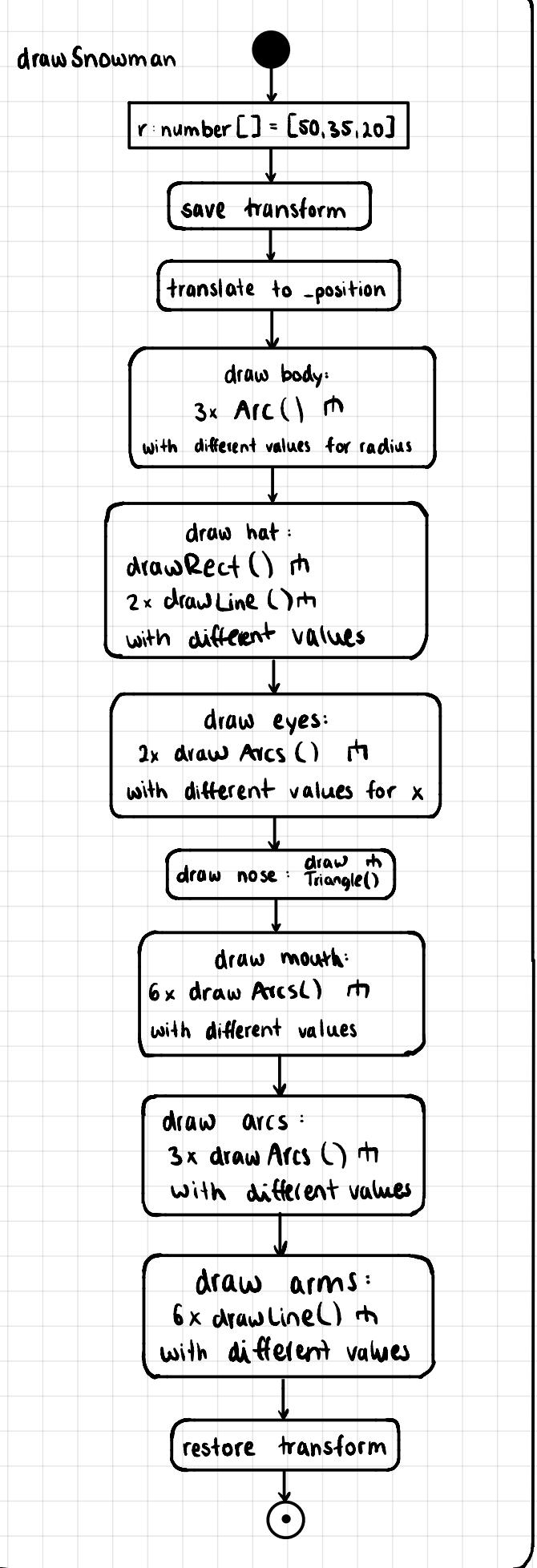


drawBirdsAnimated

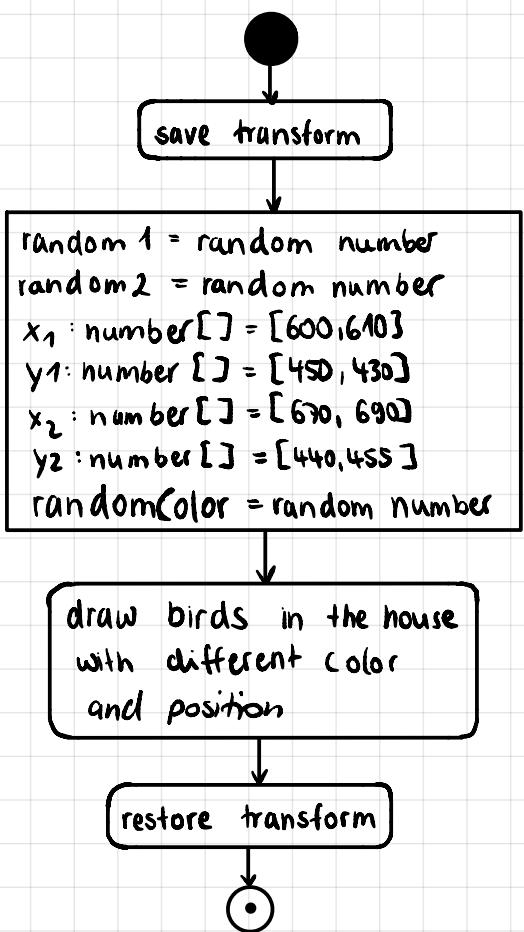




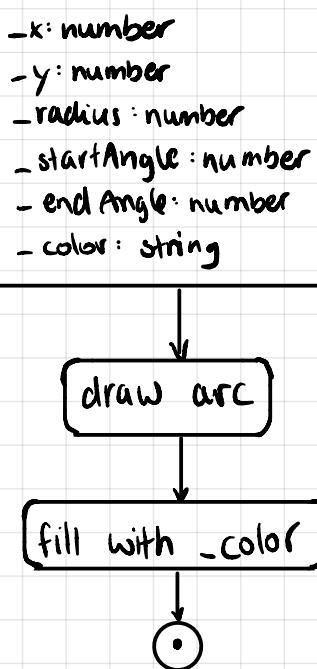




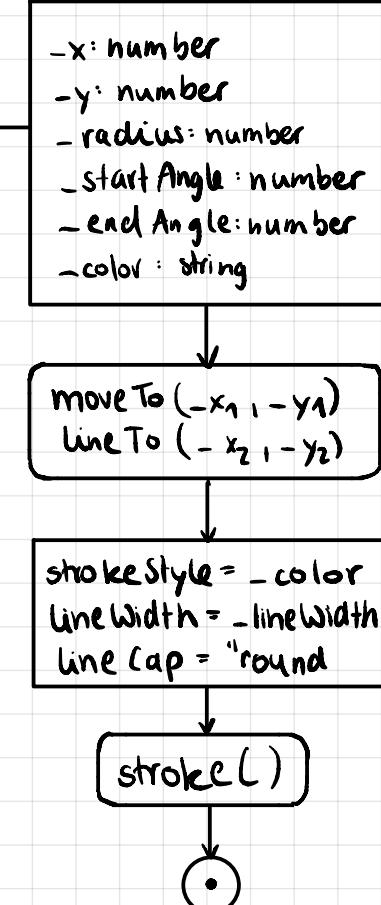
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