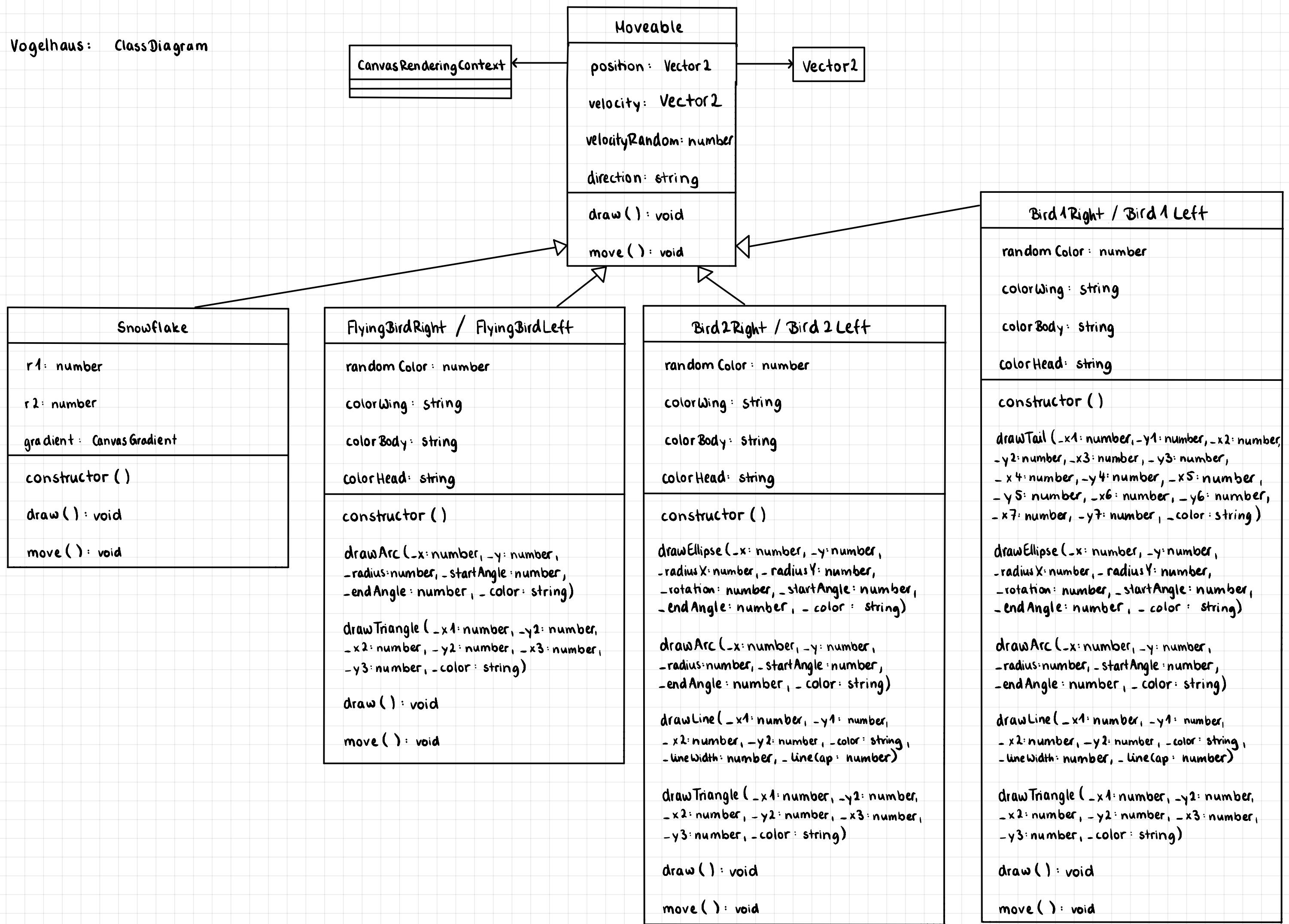
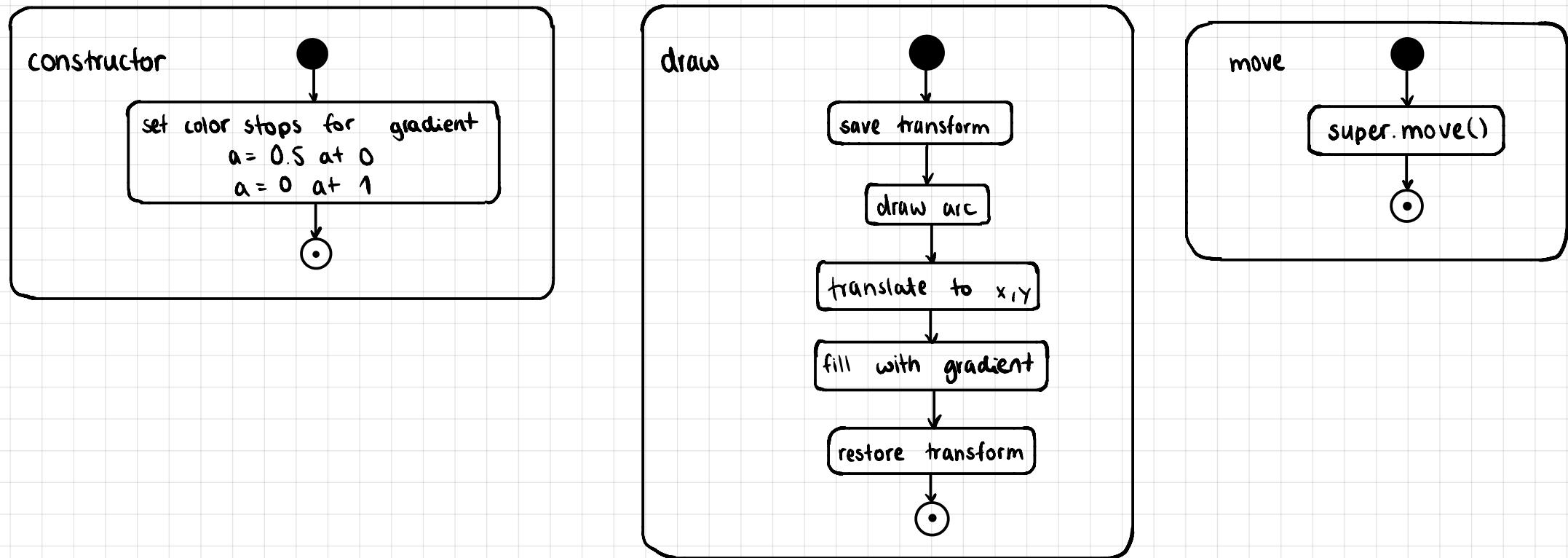


