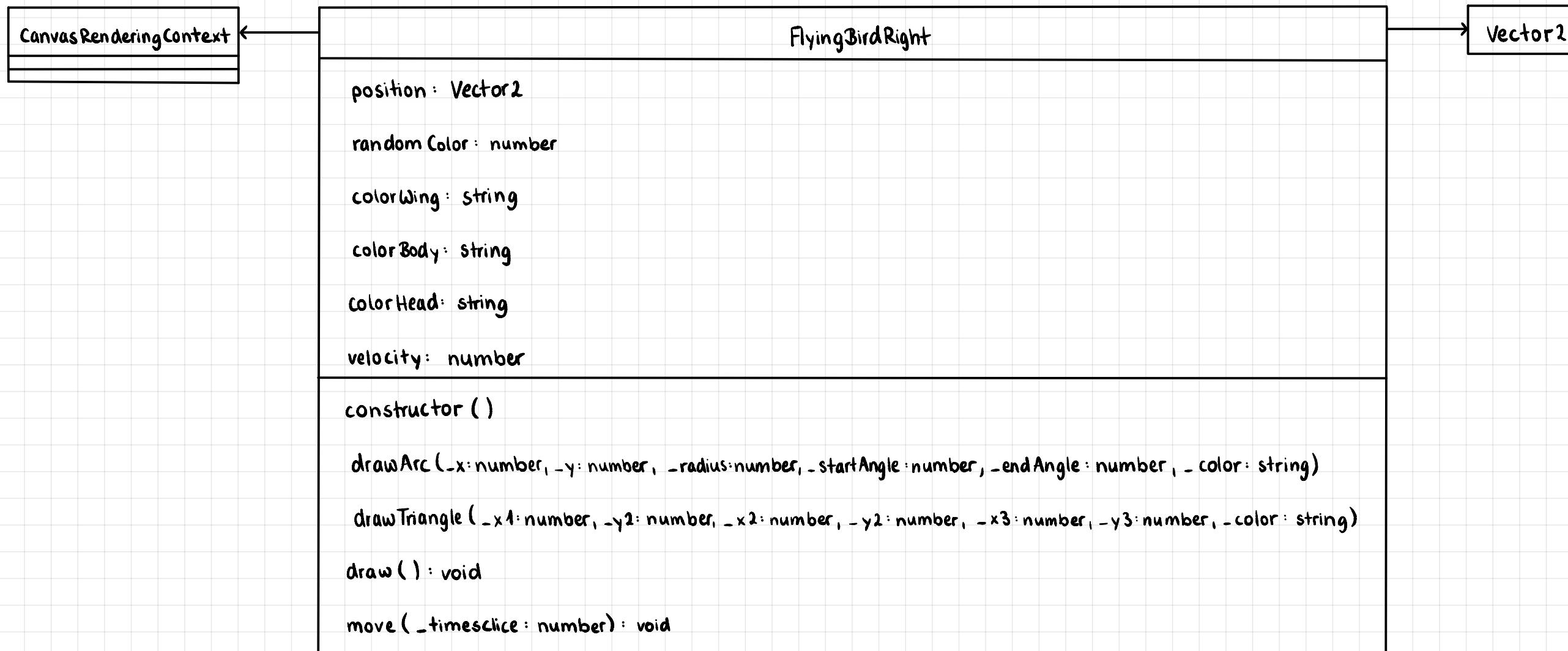
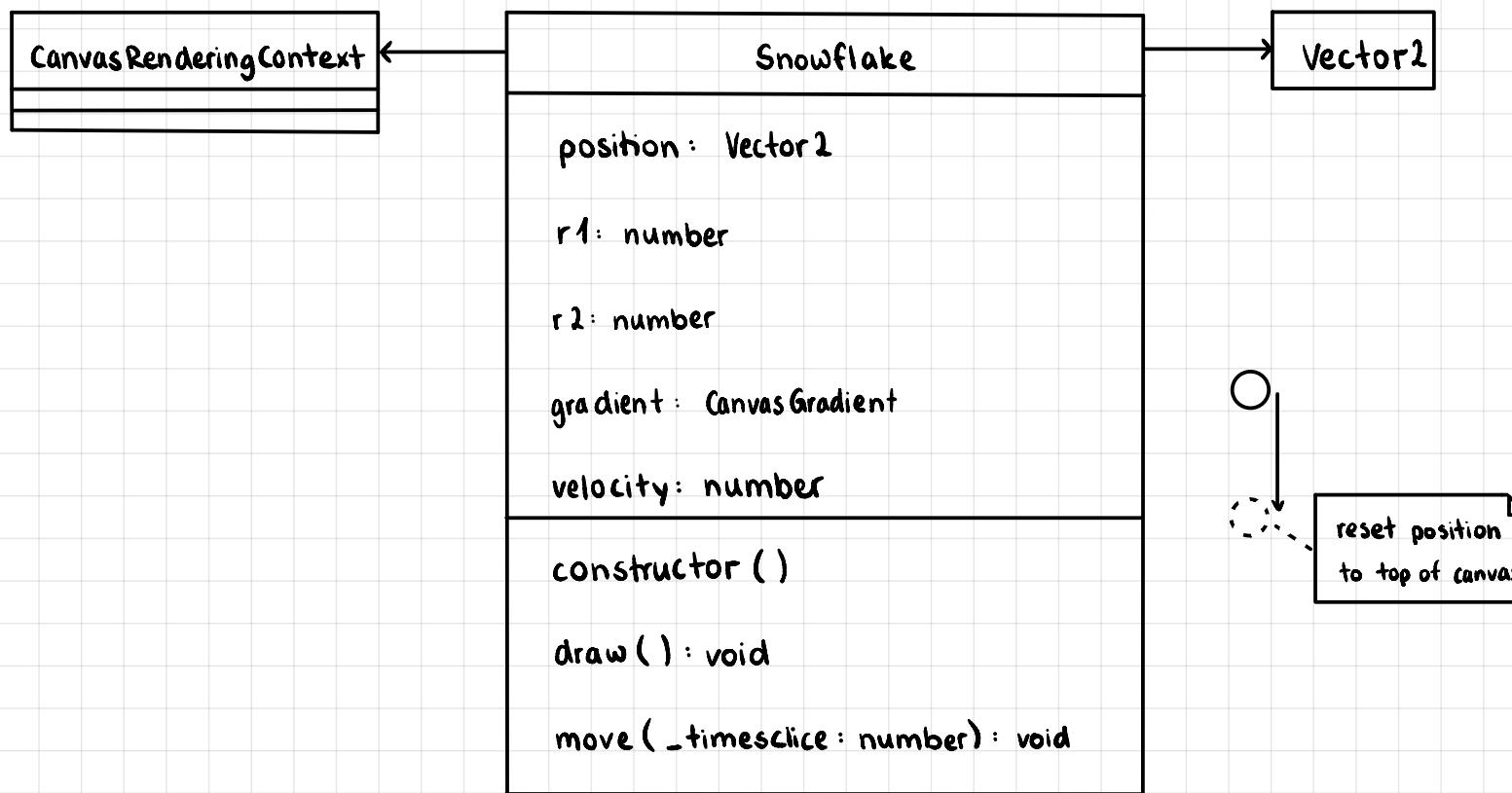
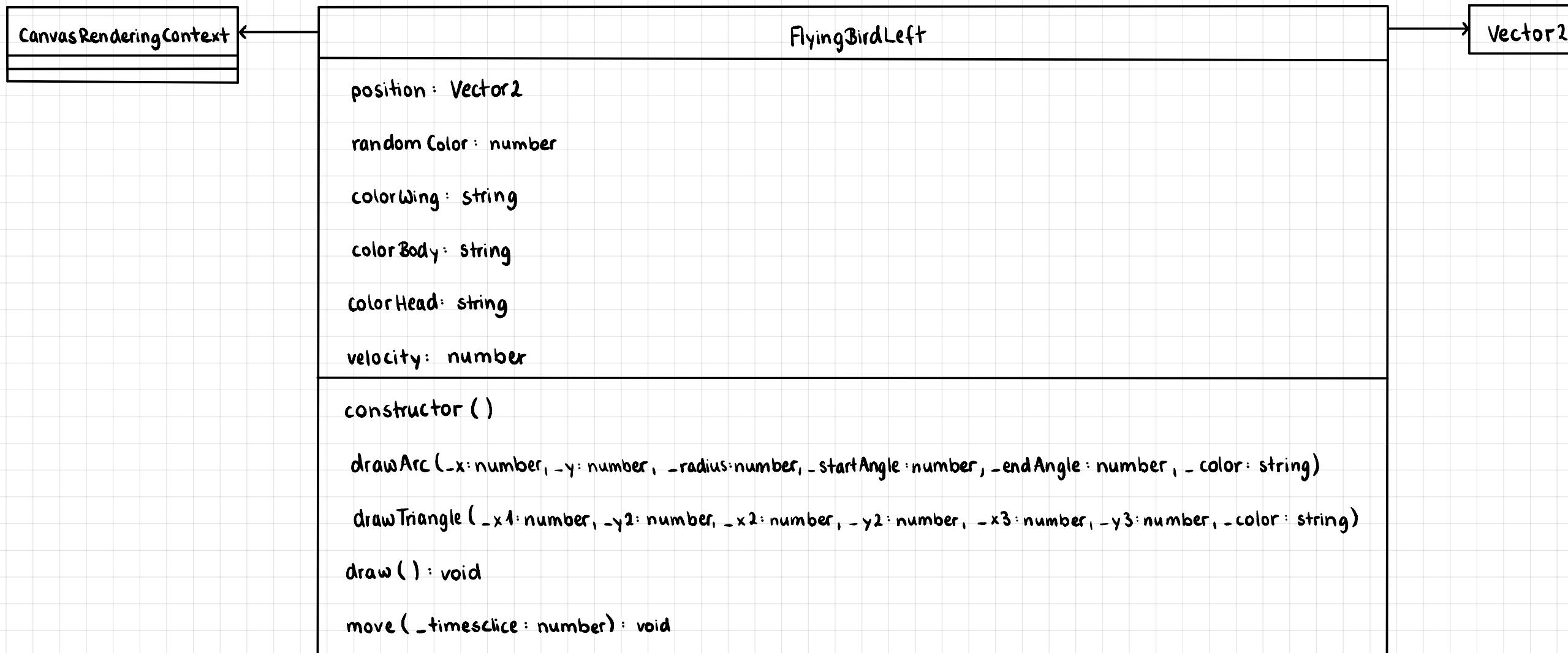
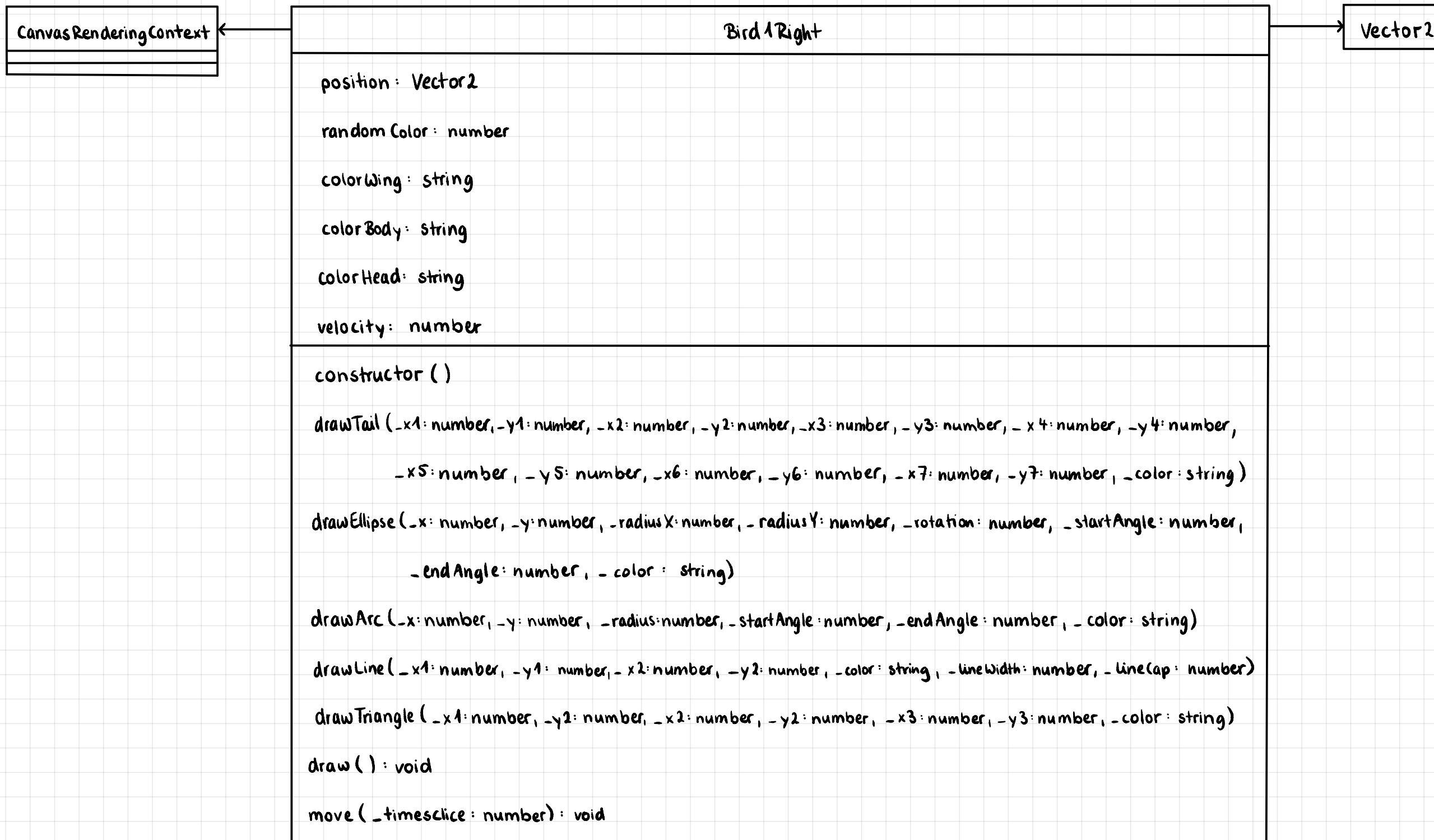
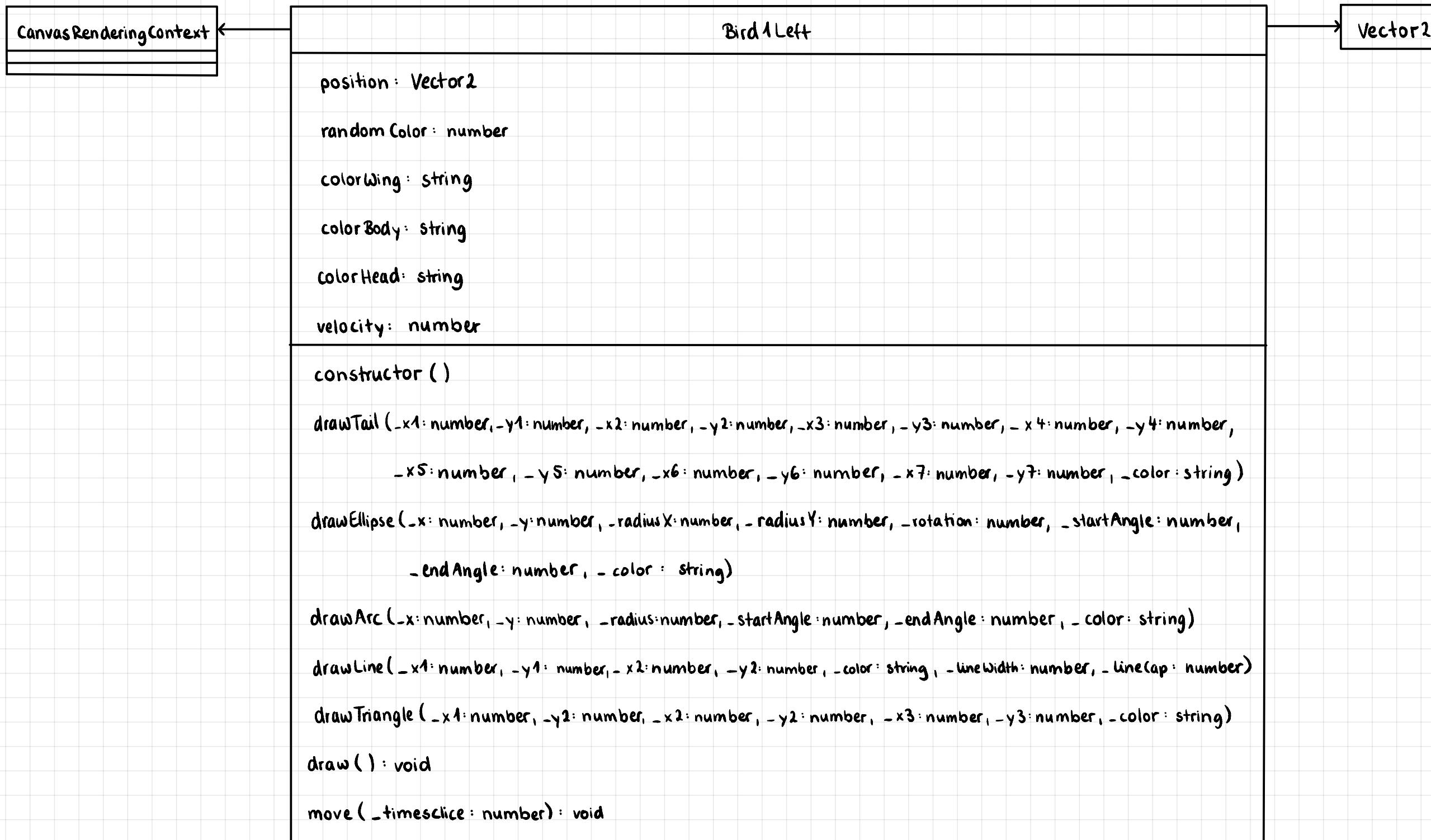