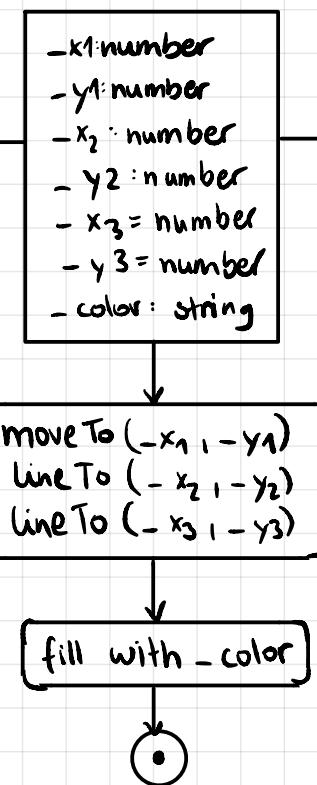
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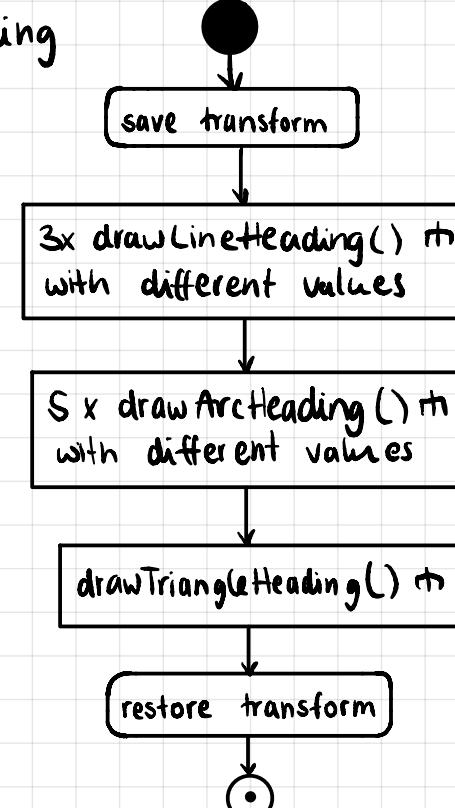
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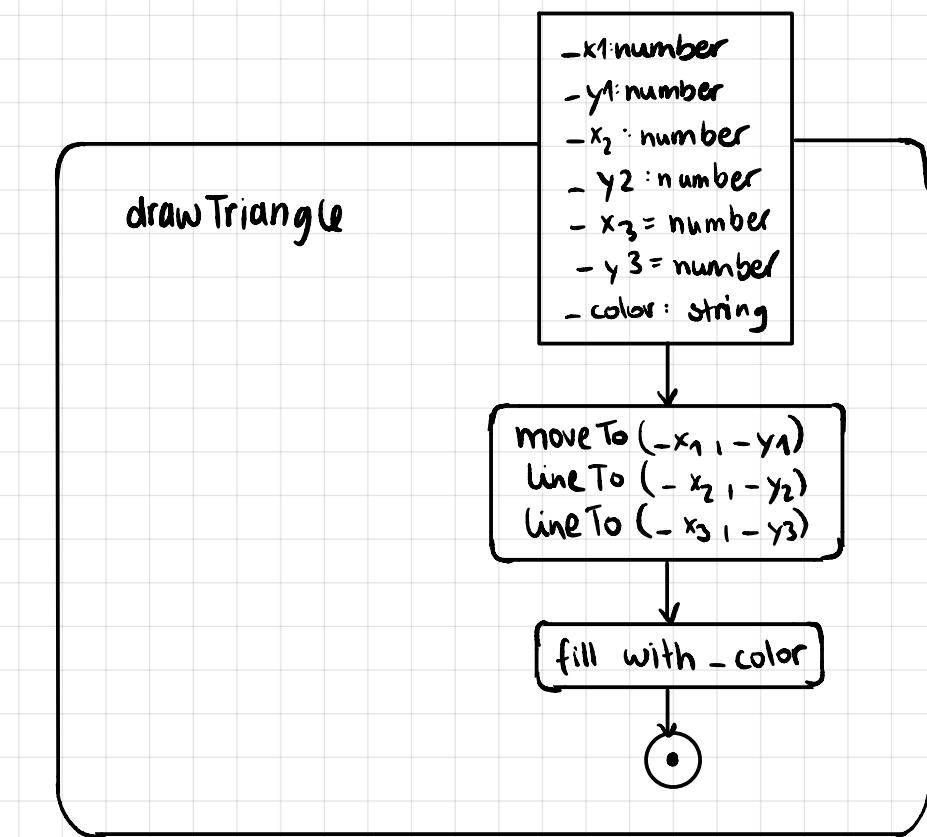