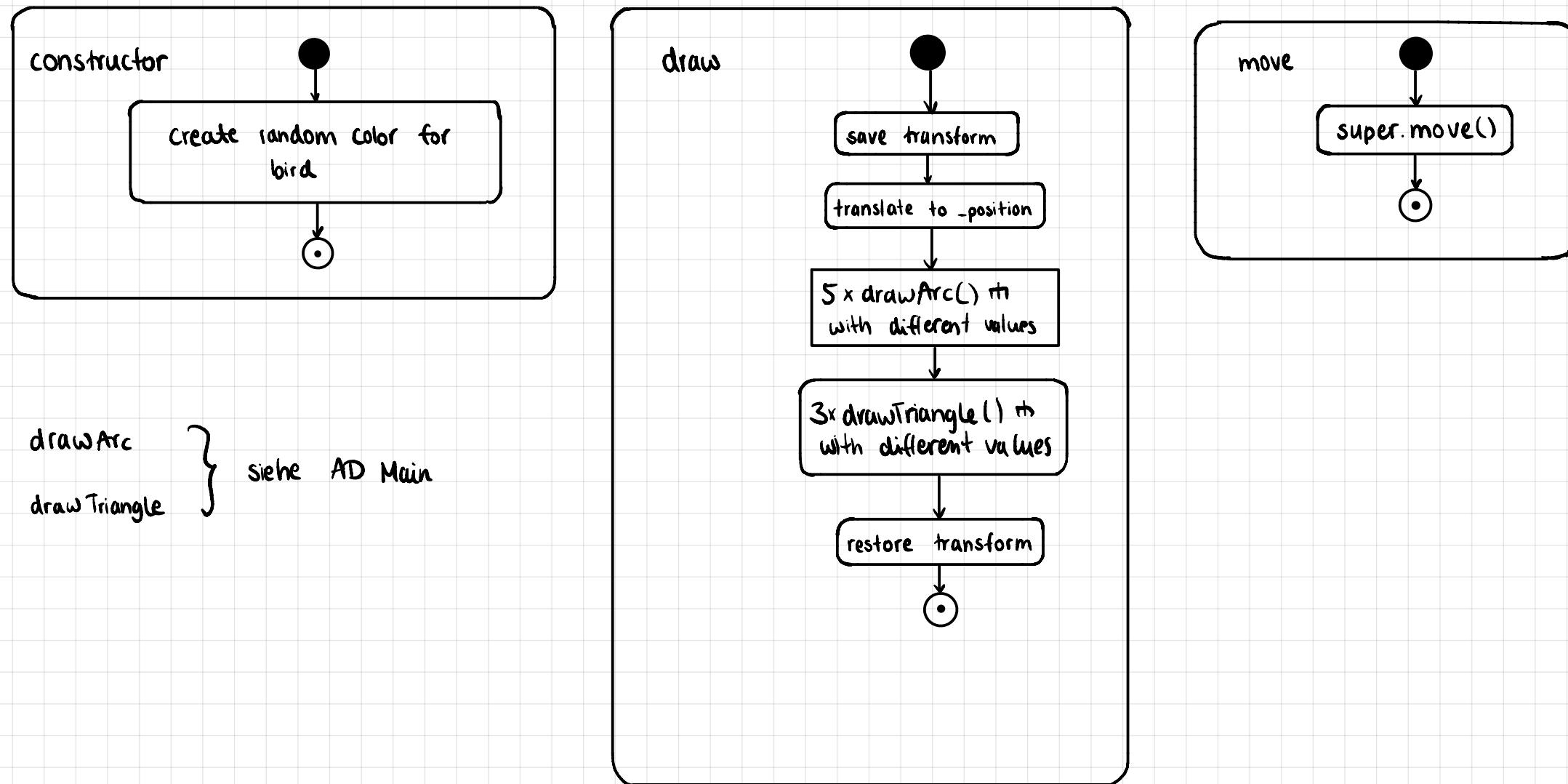
# Vogelhaus: Class Diagram



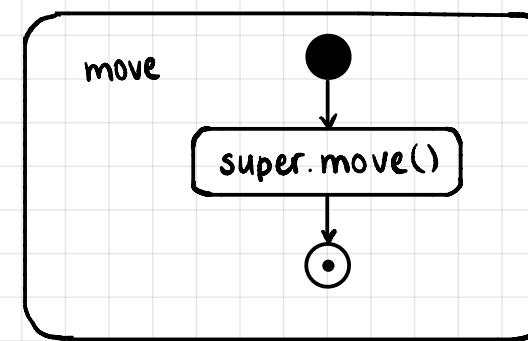