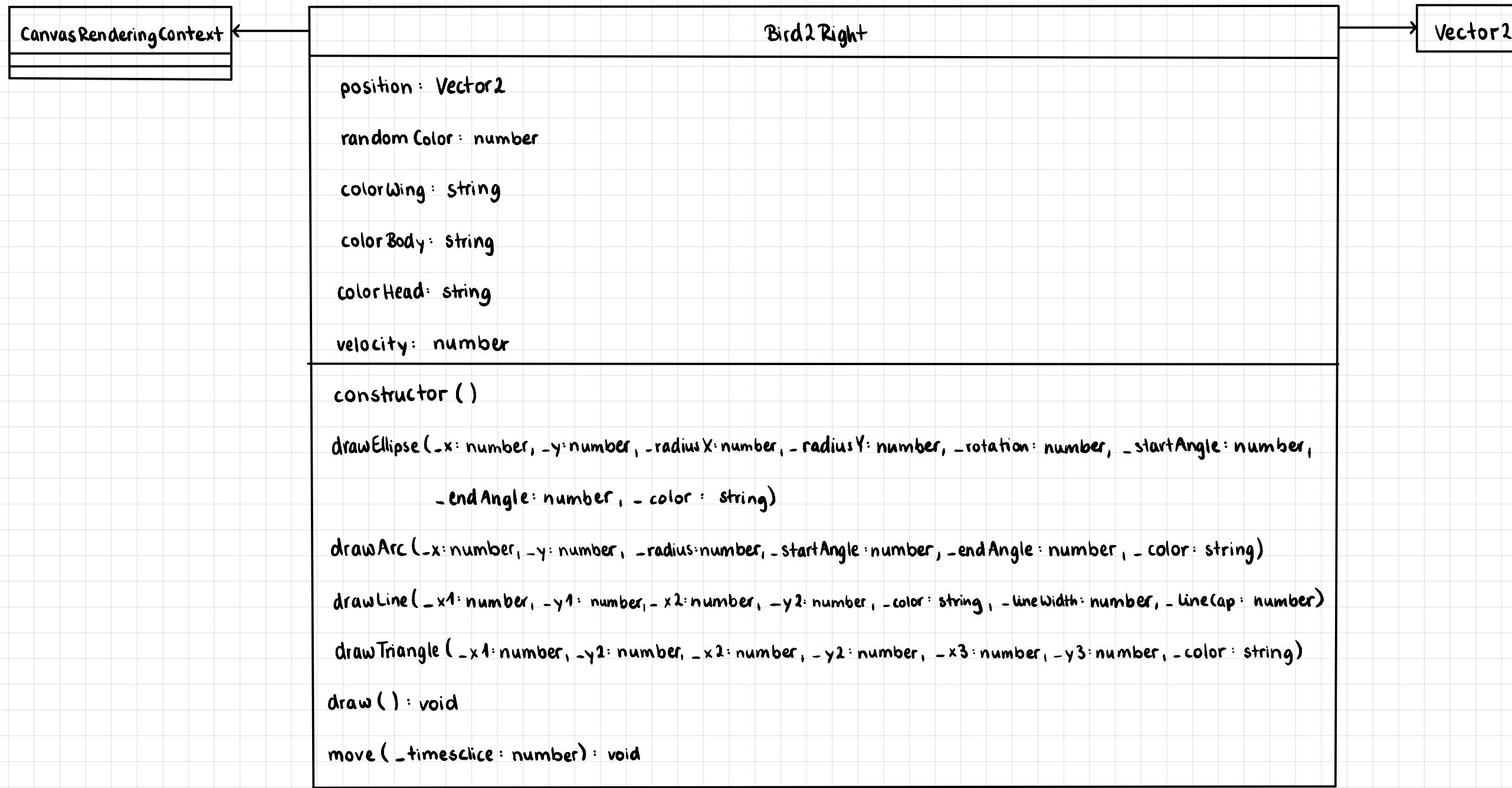
## Vogelhaus: ClassDiagram

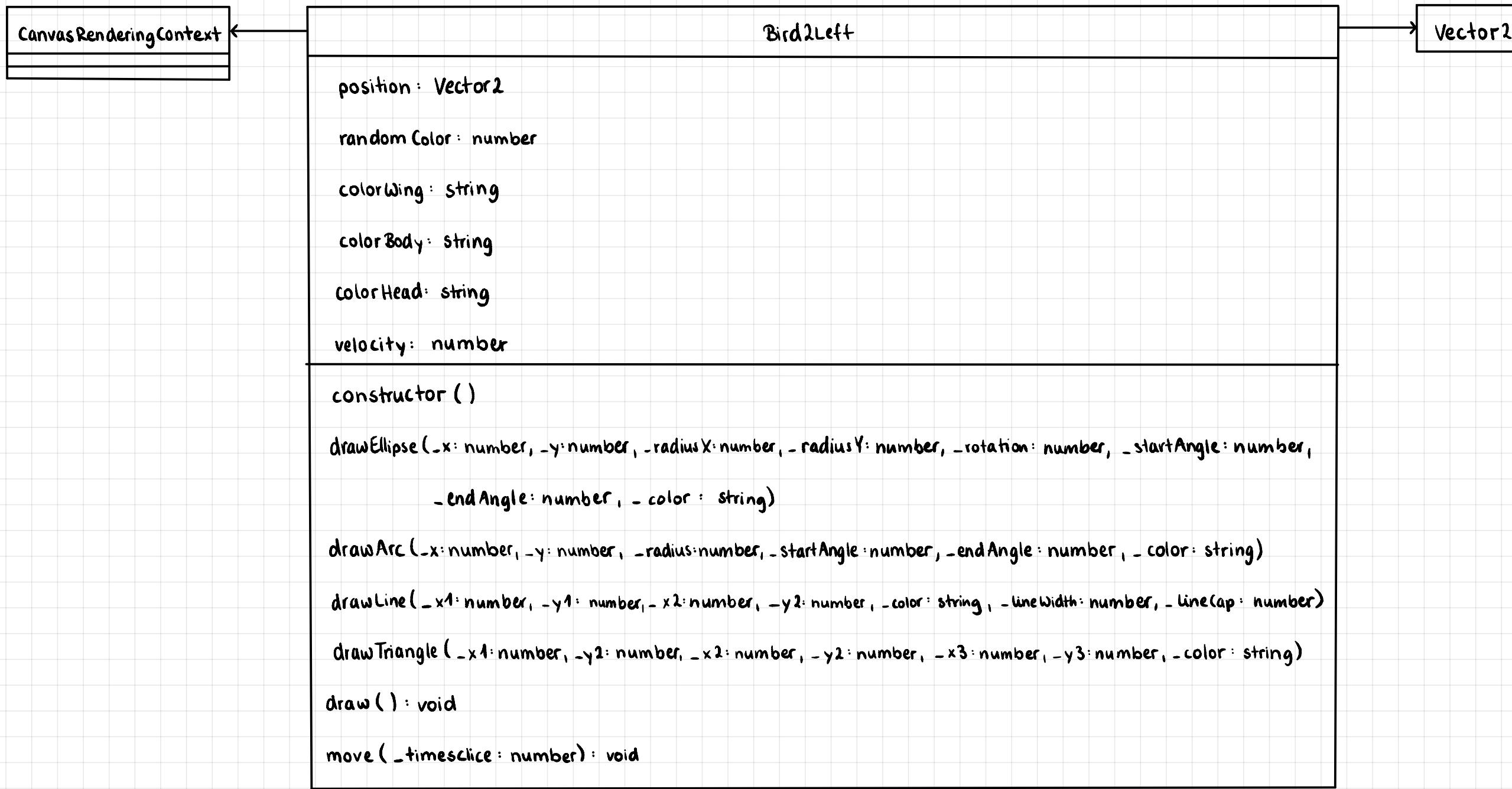




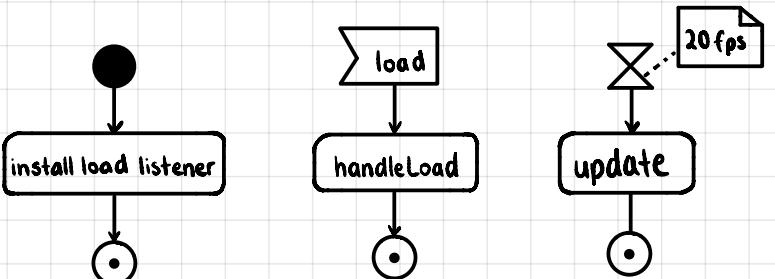








## Vogelhaus: Activity Diagram - Main

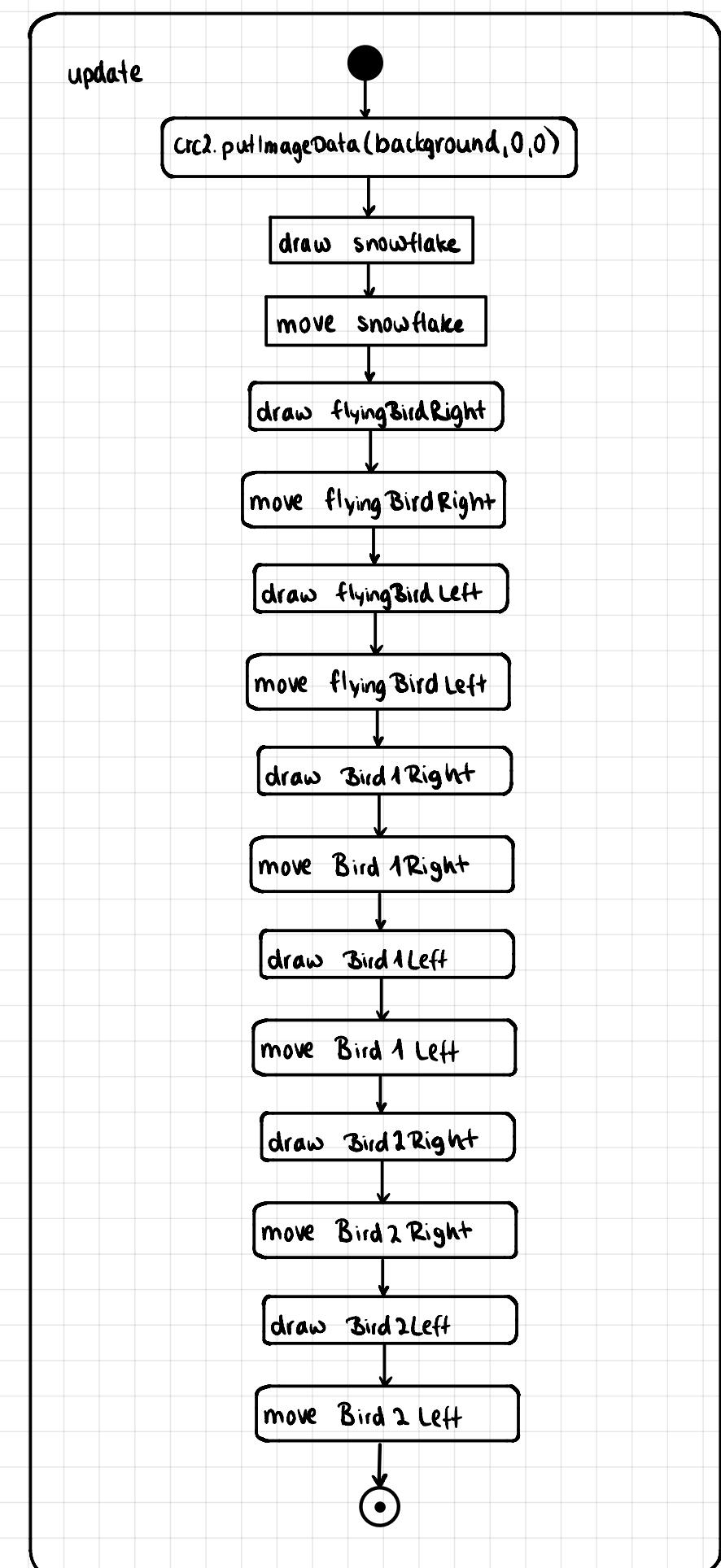
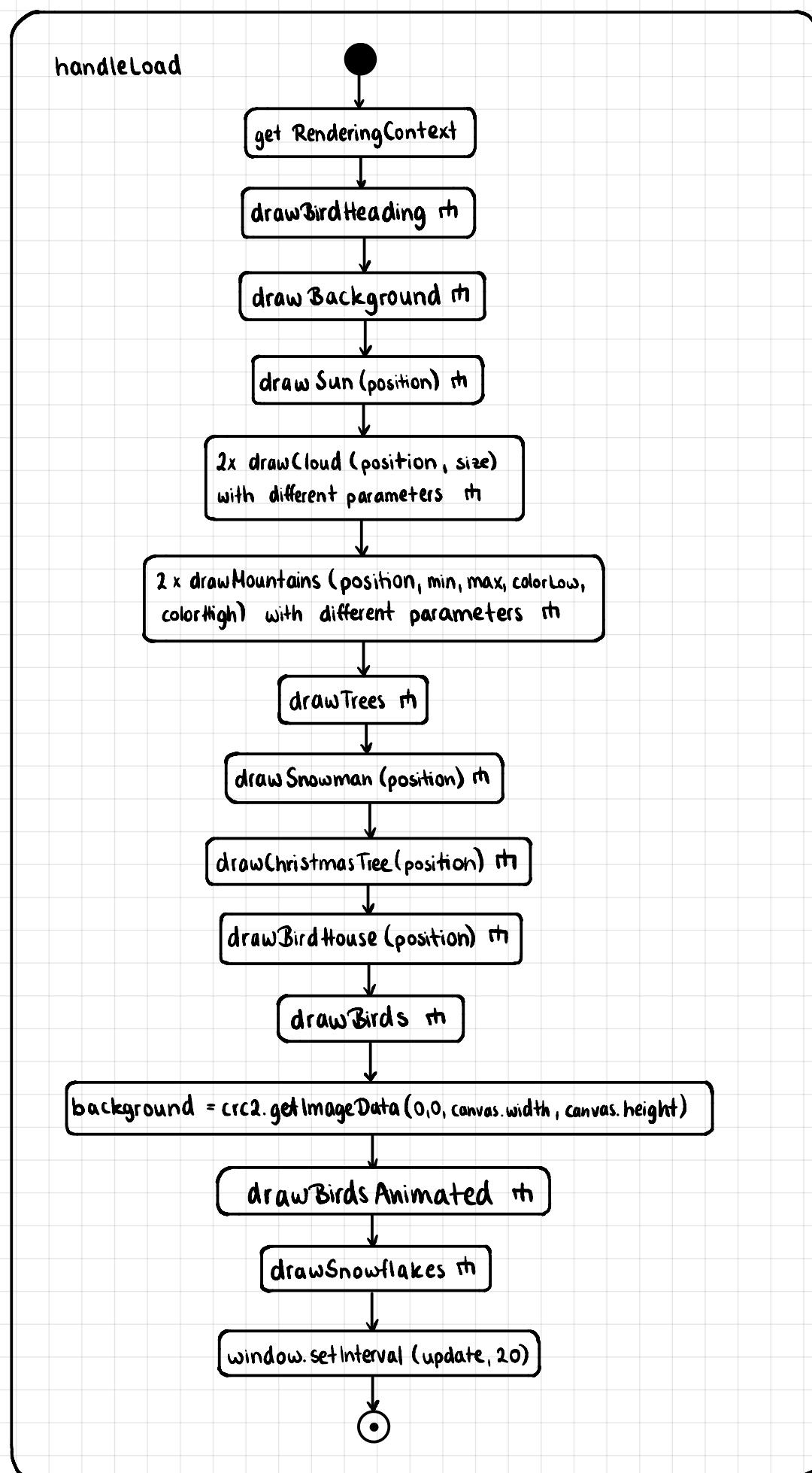