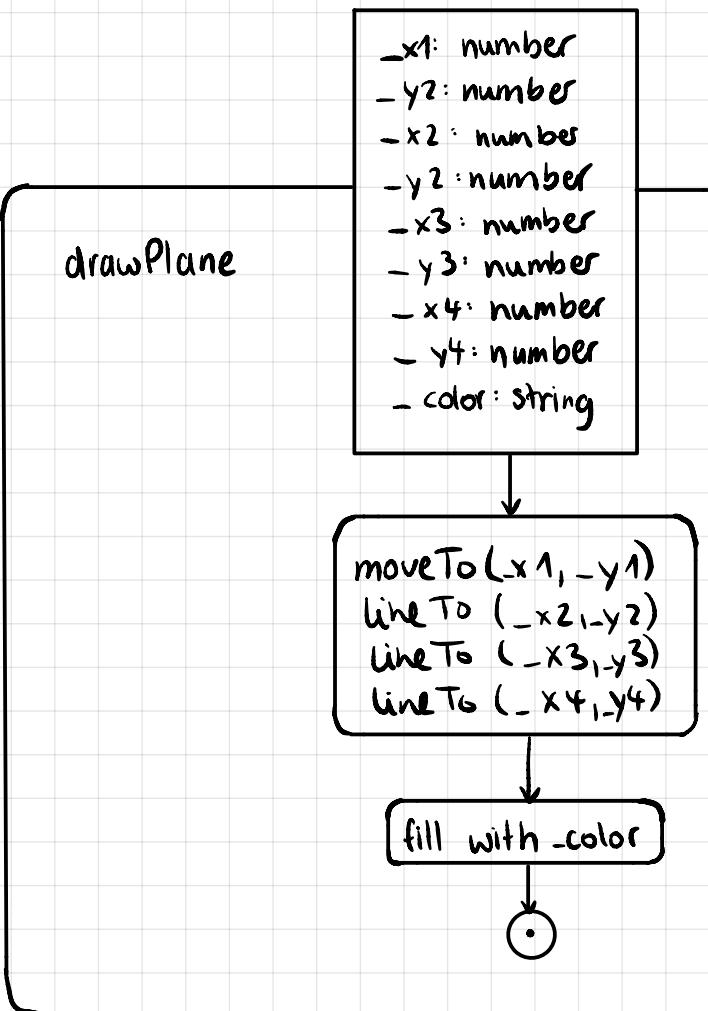
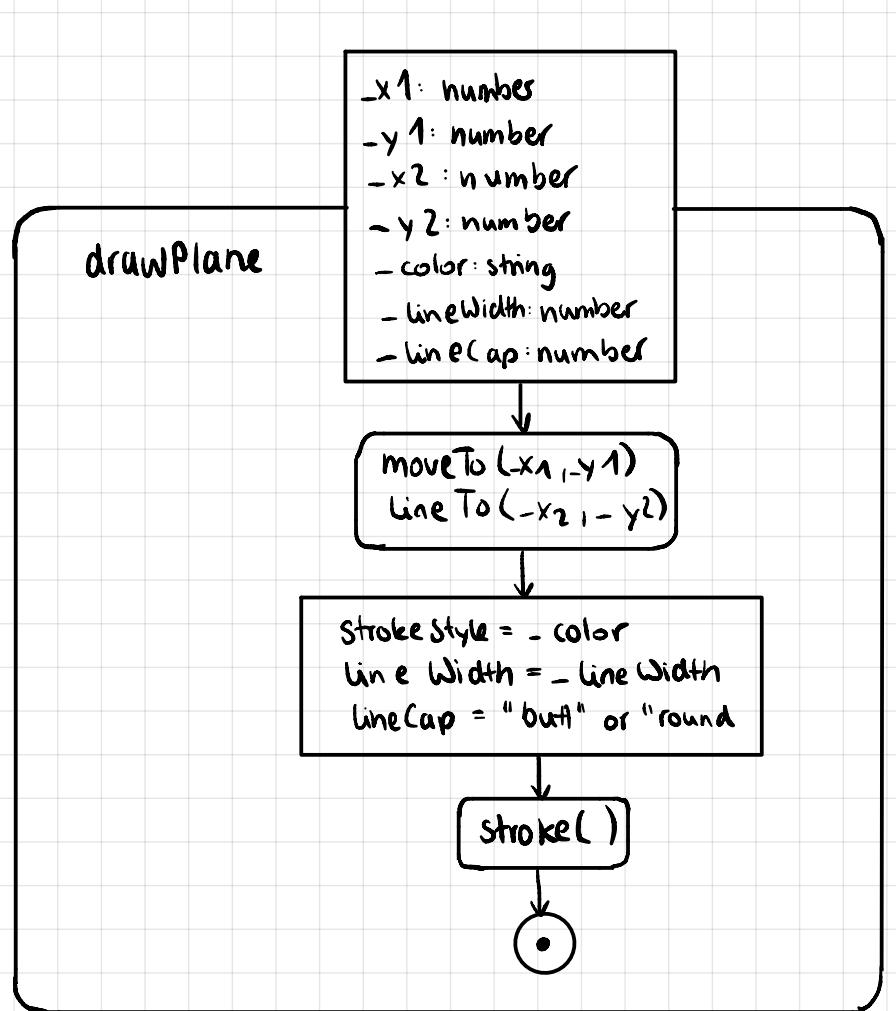
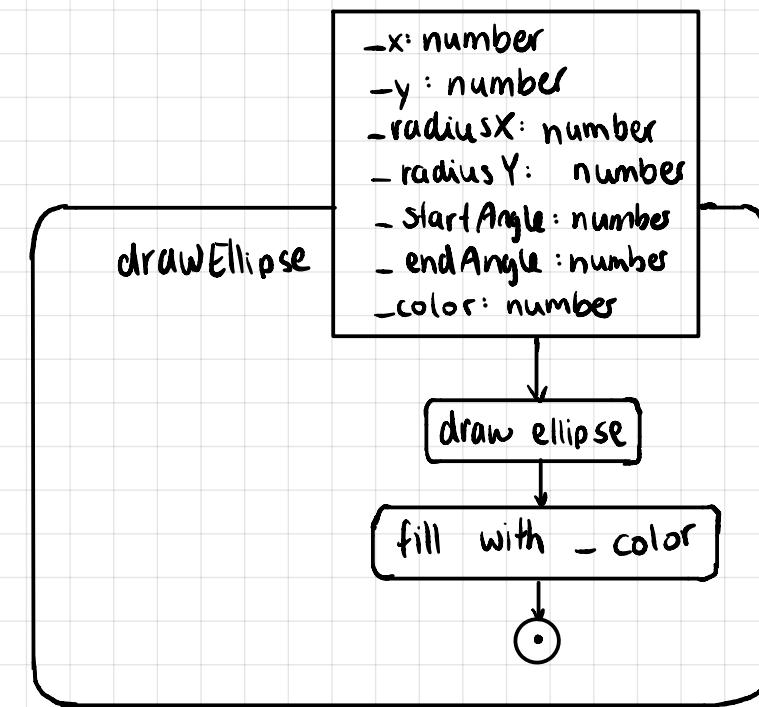
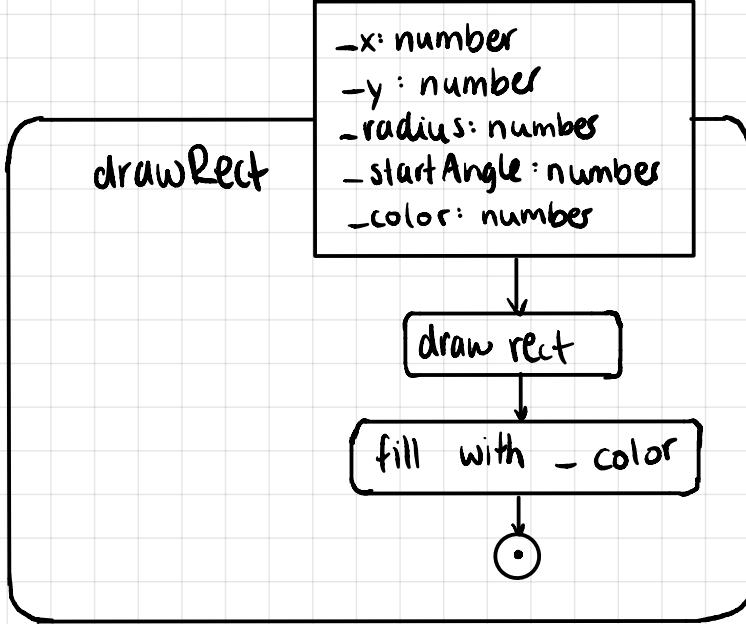
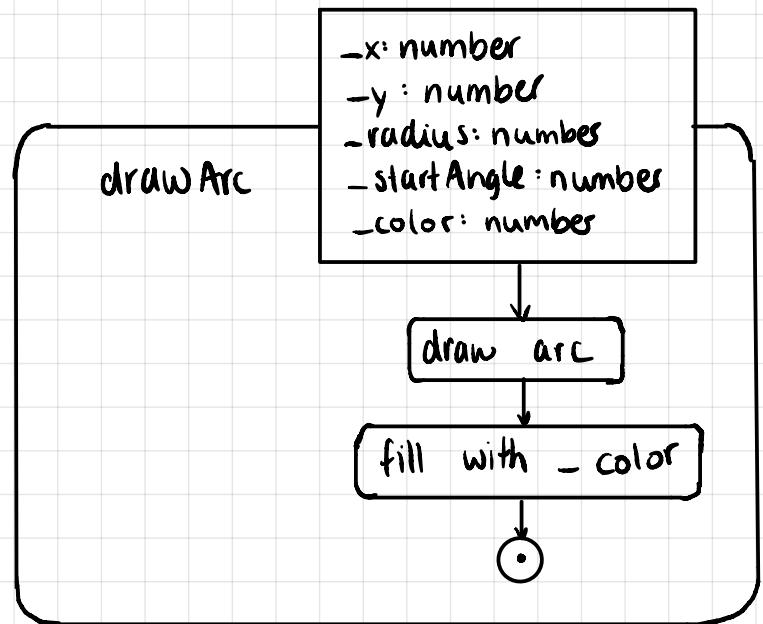