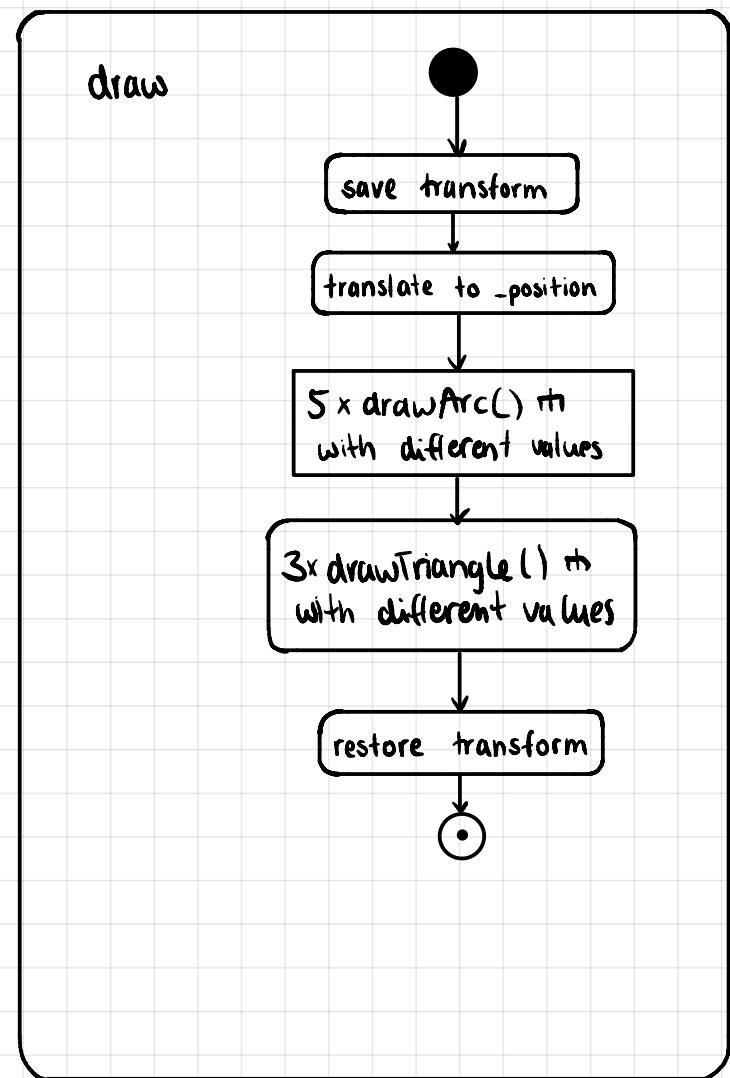
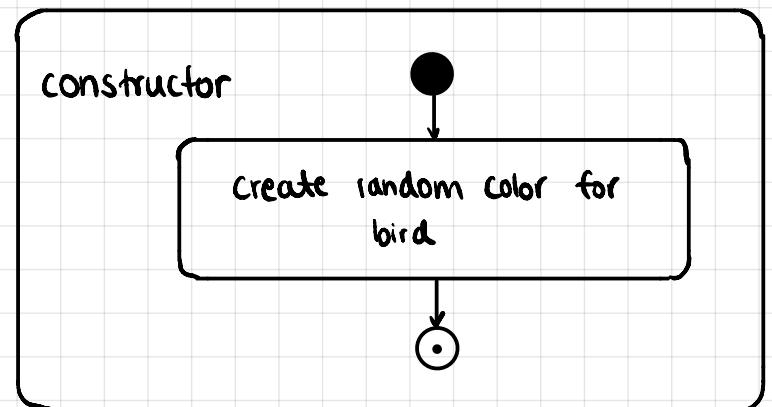
# Vogelhaus: Activity Diagram - Snowflake