**Vector**

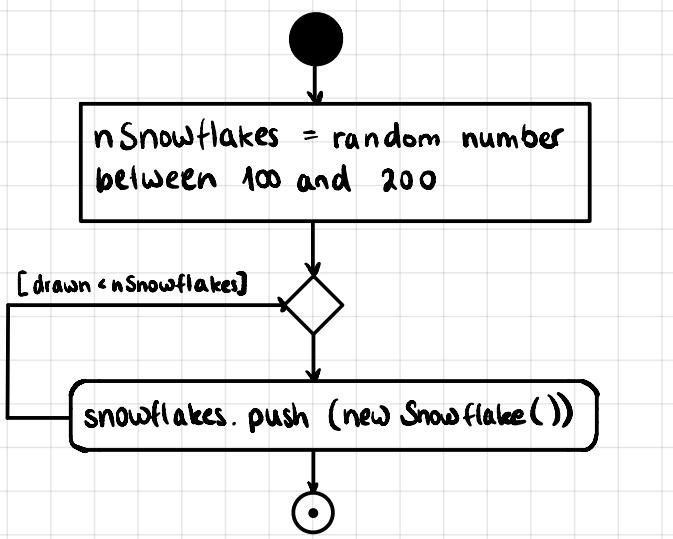
|           |
|-----------|
| x: number |
| y: number |

```

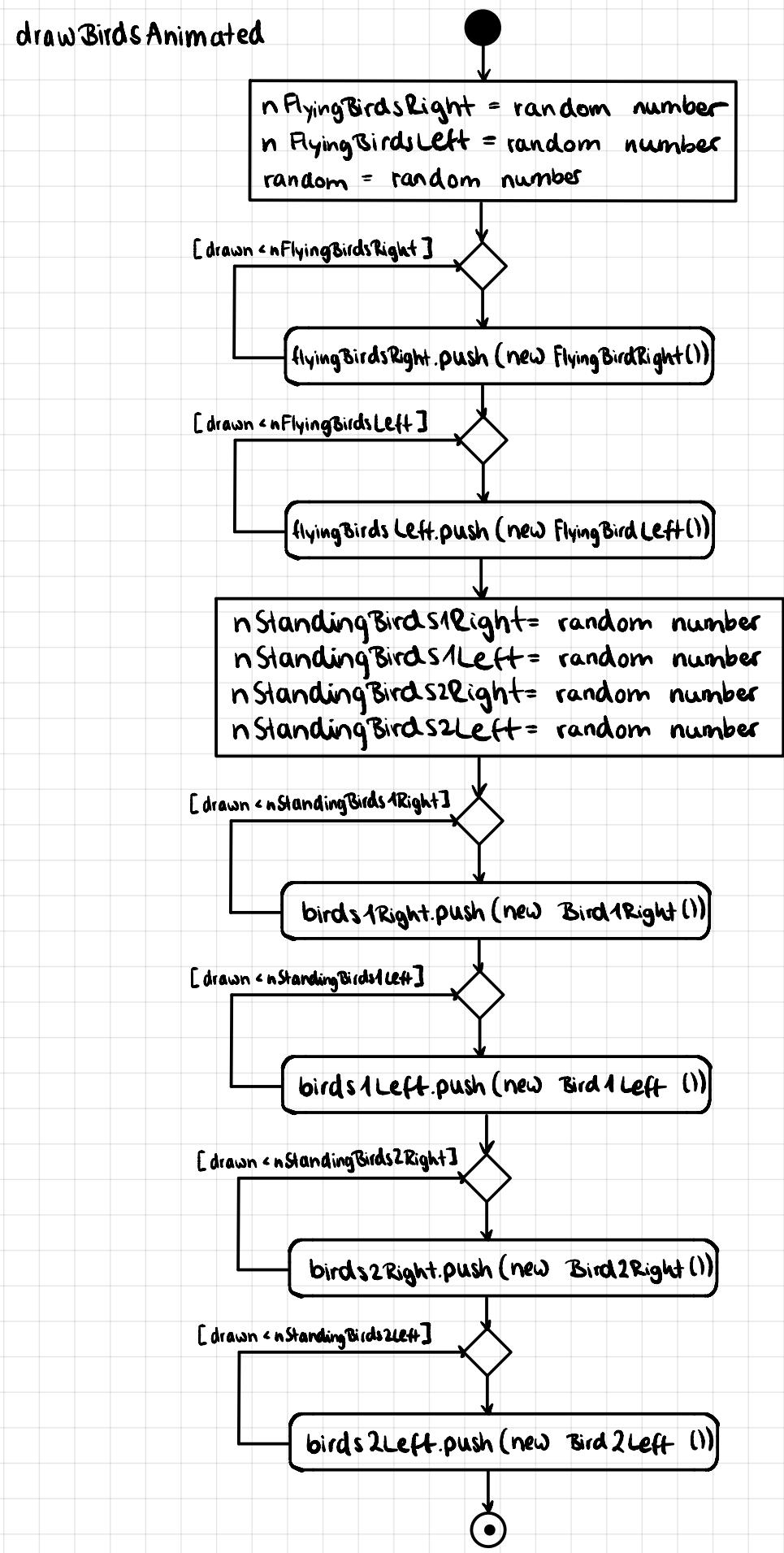
let background: imageData;
let snowflakes: Snowflake[] = [];
let flyingBirdsRight: FlyingBirdRight[] = [];
let flyingBirdsLeft: FlyingBirdLeft[] = [];
let birds1Right: Bird1Right[] = [];
let birds1Left: Bird1Left[] = [];
let birds2Right: Birds2Left[] = [];
let bird2Left: Birds2Left[] = [];
  
```

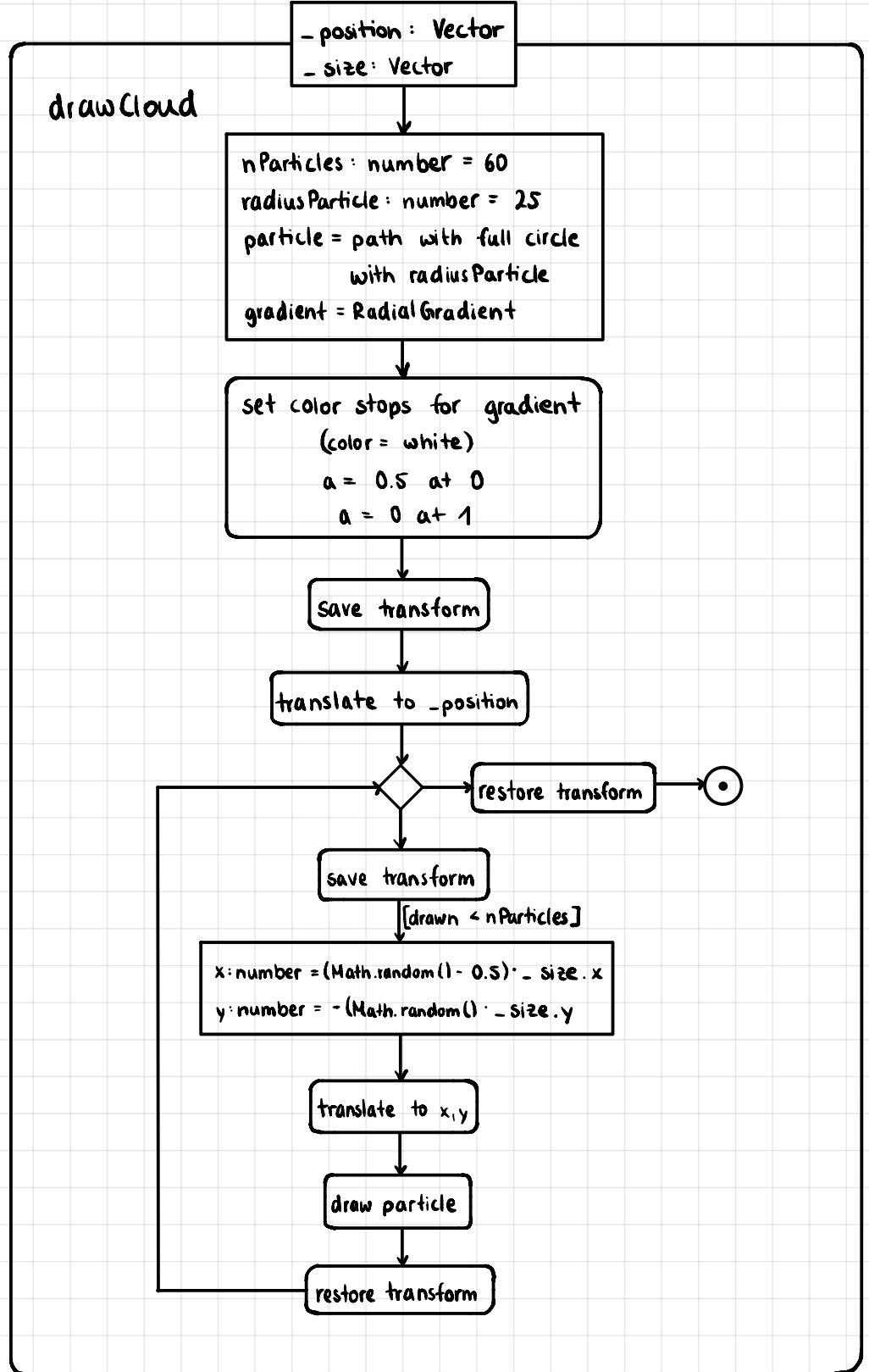
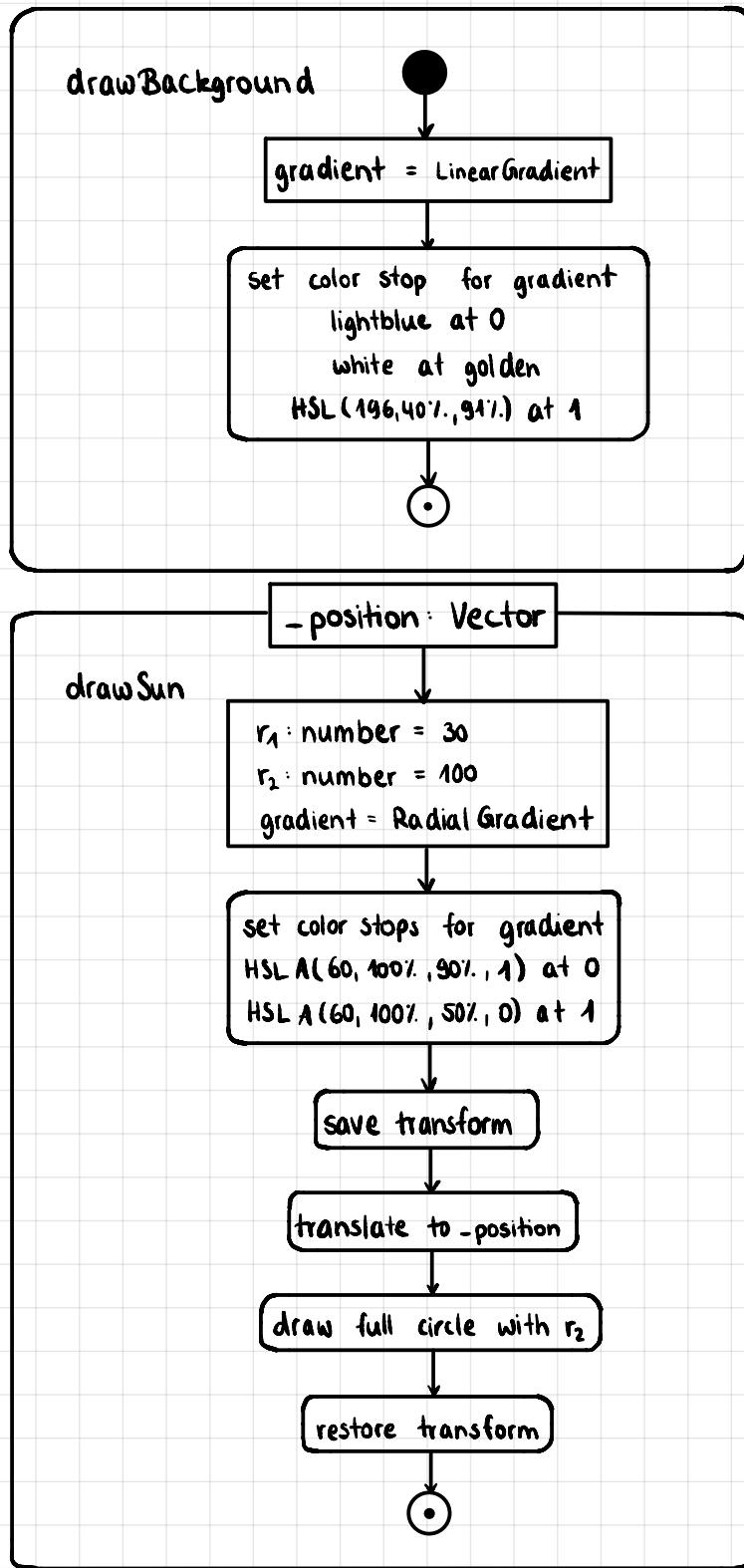