drawTriangleHeading

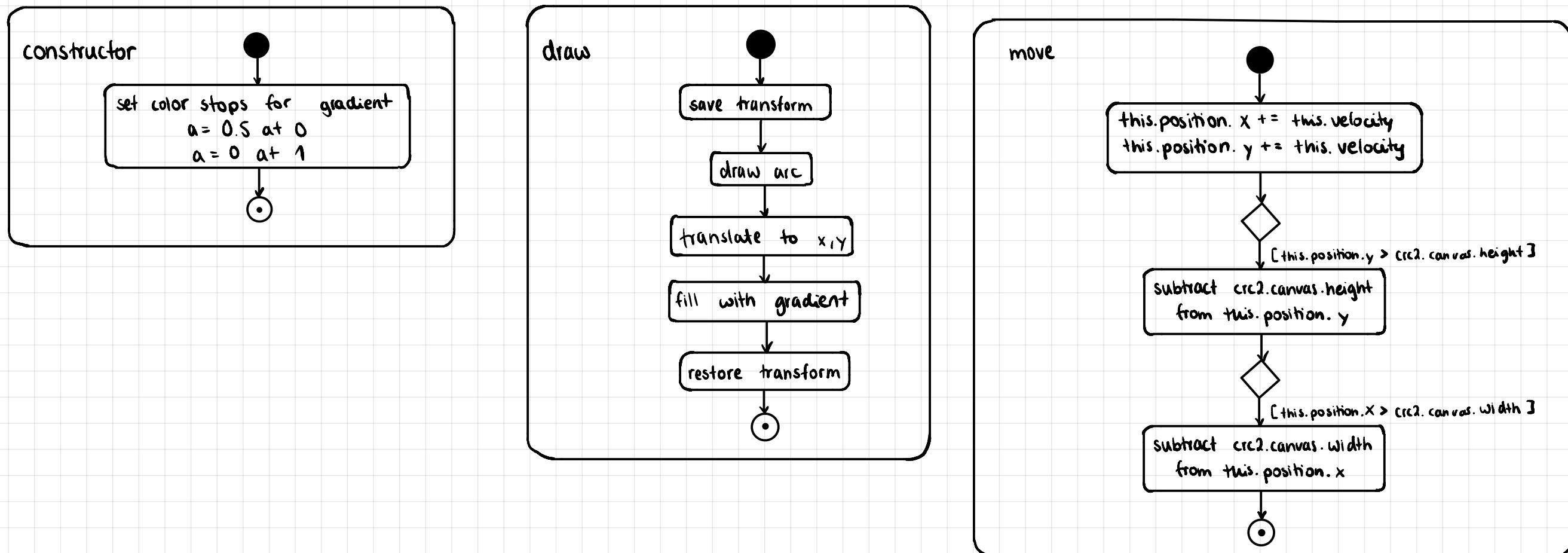


drawBirdHeading

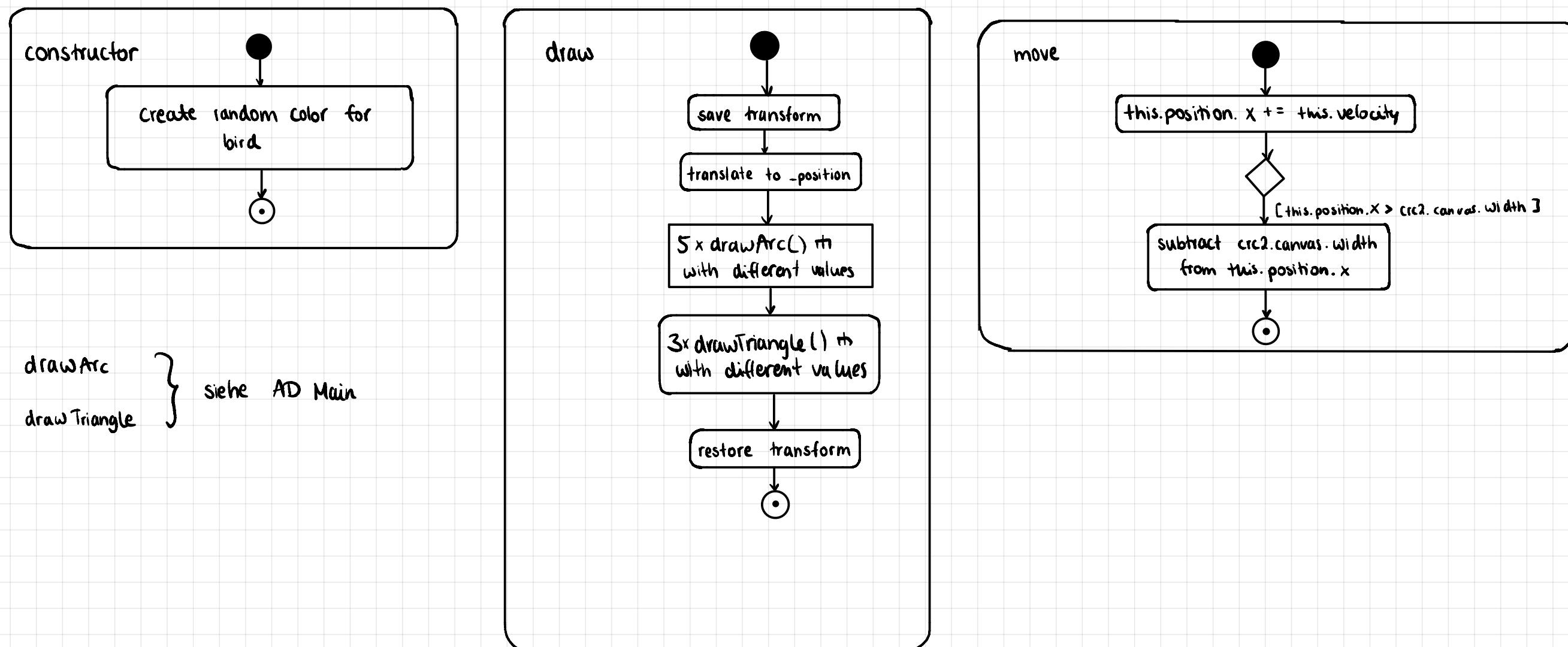