# Vogelhaus: Activity Diagram - FlyingBirdRight

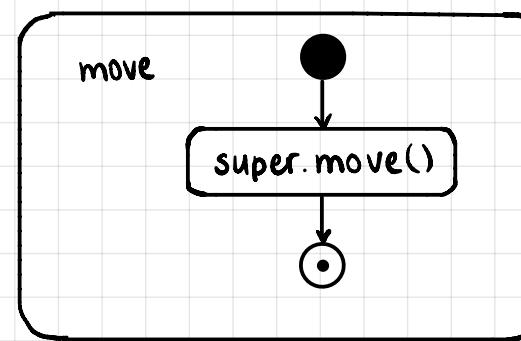
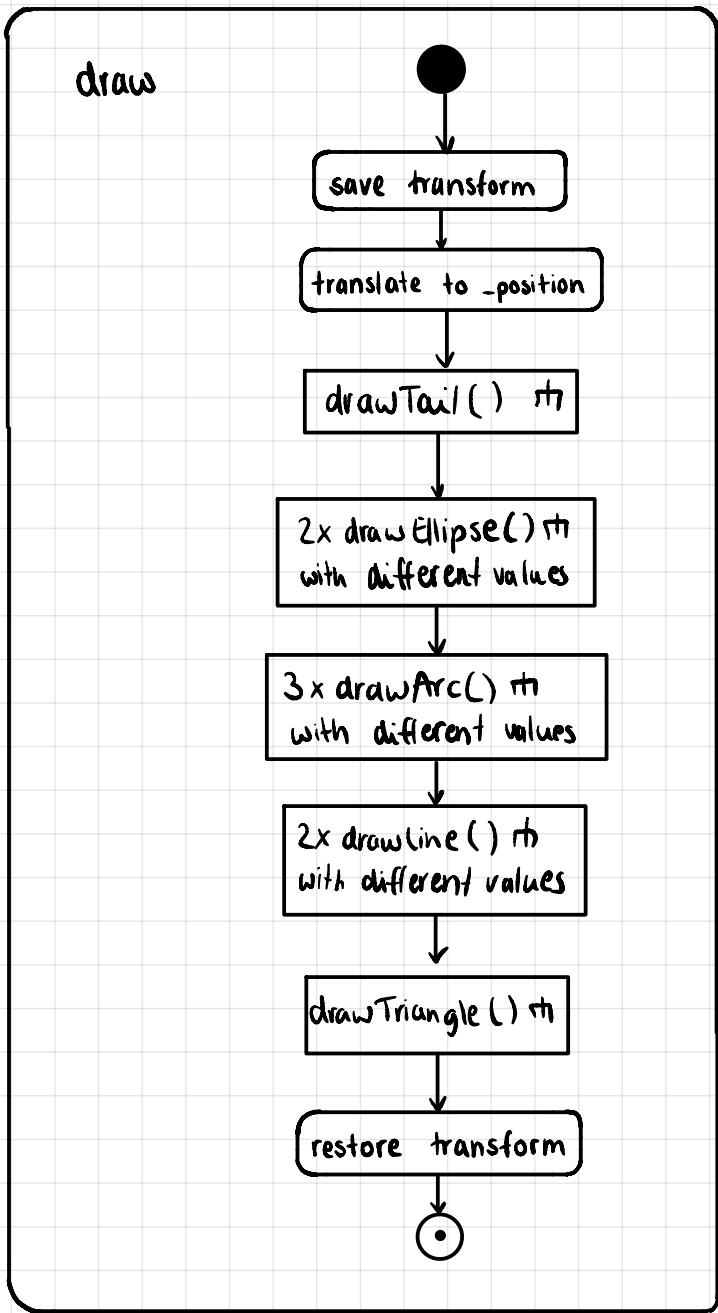
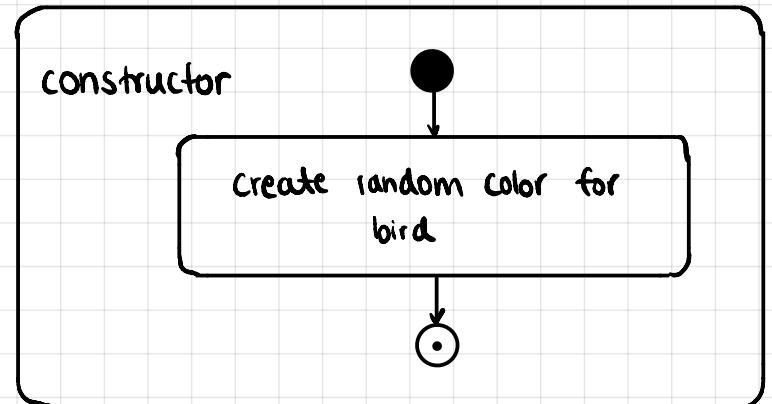