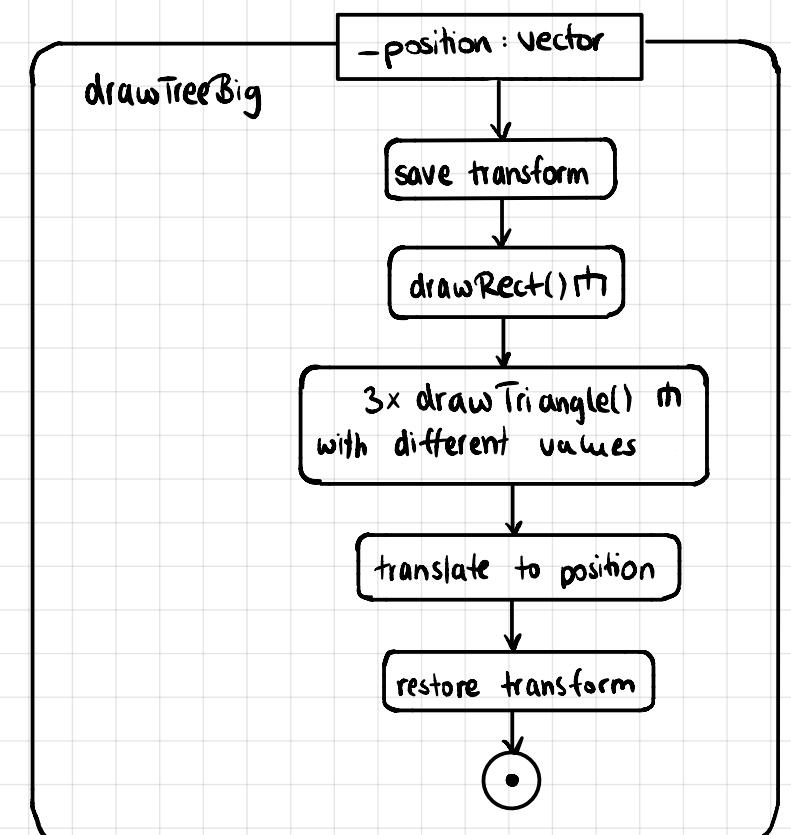
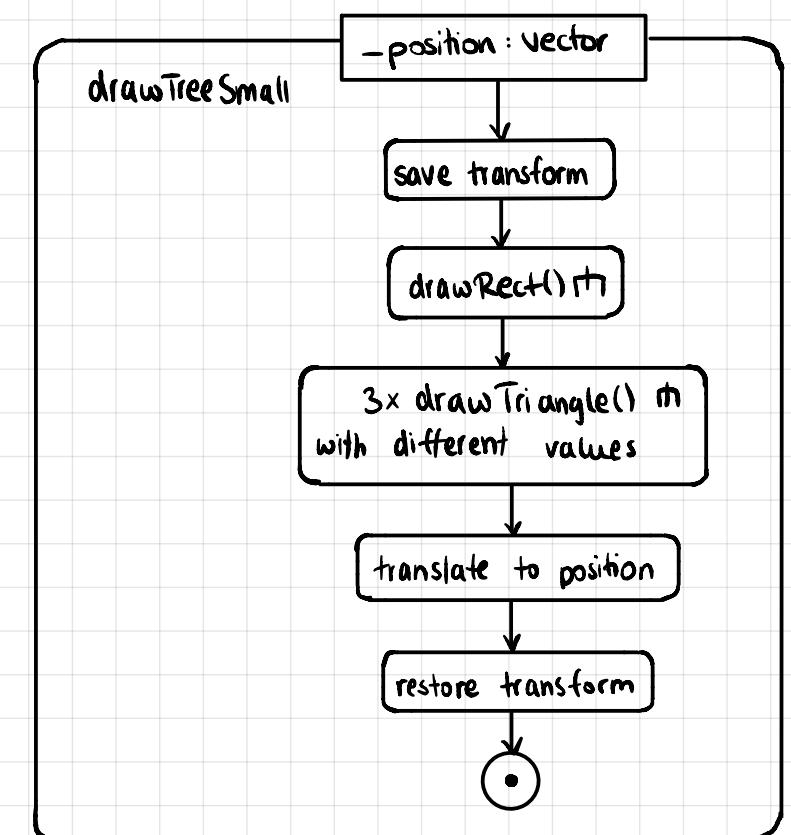
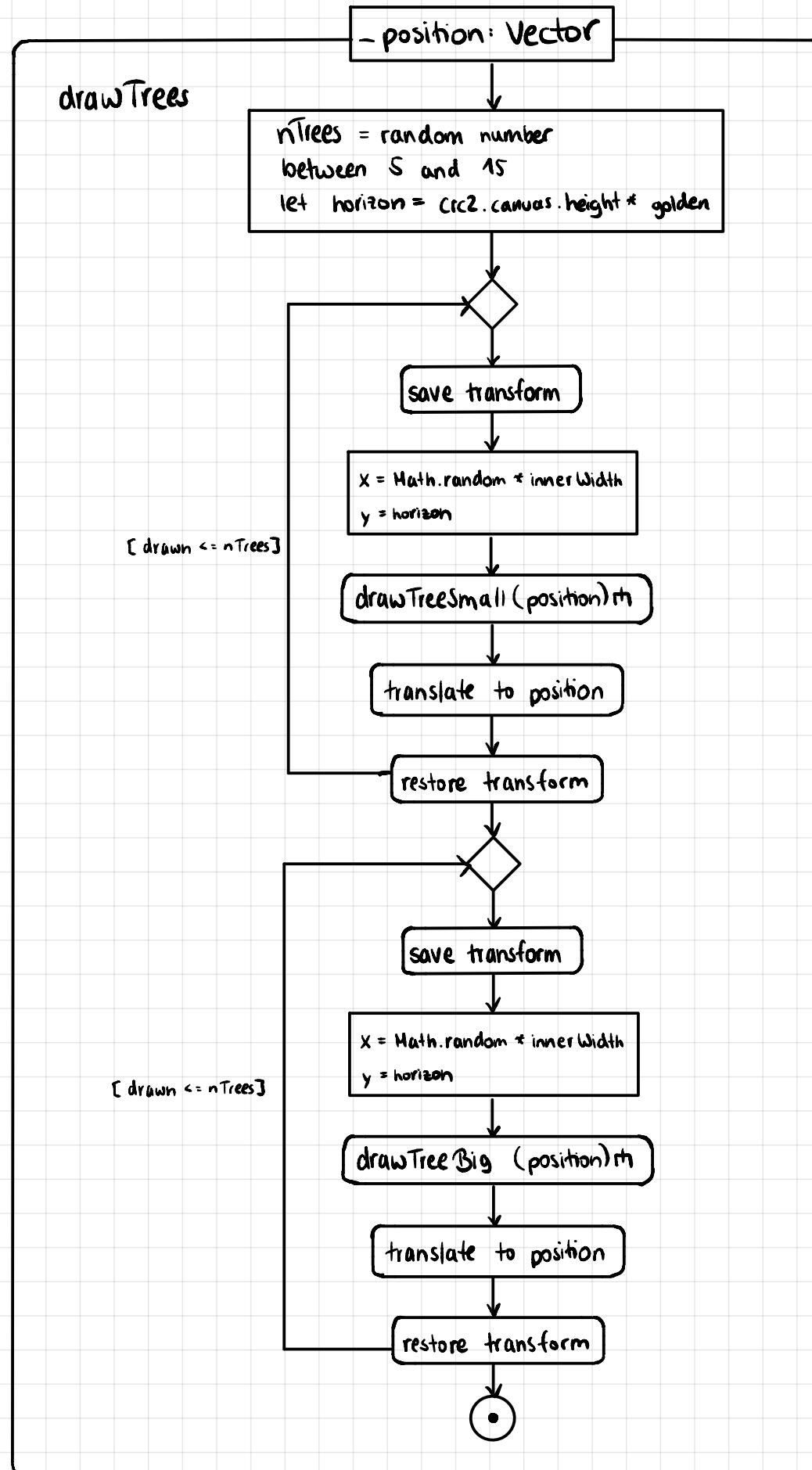
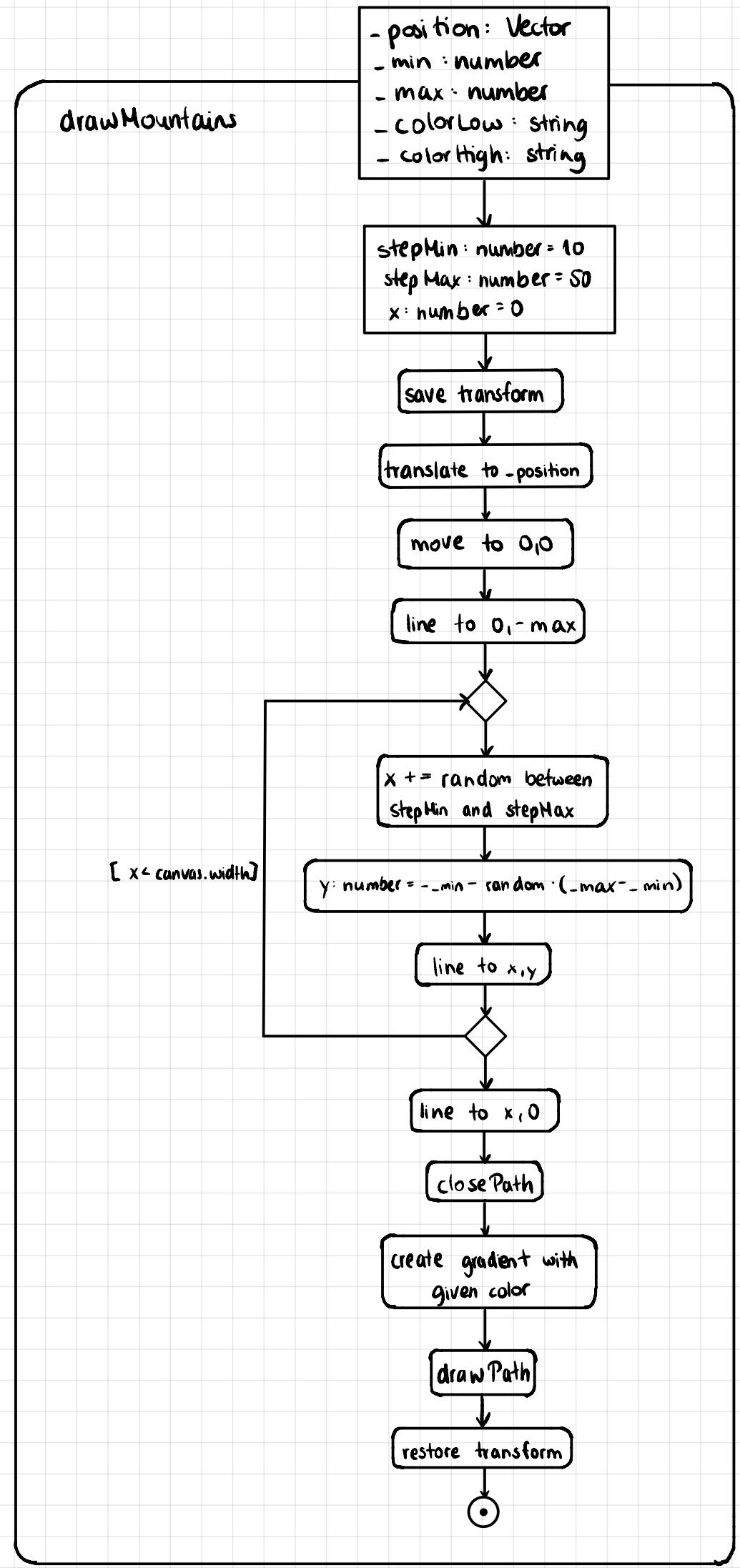
### draw Snowflakes