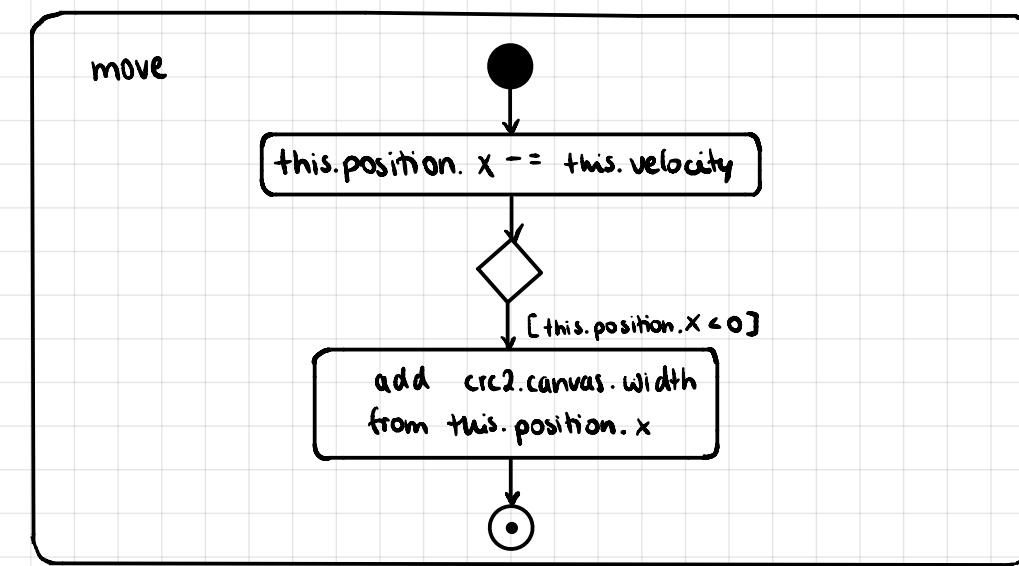
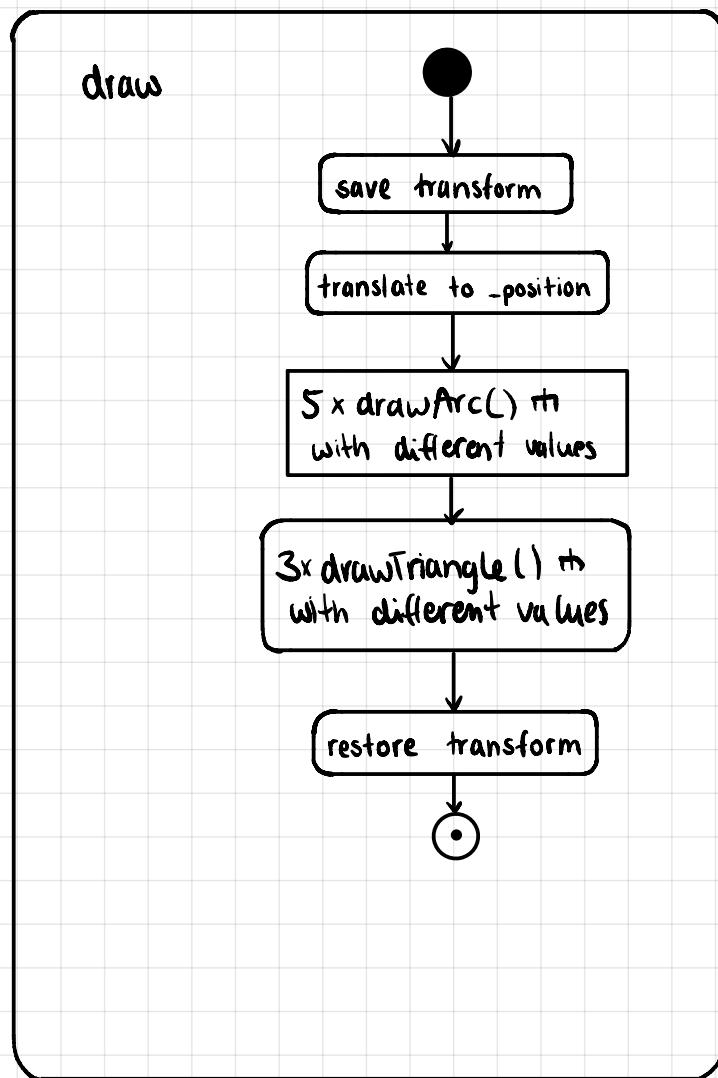
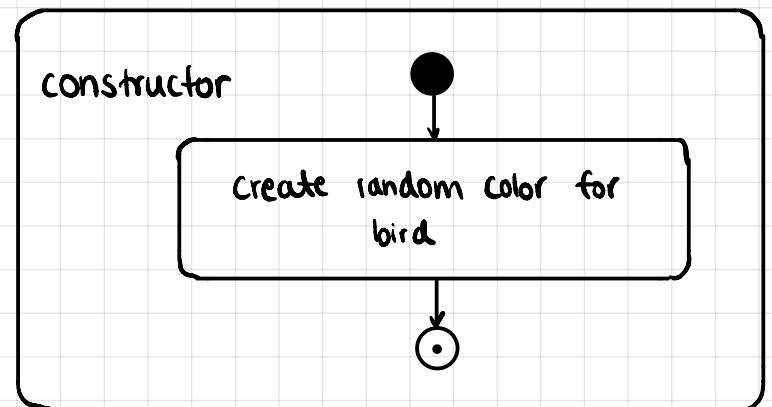
Vogelhaus: Activity Diagram - Snowflake