# Vogelhaus: Activity Diagram - FlyingBirdLeft



drawArc  
drawTriangle } siehe AD Main

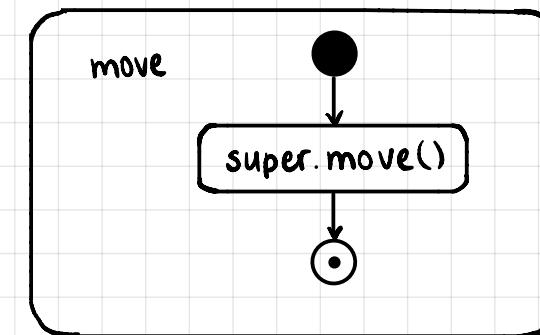
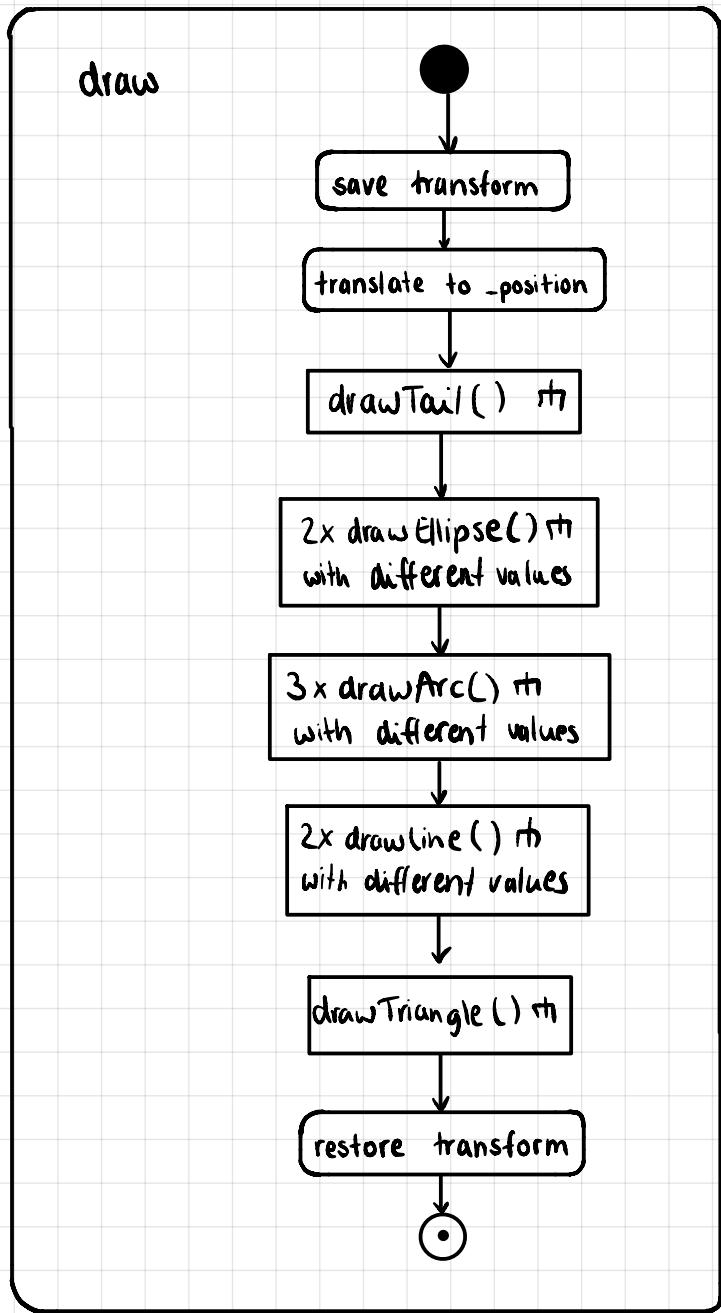
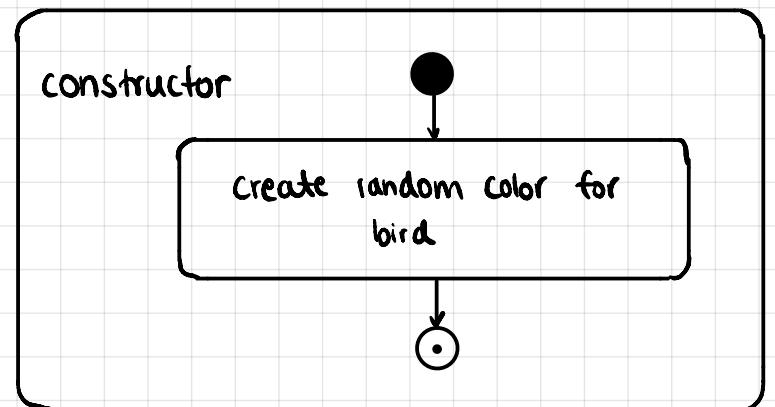
# Vogelhaus: Activity Diagram - Bird 1 Right