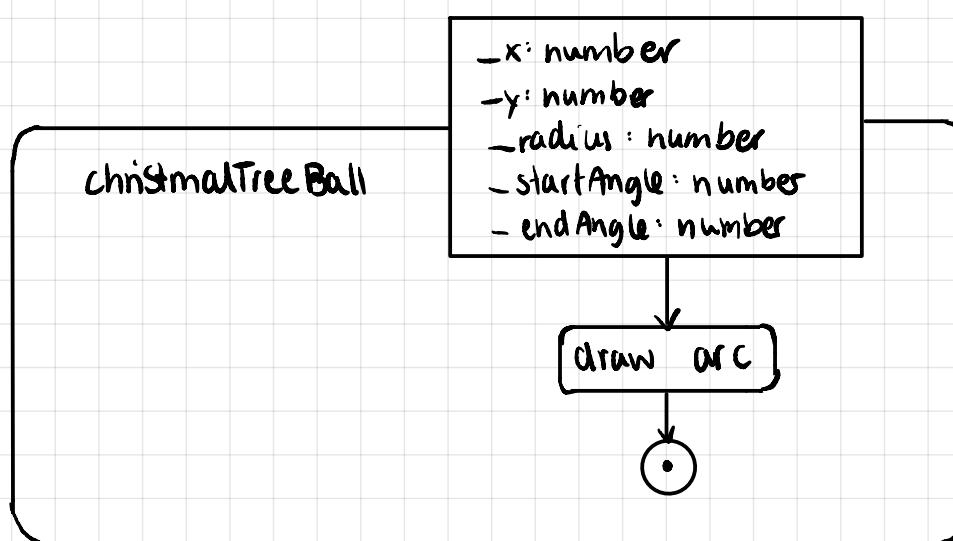
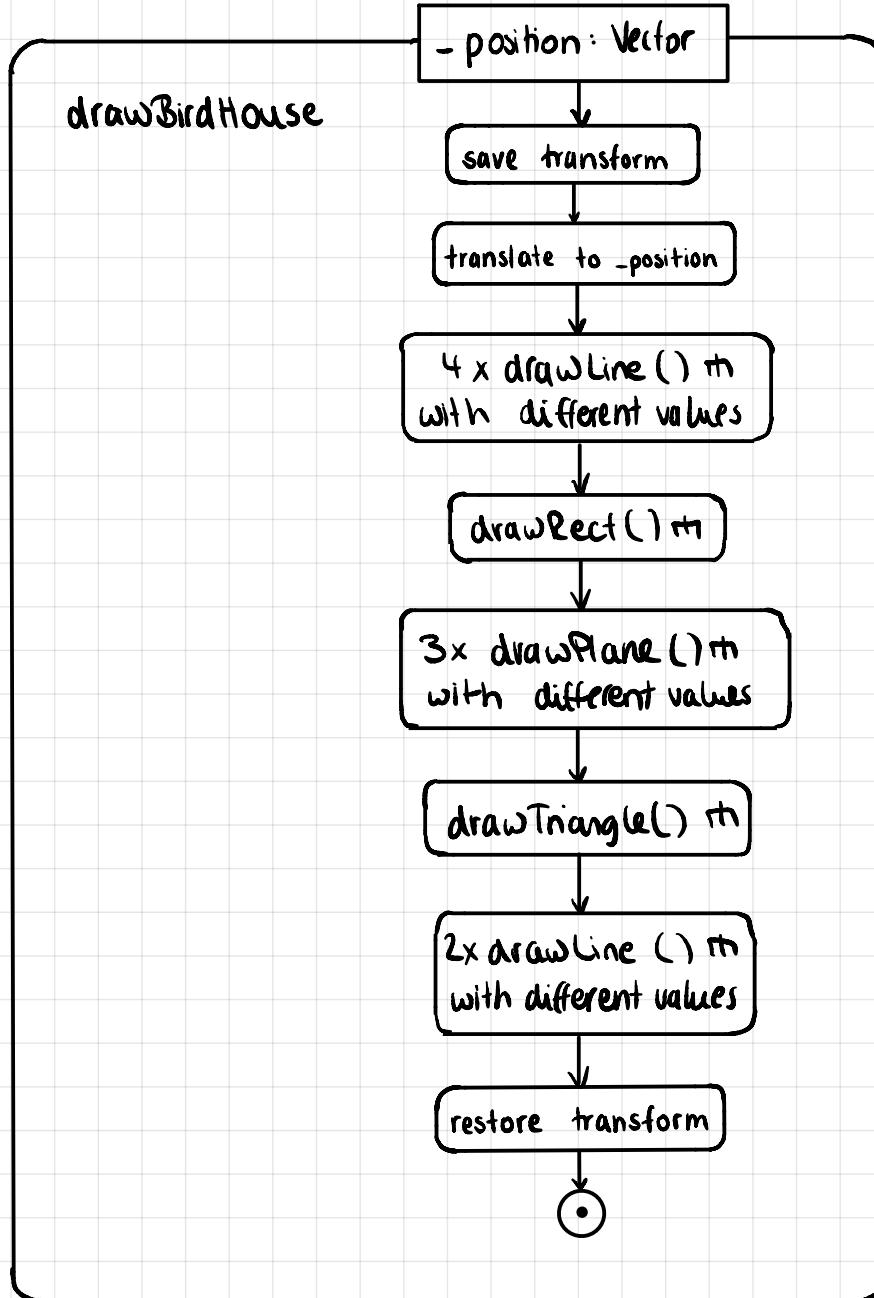
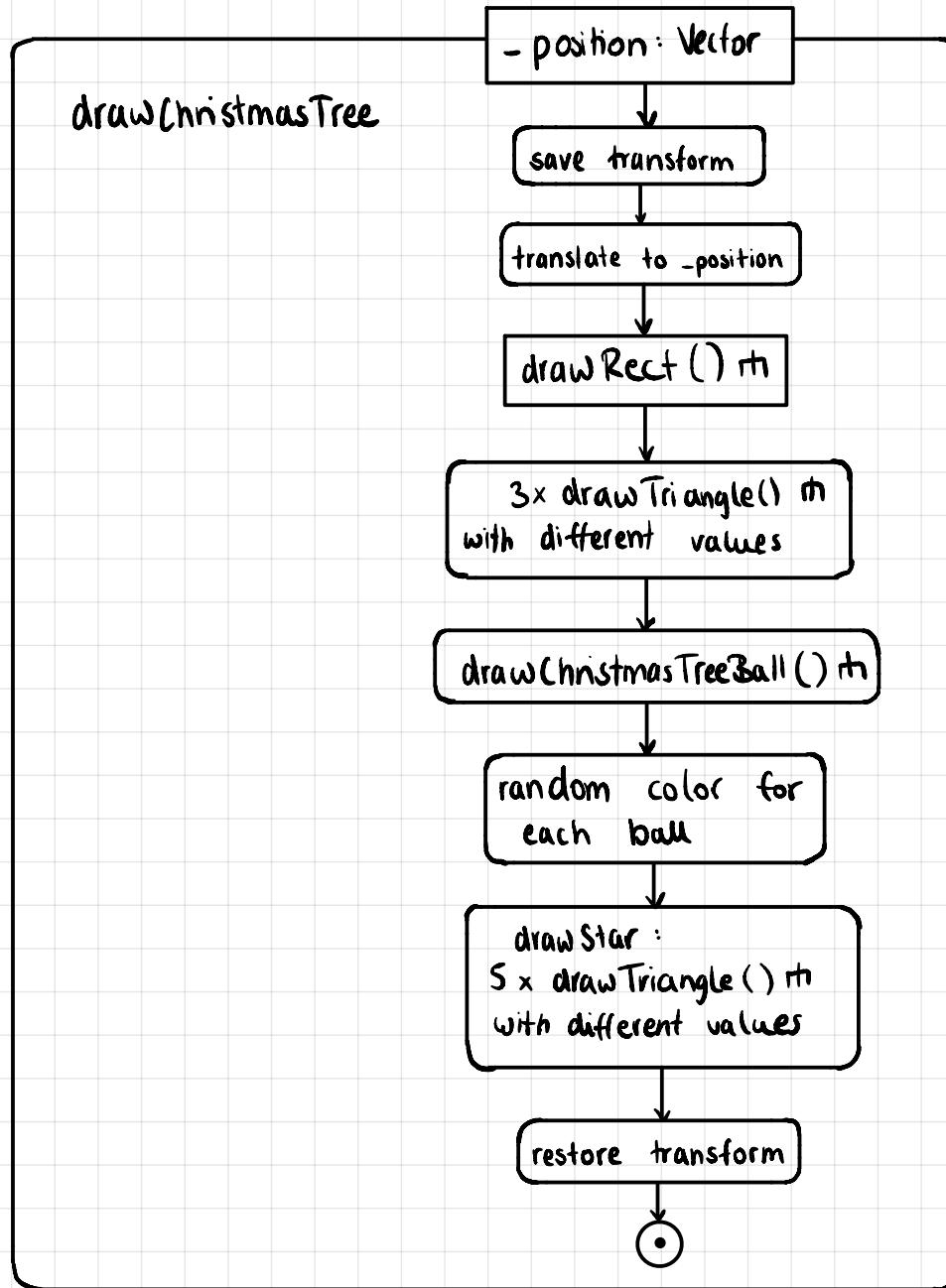
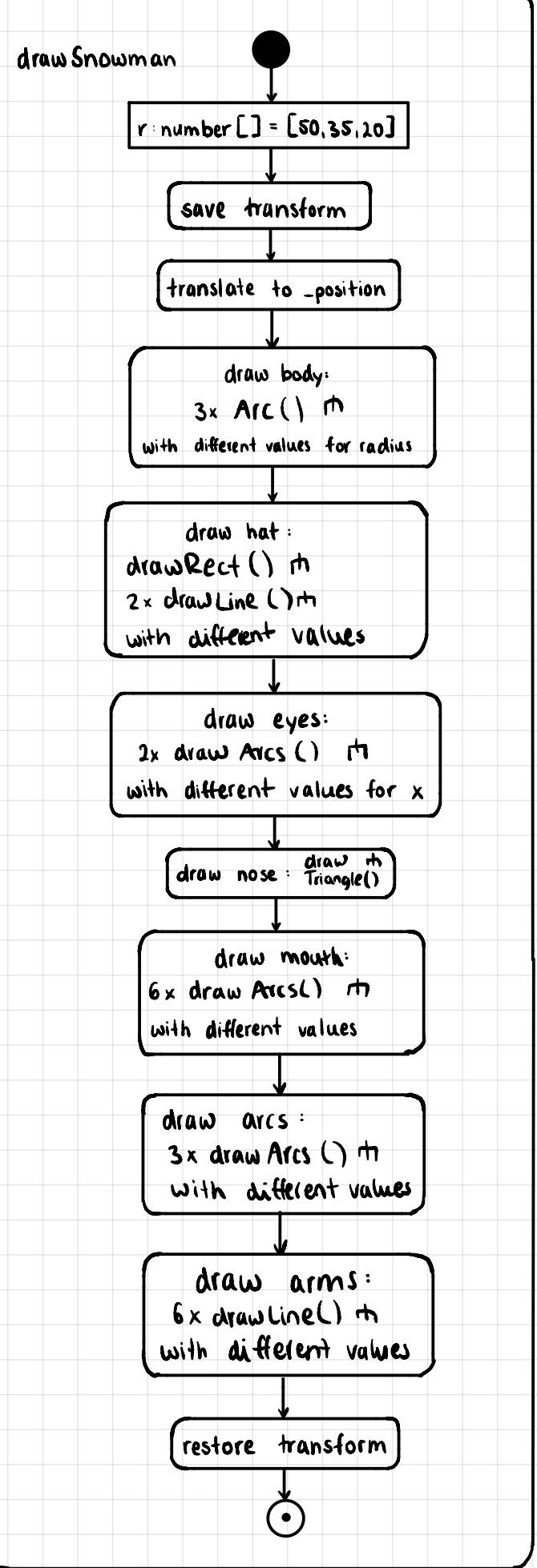


### drawBirdsAnimated

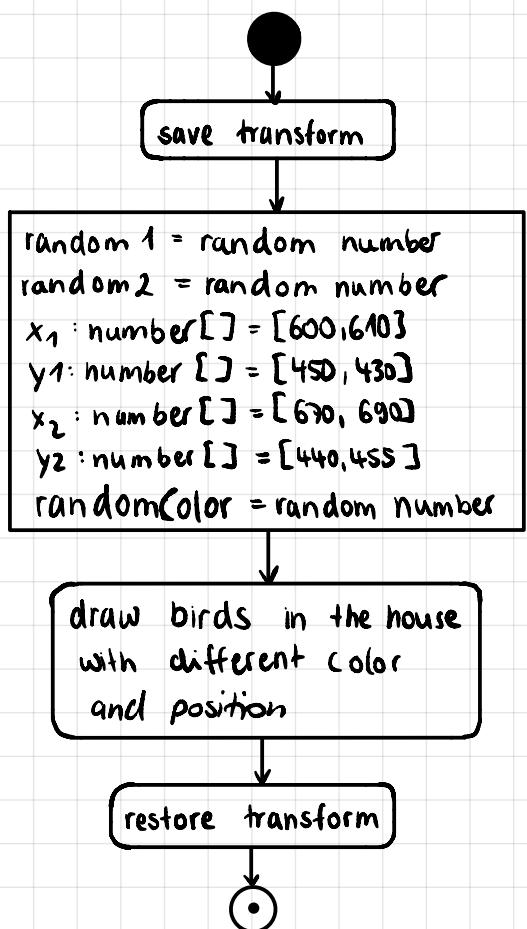








drawBirds



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

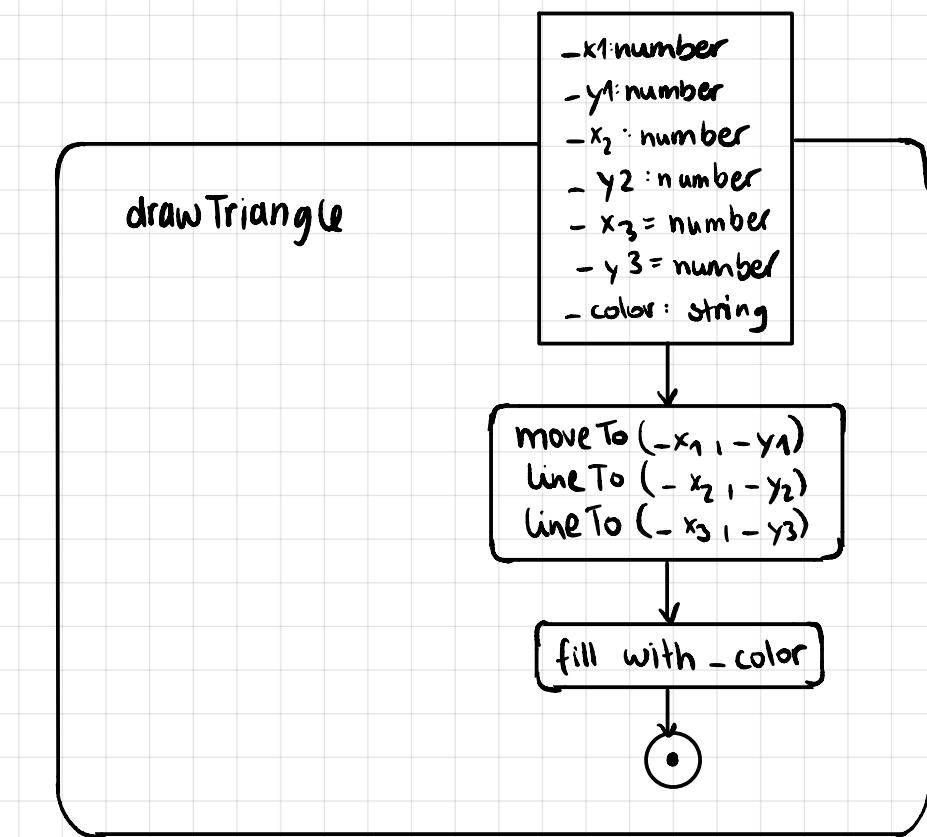
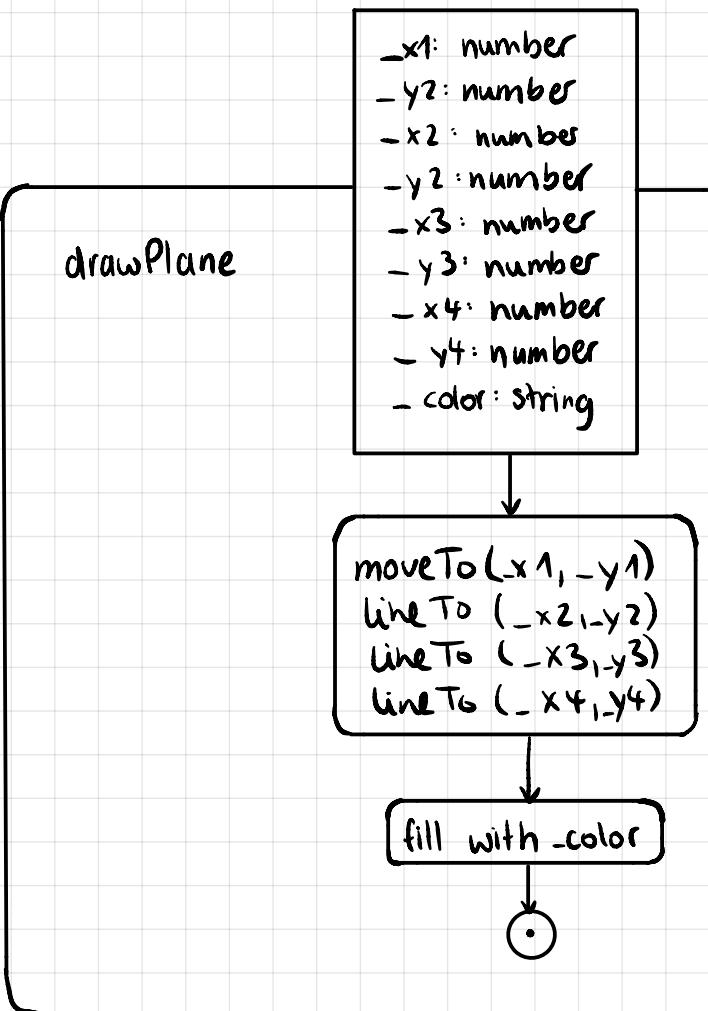
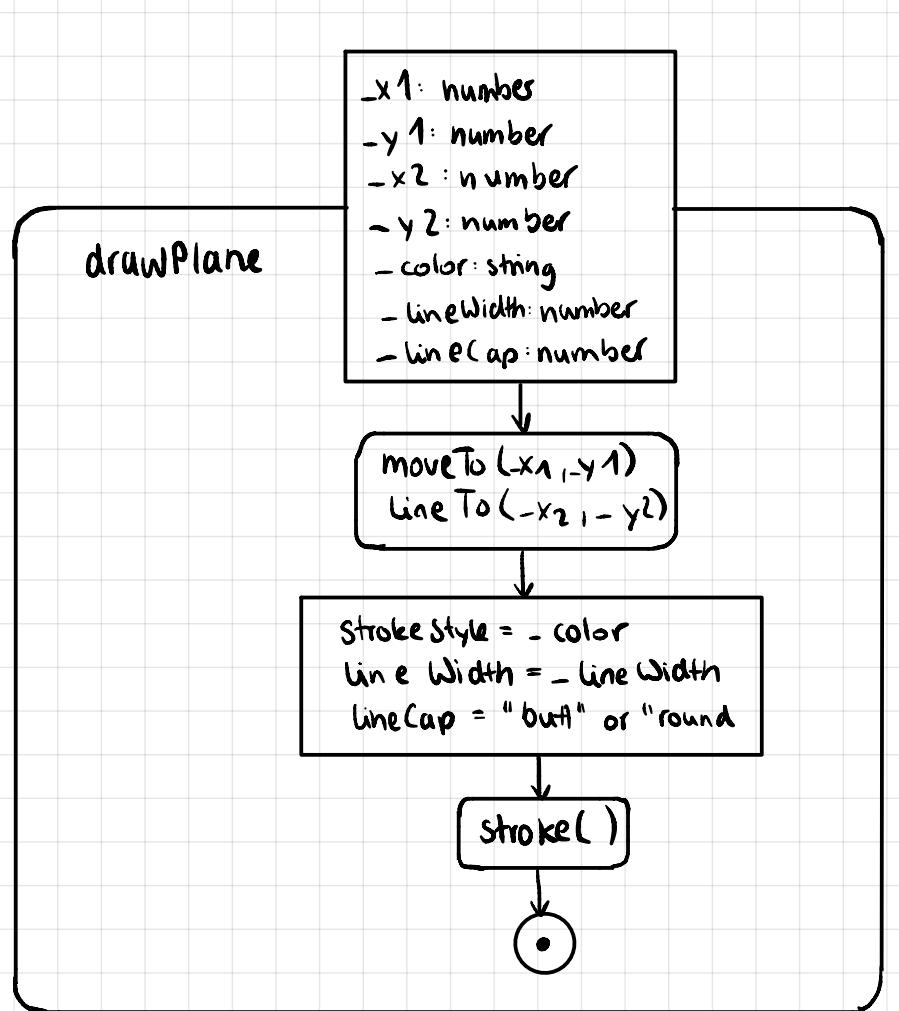
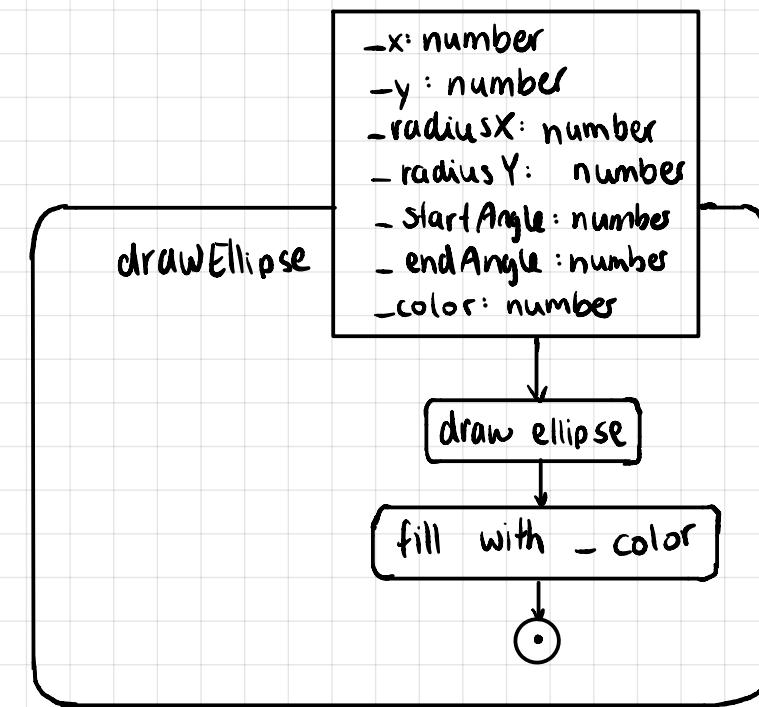
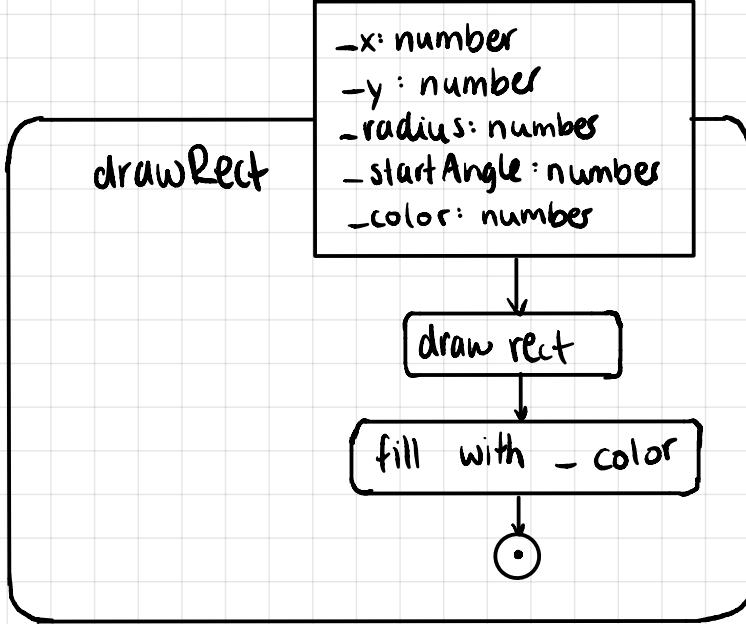
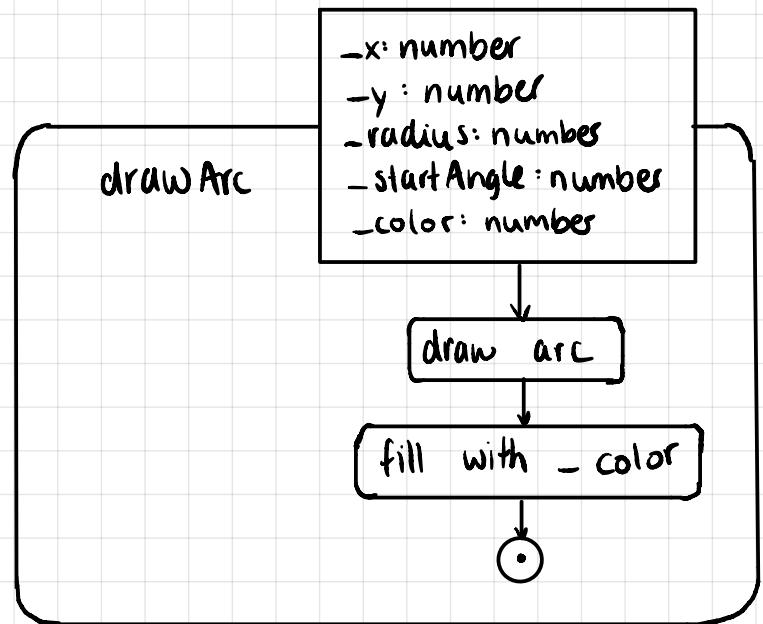
save transform  
3x drawLineHeading() ↗  
with different values