Vogelhaus: Activity Diagram - FlyingBirdRight

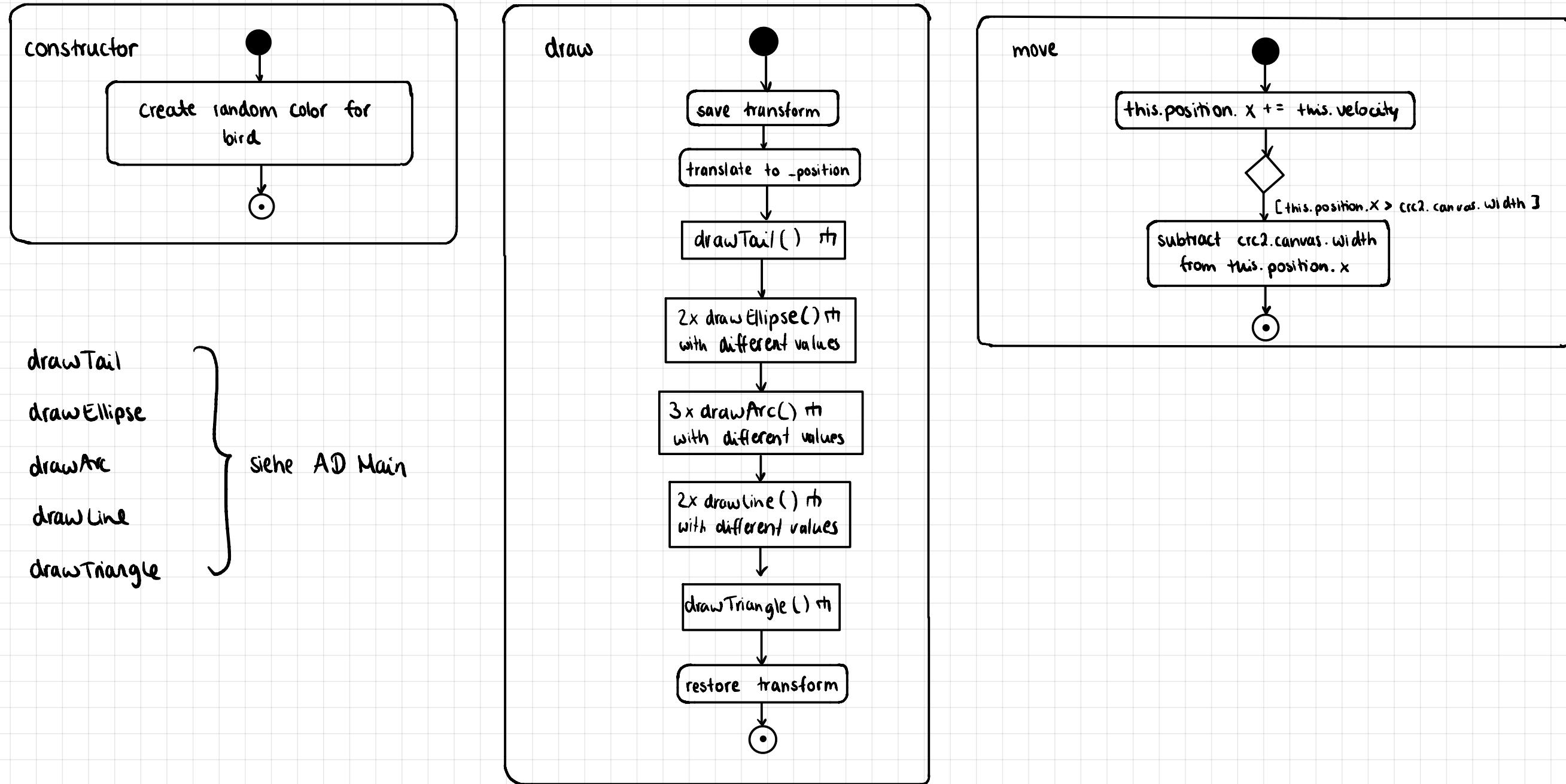


Vogelhaus: Activity Diagram - FlyingBirdLeft

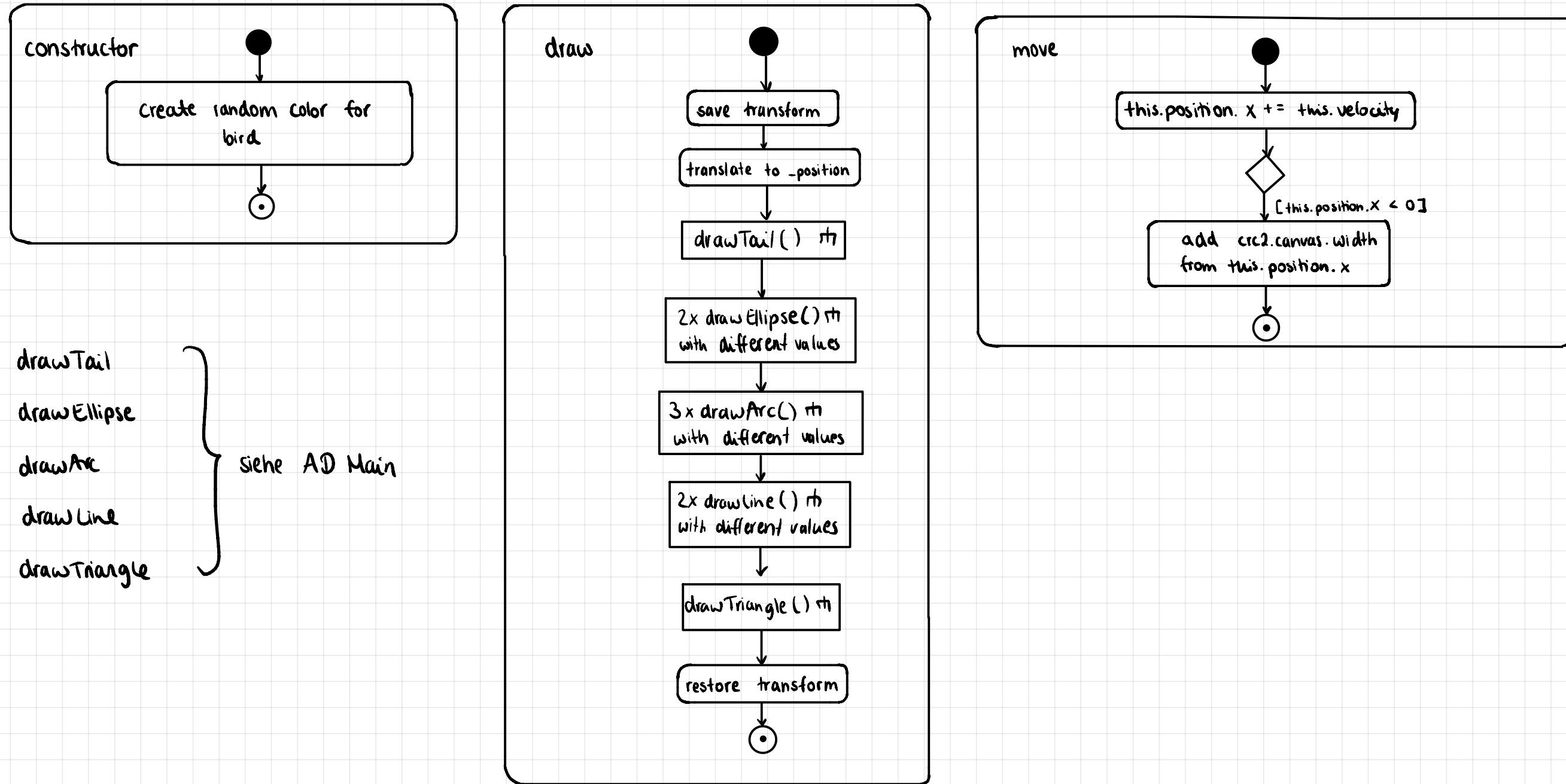


drawArc