drawTail  
drawEllipse  
drawArc  
drawLine  
drawTriangle

Siehe AD Main

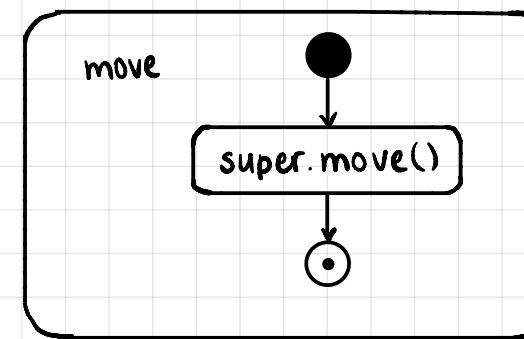
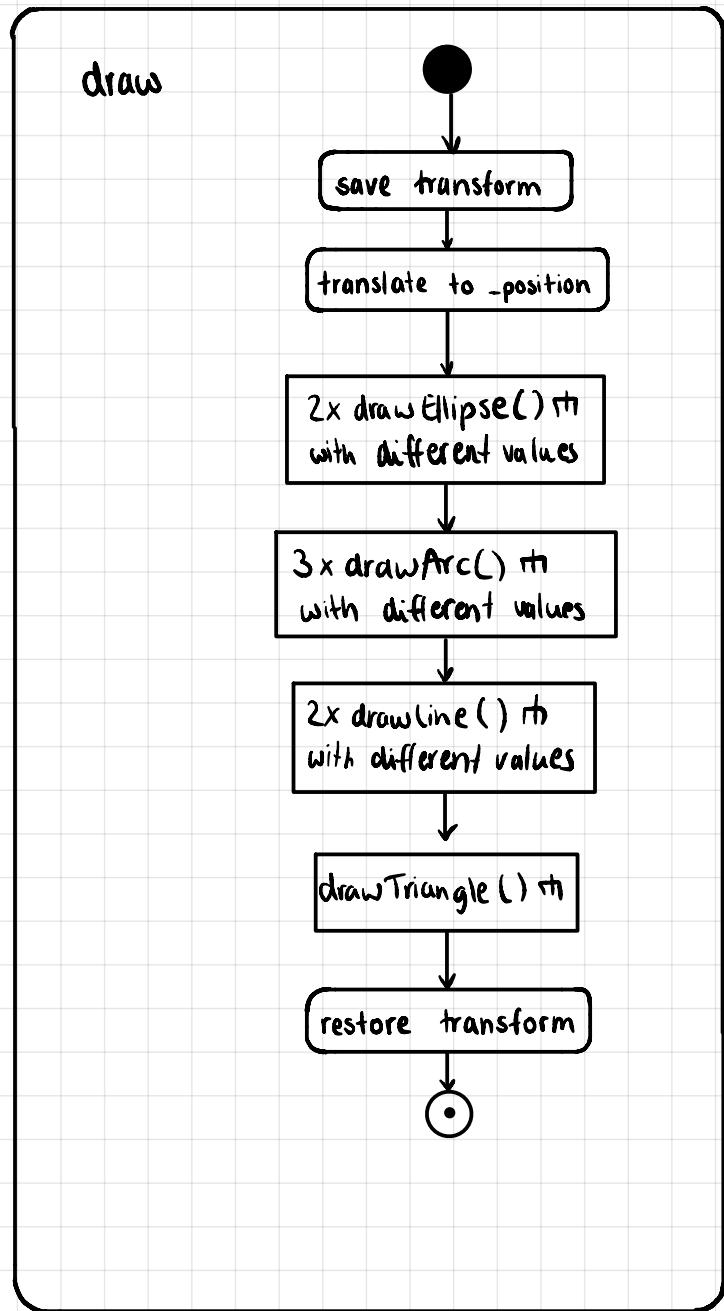
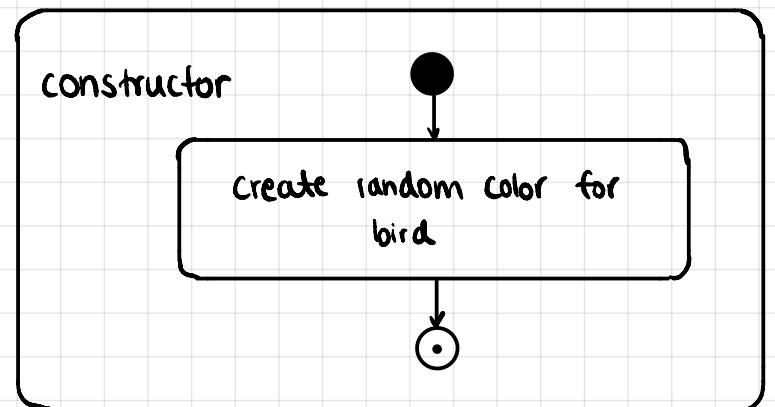
# Vogelhaus: Activity Diagram - Bird 1 Left