5 x drawArcHeading() ↗  
with different values

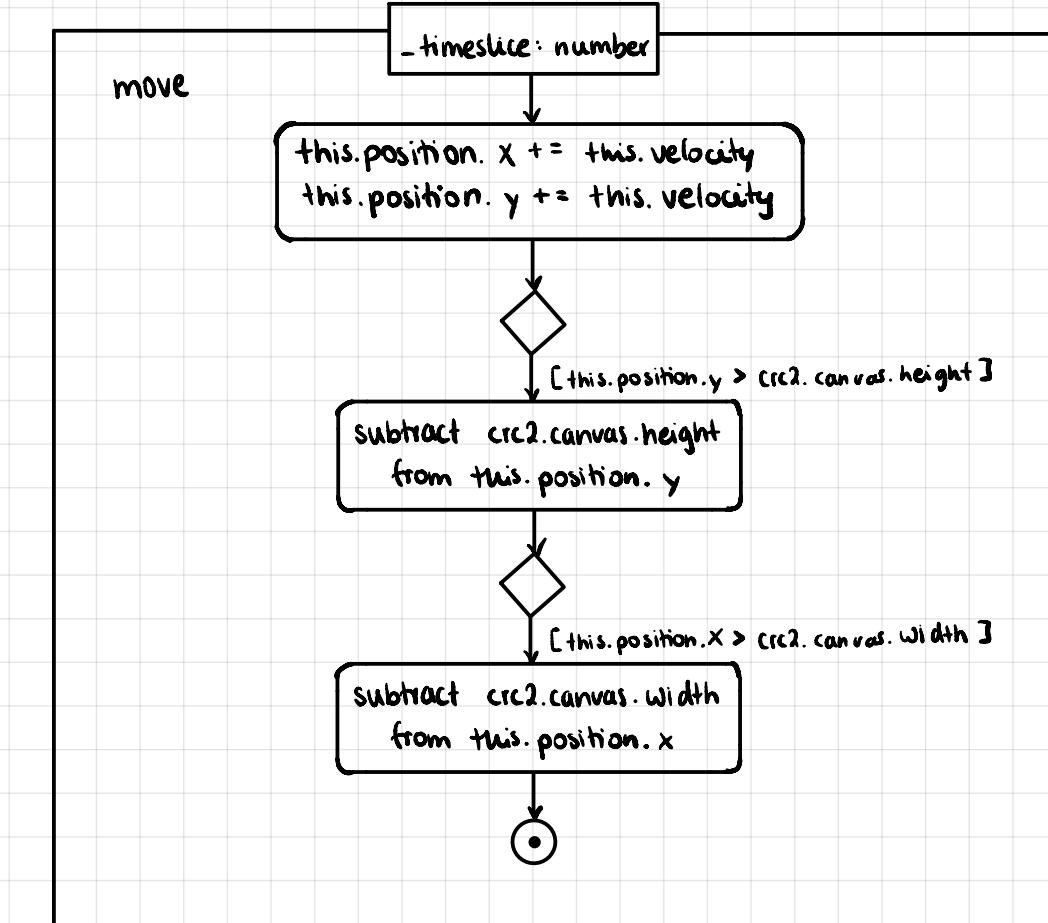
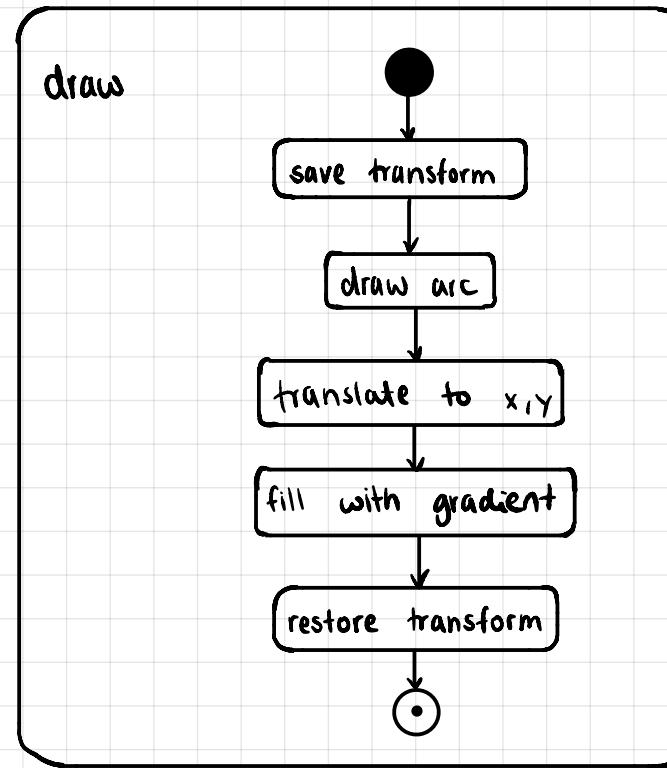
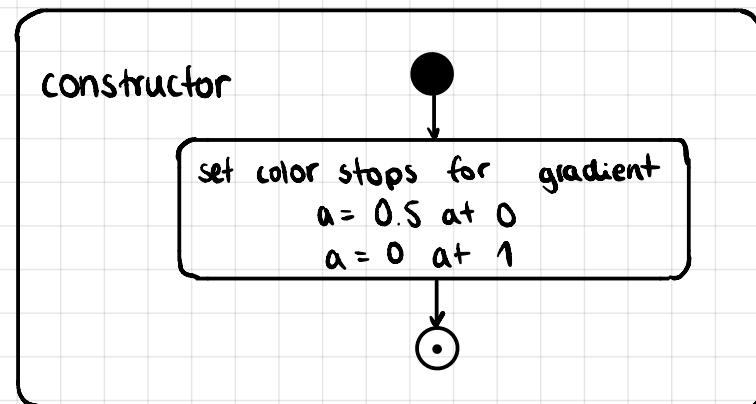
drawTriangleHeading() ↗

restore transform

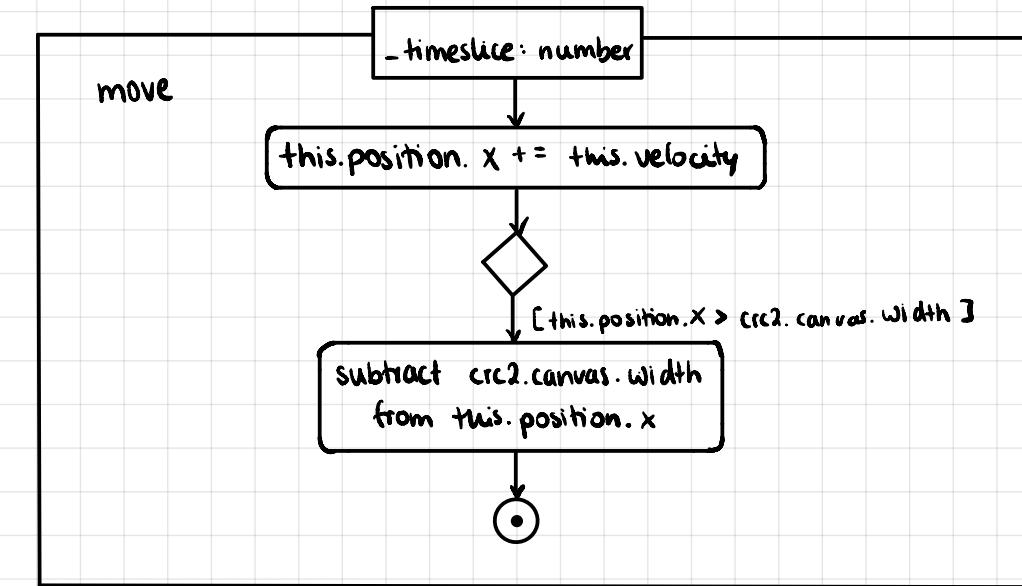
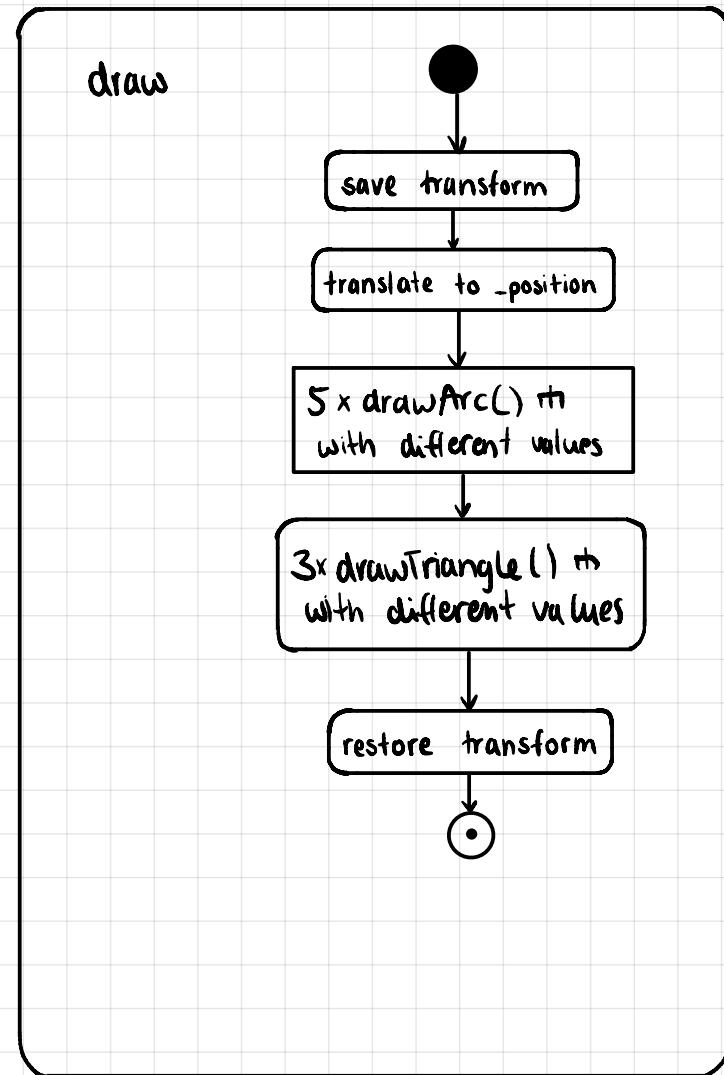
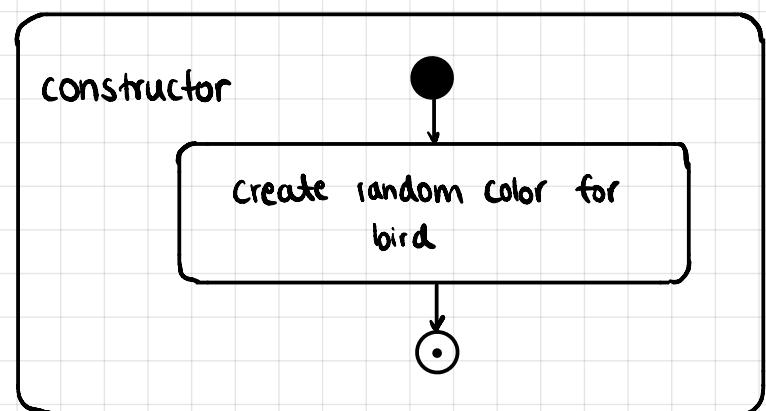