drawTriangle } siehe AD Main

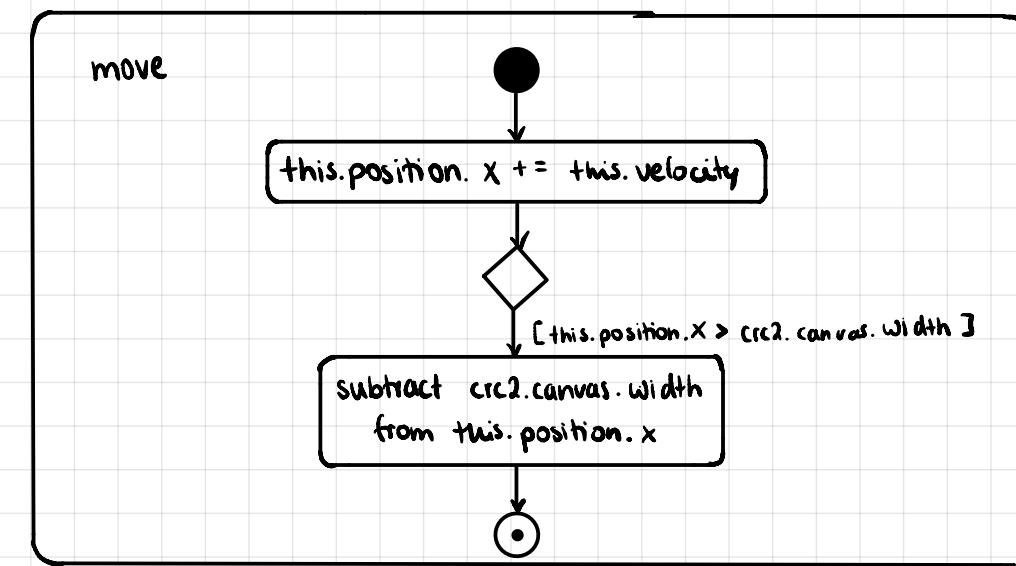
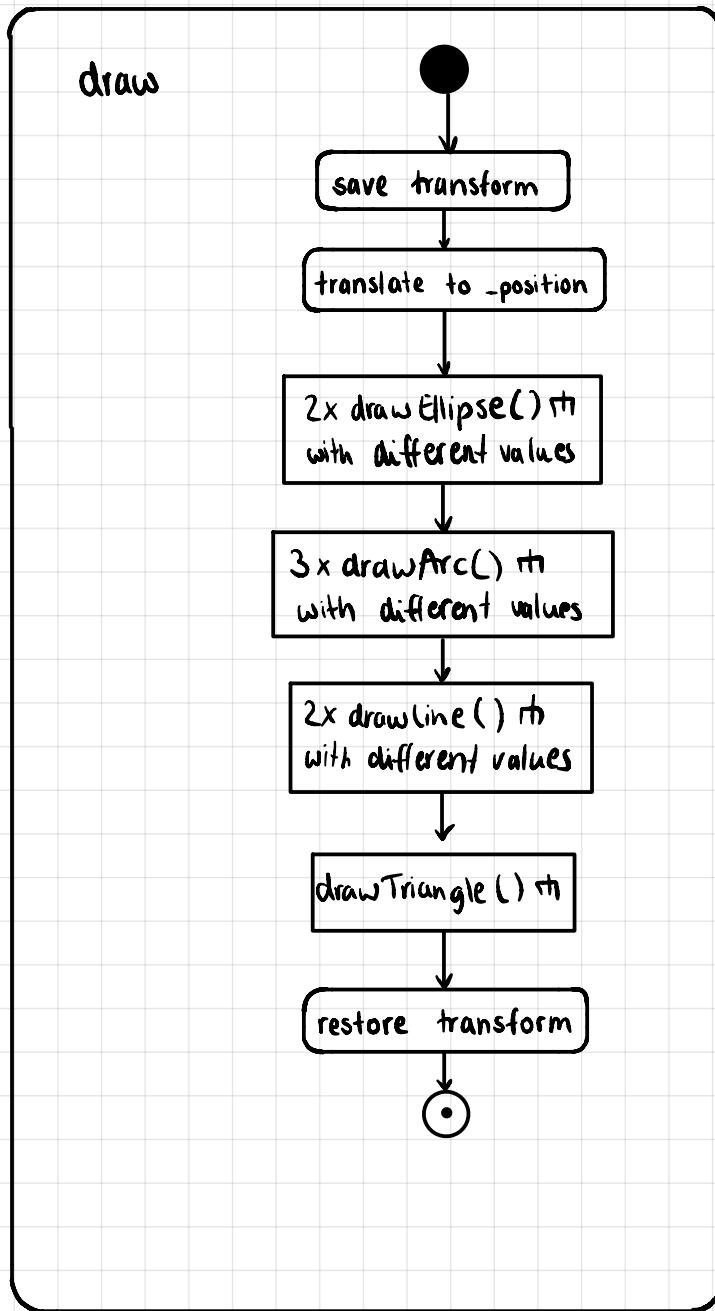
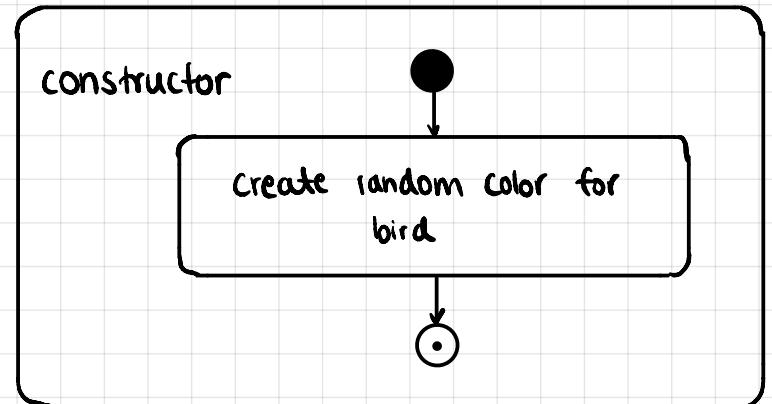
Vogelhaus: Activity Diagram - Bird 1 Right