drawTail  
drawEllipse  
drawArc  
drawLine  
drawTriangle

Siehe AD Main

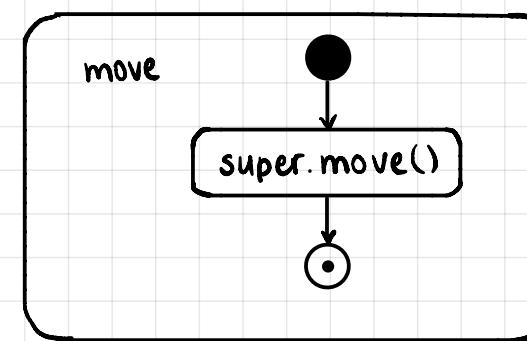
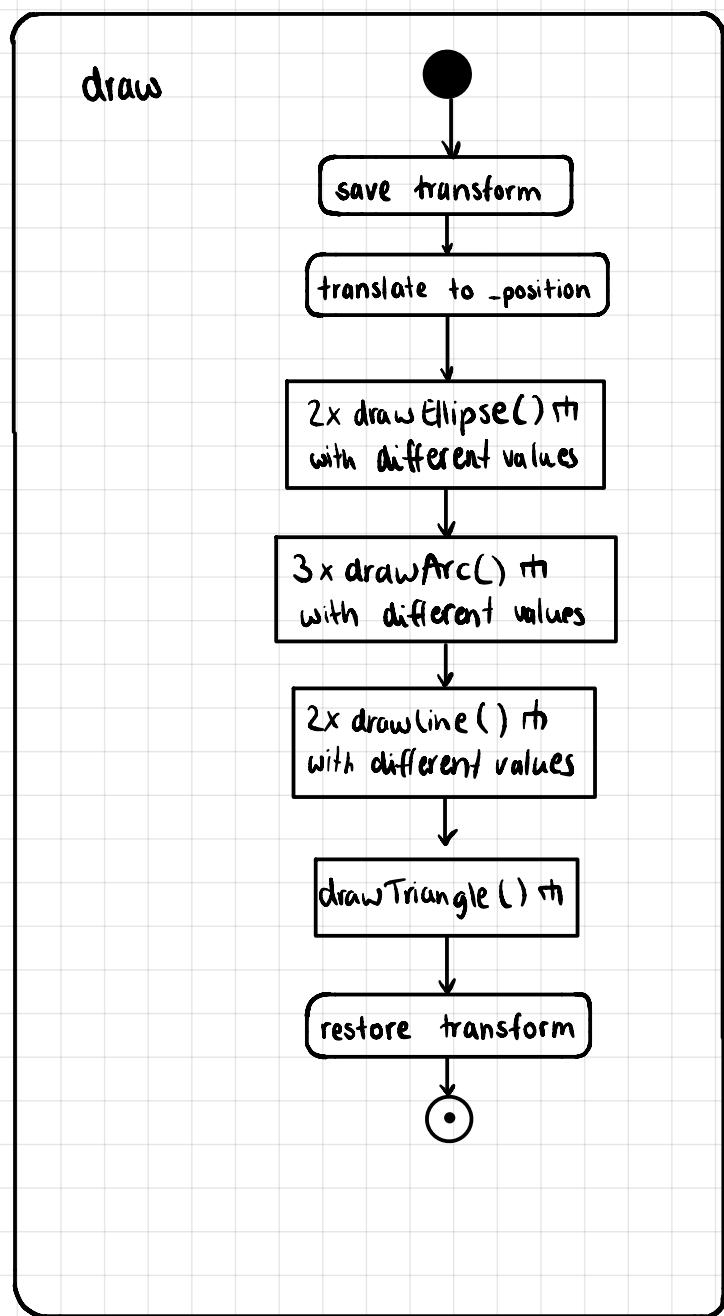
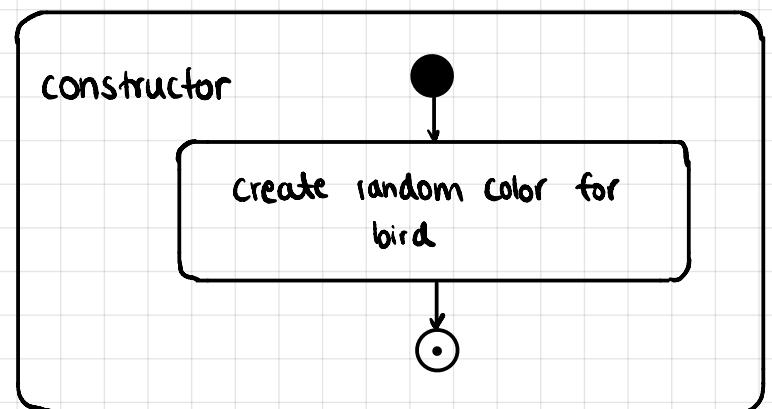
# Vogelhaus: Activity Diagram - Bird2Right