# Vogelhaus: Activity Diagram - Snowflake

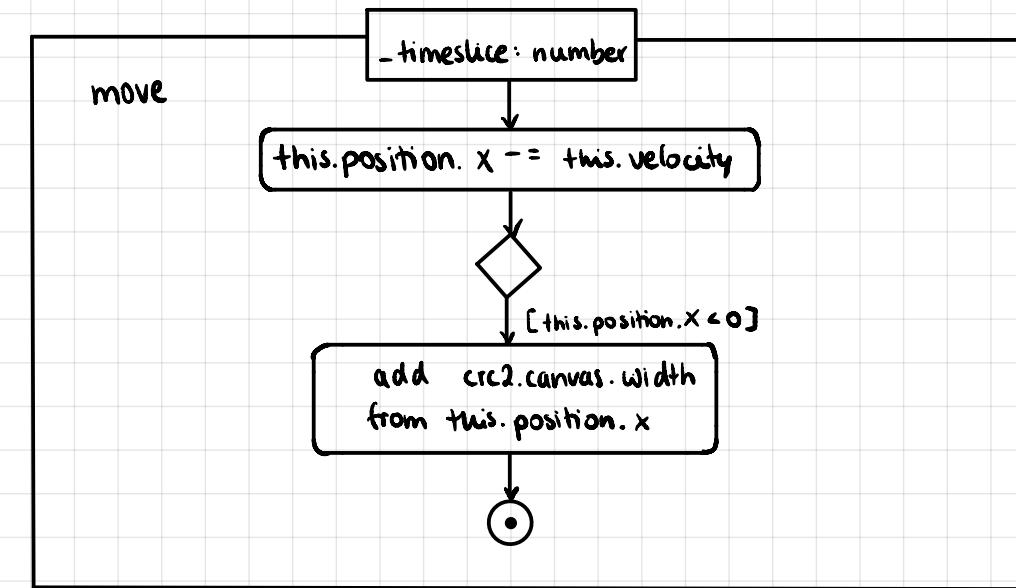
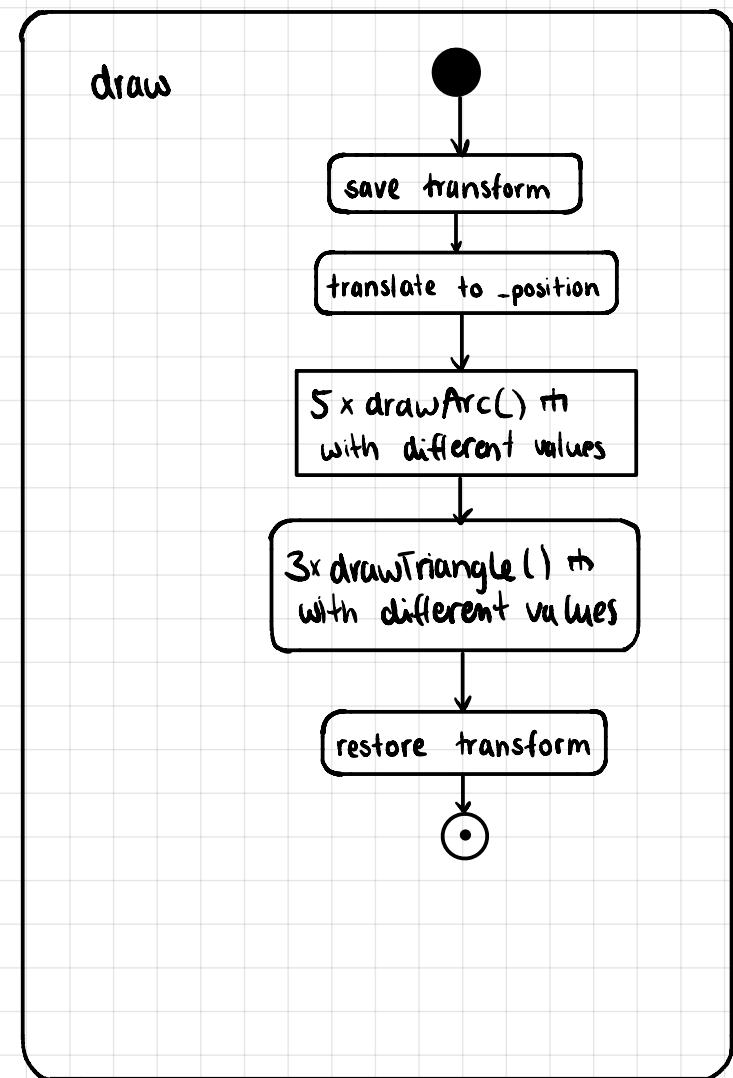
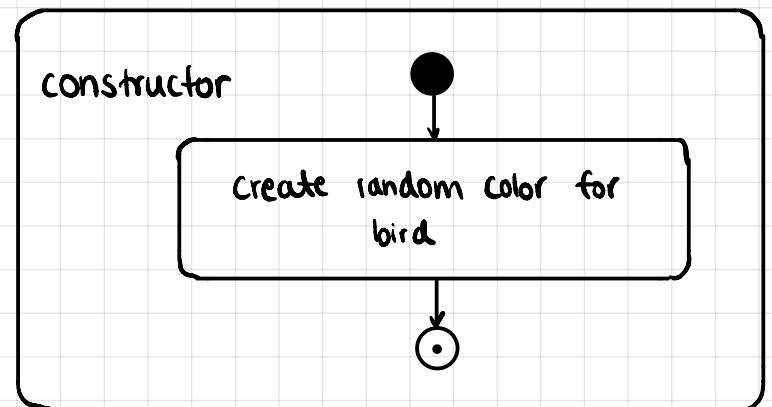


# Vogelhaus: Activity Diagram - FlyingBirdRight



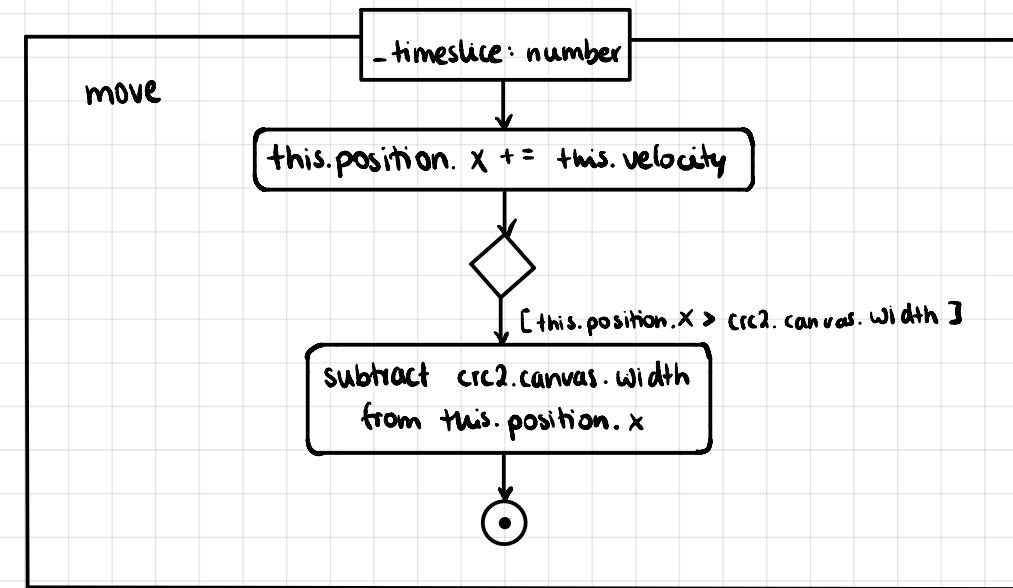
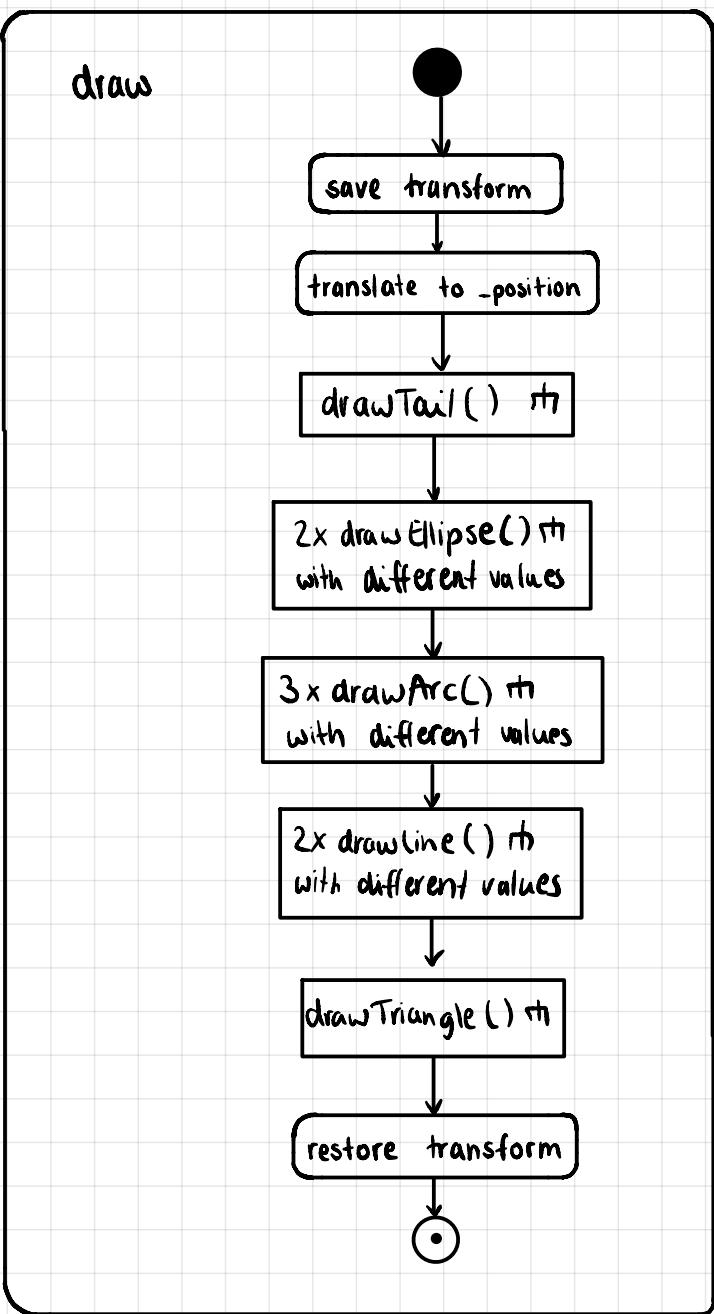
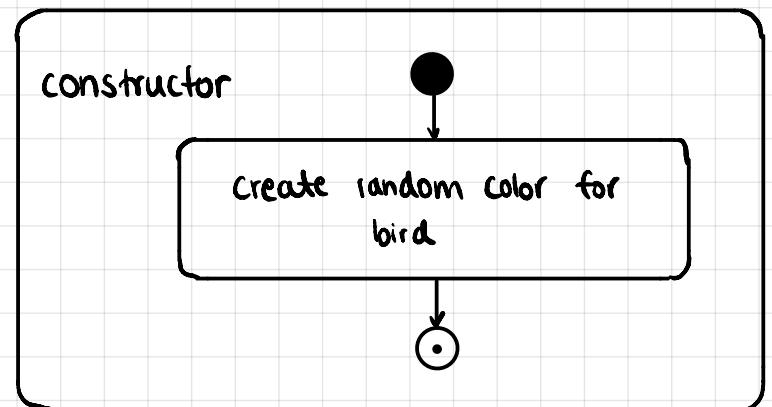
drawArc  
drawTriangle } siehe AD Main

# Vogelhaus: Activity Diagram - FlyingBirdLeft



drawArc  
drawTriangle } siehe AD Main

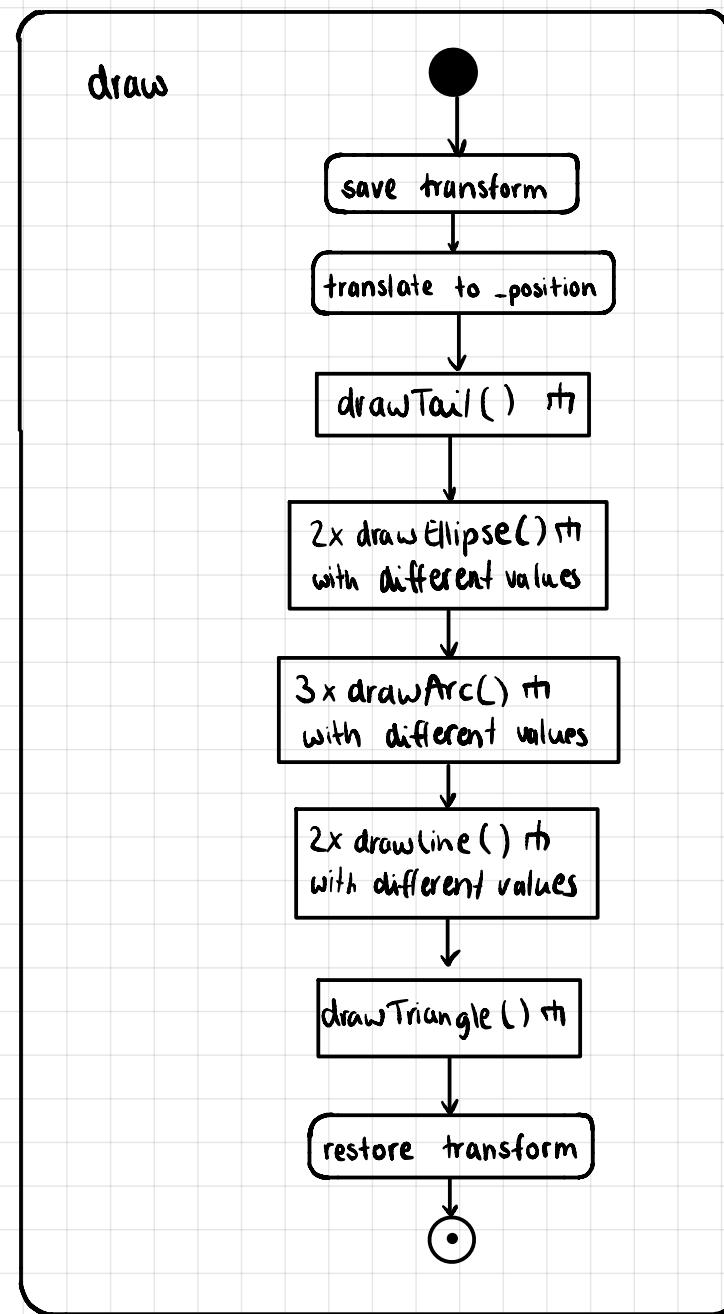
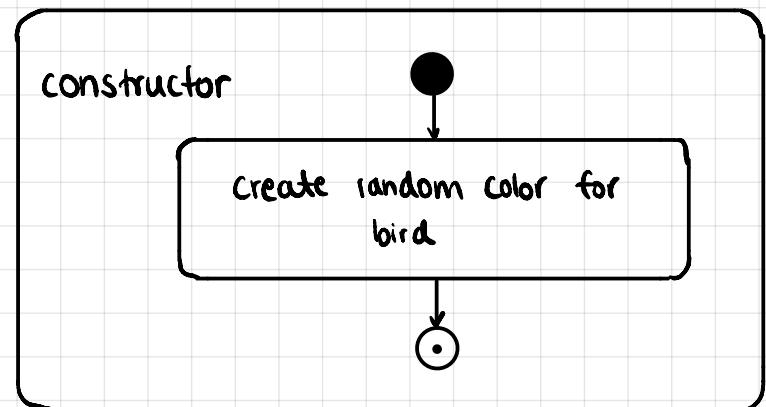
# Vogelhaus: Activity Diagram - Bird1 Right