Vogelhaus: Activity Diagram - Bird 1 Left



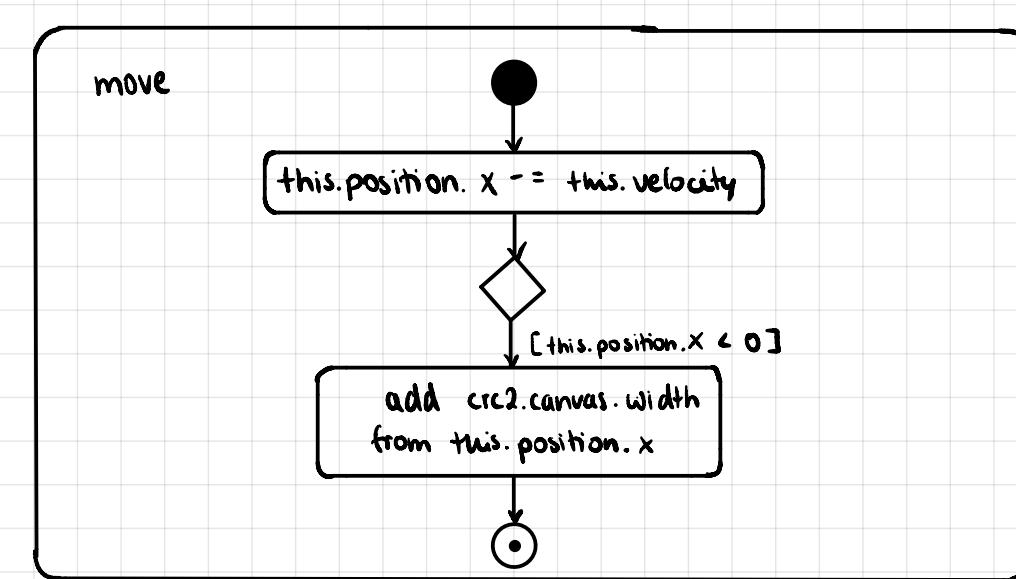
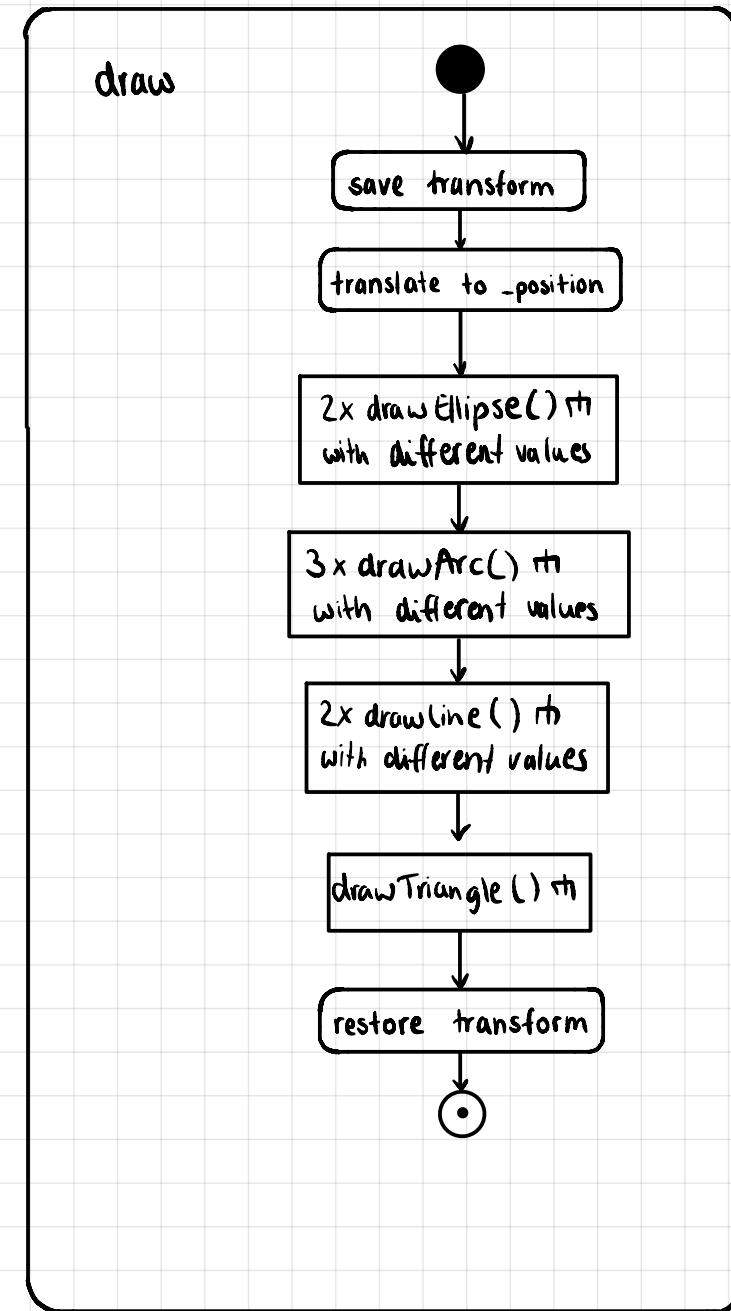
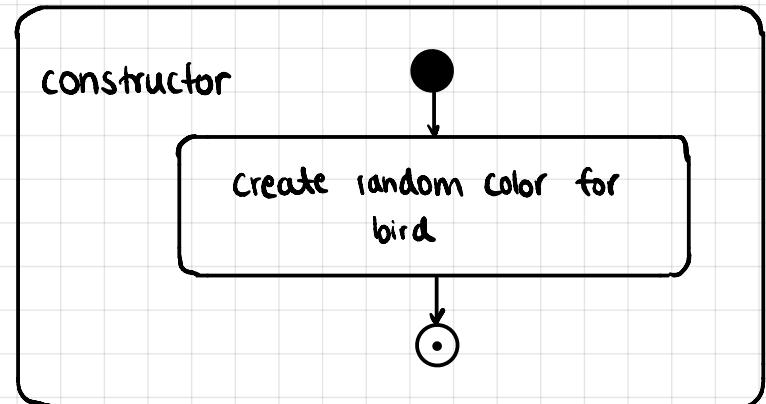
Vogelhaus: Activity Diagram - Bird2Right



drawEllipse
 drawArc
 drawLine
 drawTriangle

} Siehe AD Main

Vogelhaus: Activity Diagram - Bird2 Left



drawEllipse
drawArc
drawLine
drawTriangle

} siehe AD Main