**drawTail**  
**drawEllipse**  
**drawArc**  
**drawLine**  
**drawTriangle**

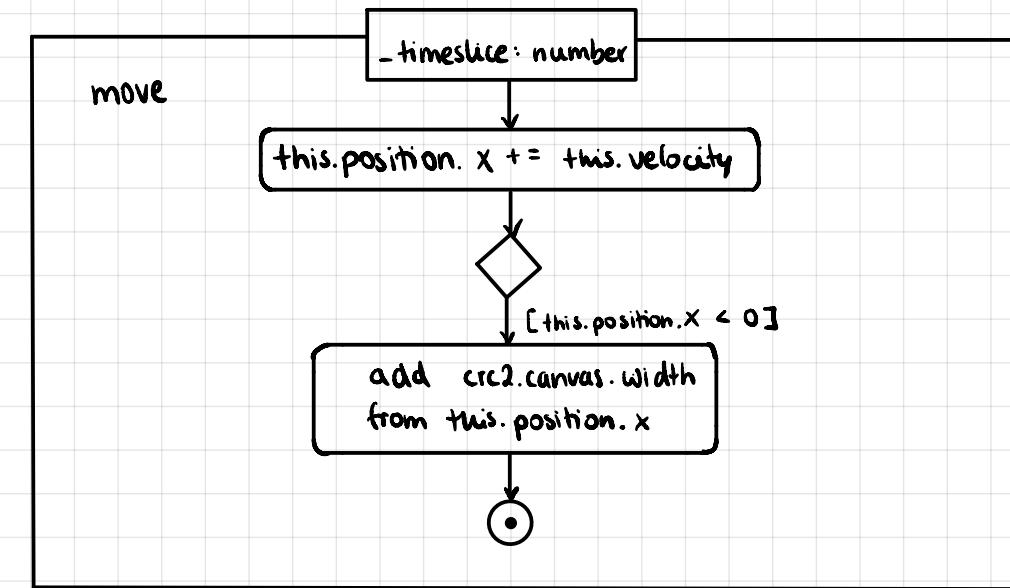
} Siehe AD Main

# Vogelhaus: Activity Diagram - Bird 1 Left

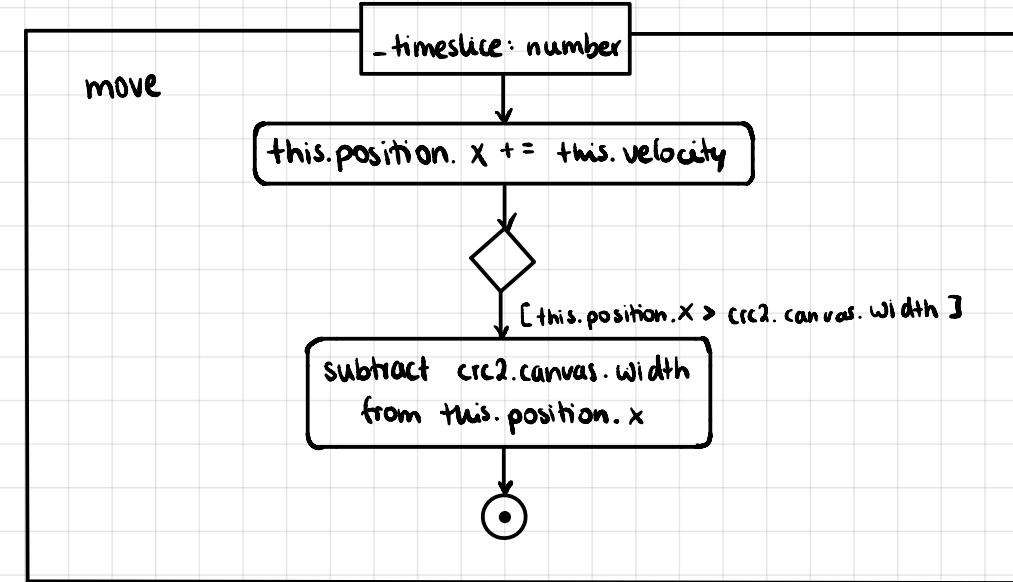
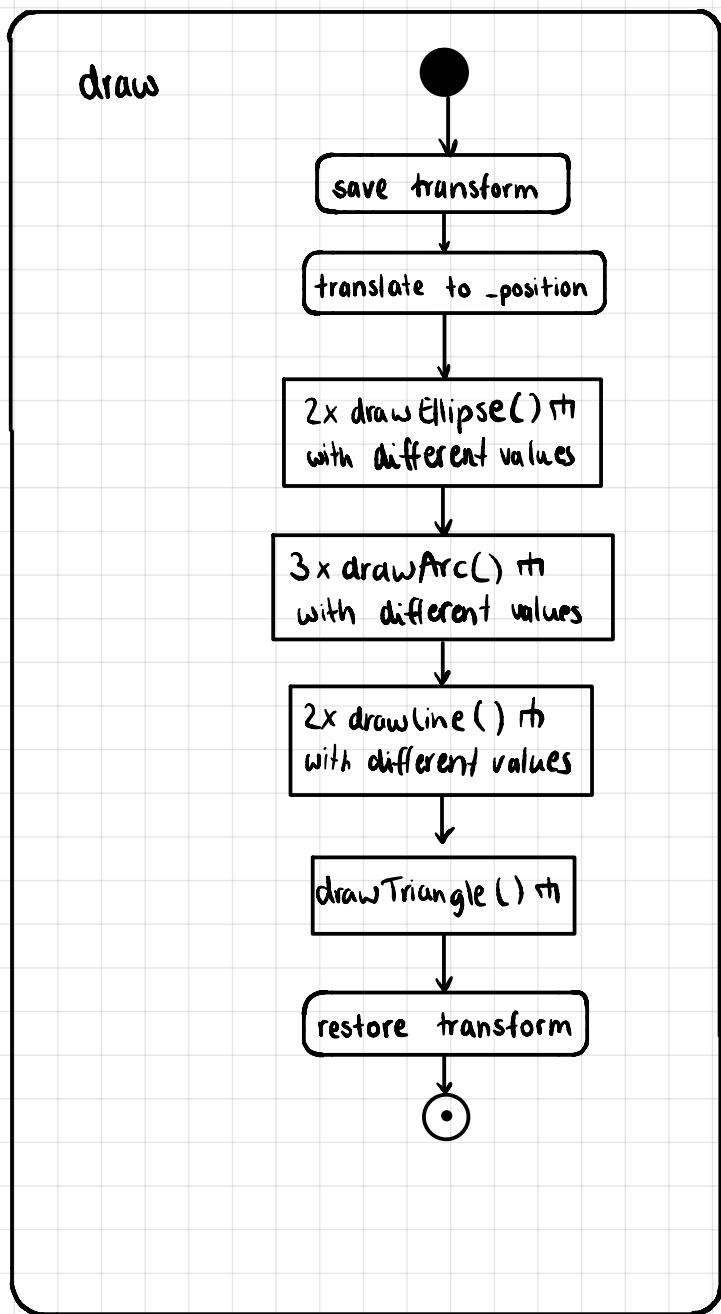
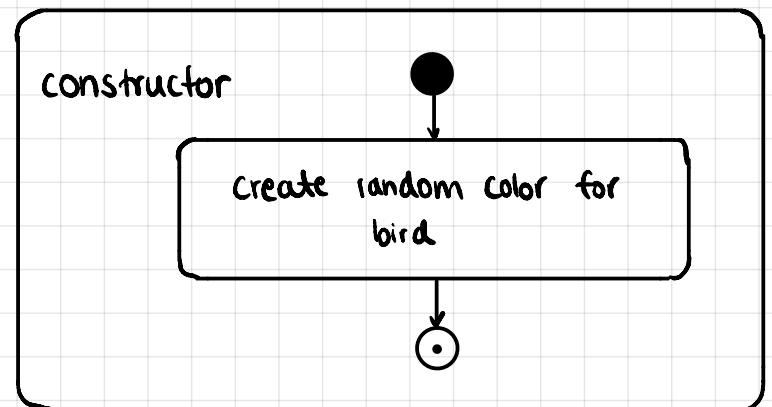


**drawTail**  
**drawEllipse**  
**drawArc**  
**drawLine**  
**drawTriangle**

} Siehe AD Main



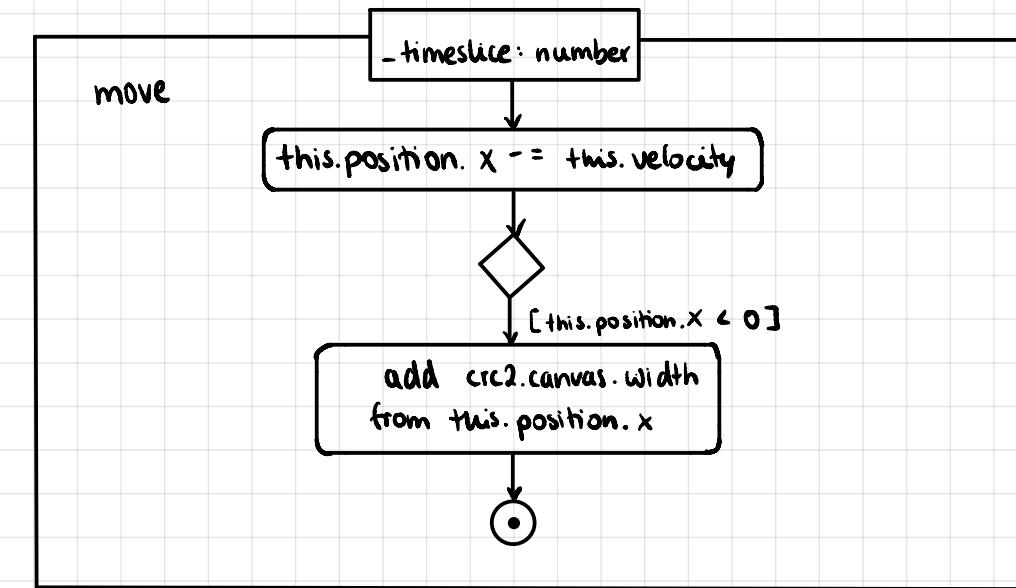
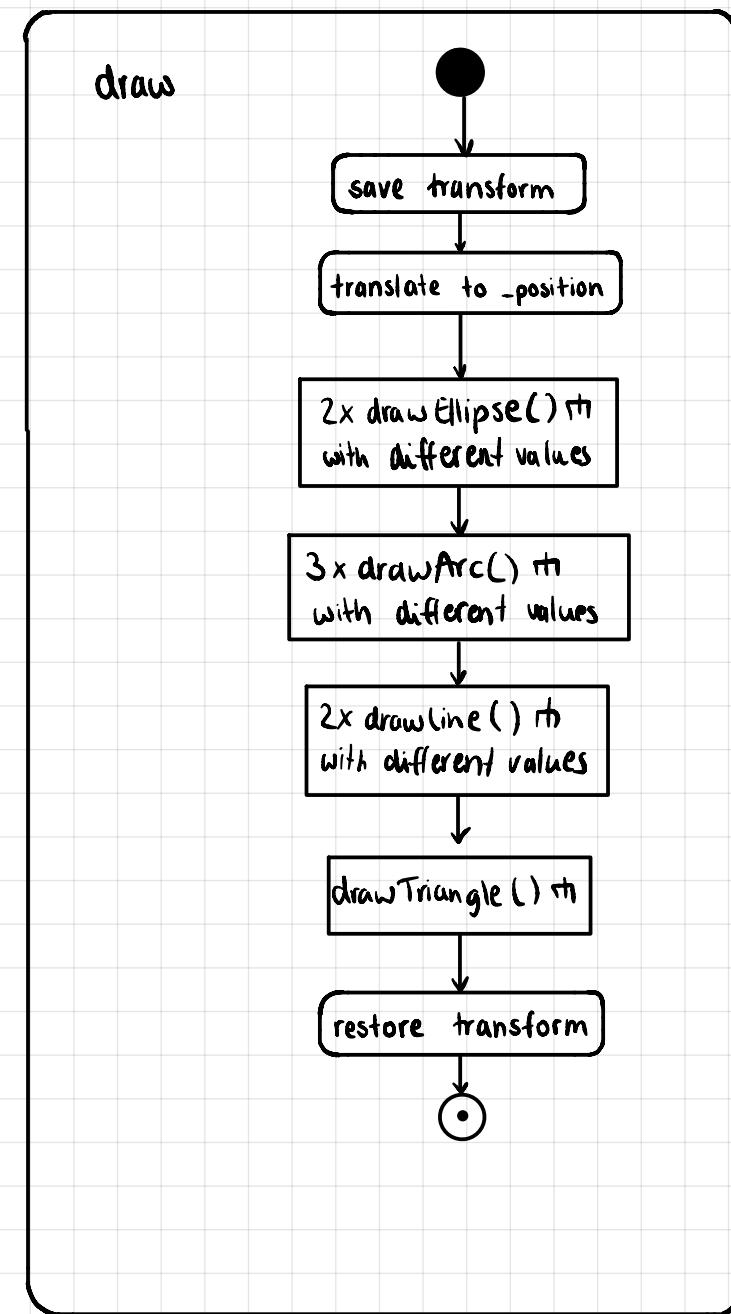
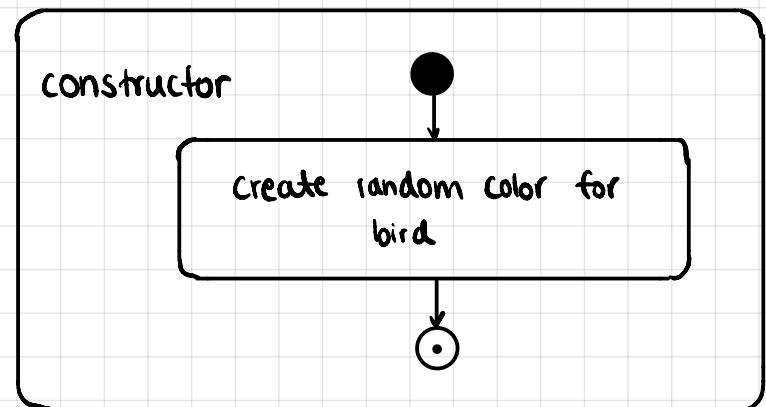
# Vogelhaus: Activity Diagram - Bird2Right



drawEllipse  
 drawArc  
 drawLine  
 drawTriangle

} Siehe AD Main

# Vogelhaus: Activity Diagram - Bird2 Left



drawEllipse  
drawArc  
drawLine  
drawTriangle

} Siehe AD Main