drawEllipse  
drawArc  
drawLine  
drawTriangle

} Siehe AD Main

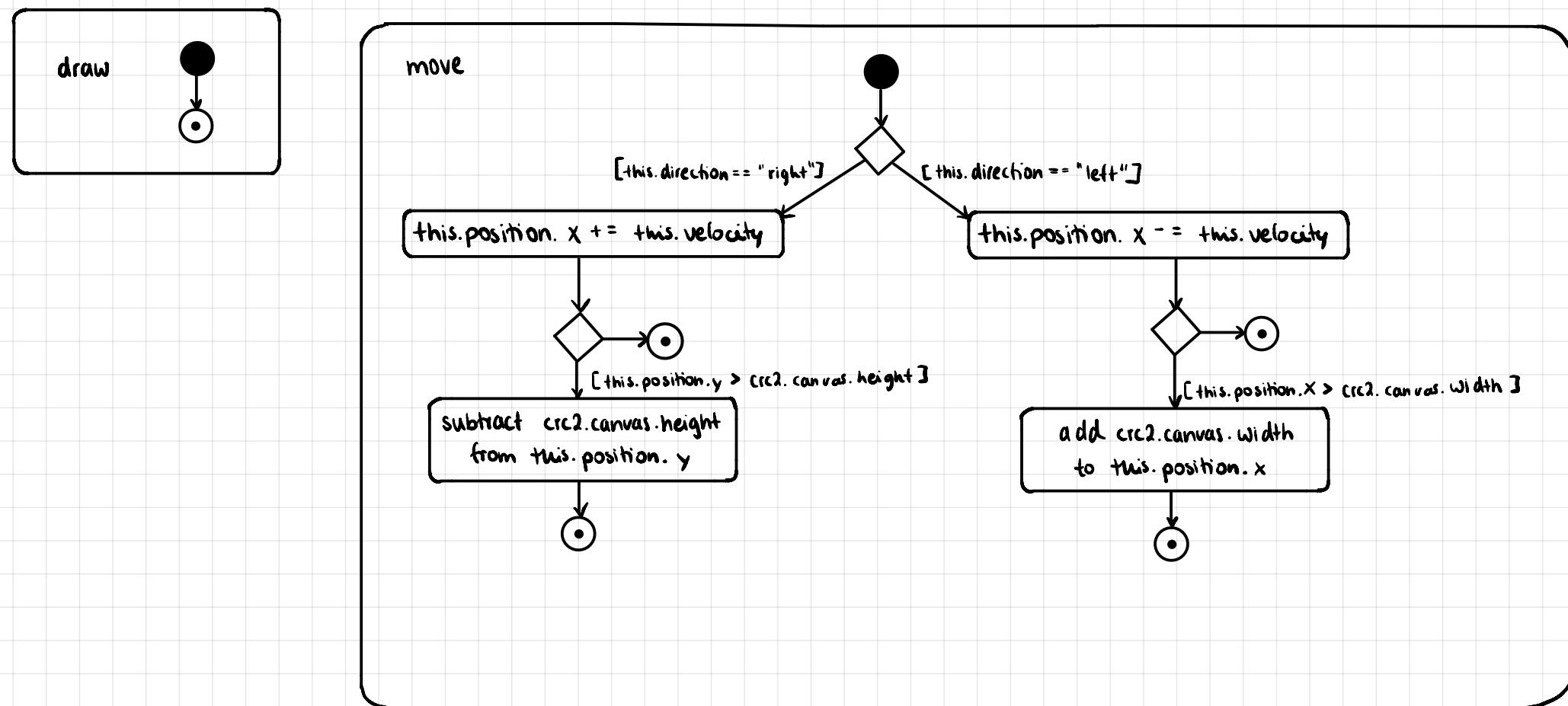
# Vogelhaus: Activity Diagram - Bird2 Left



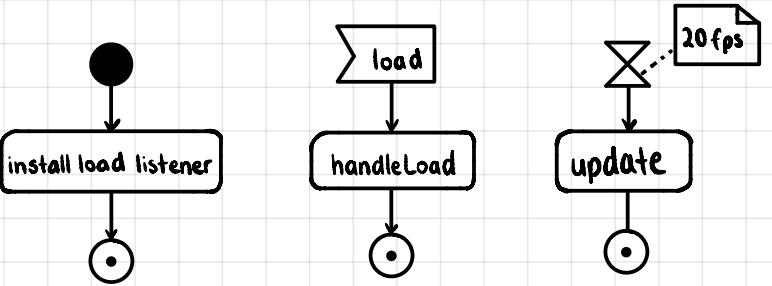
drawEllipse  
drawArc  
drawLine  
drawTriangle

} Siehe AD Main

## Vogelhaus: Activity Diagram - Moveable



## Vogelhaus: Activity Diagram - Main

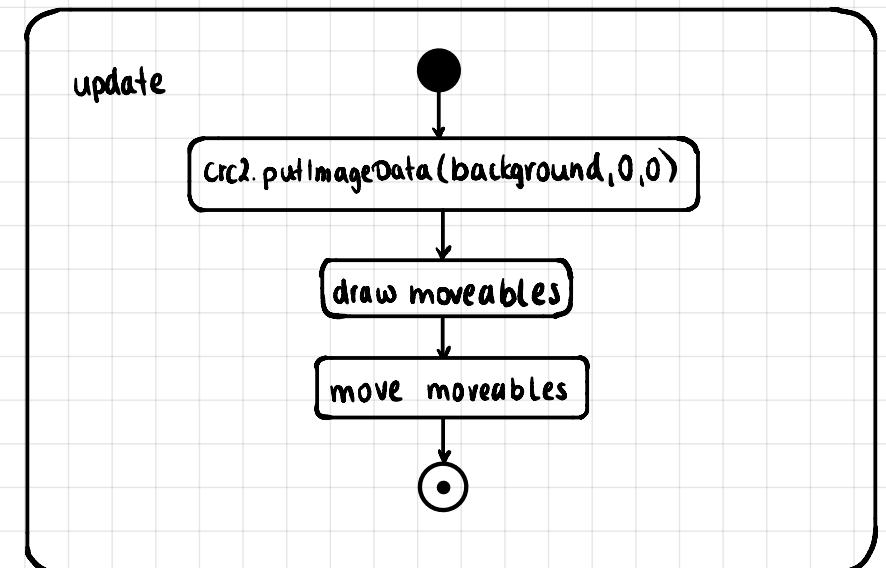
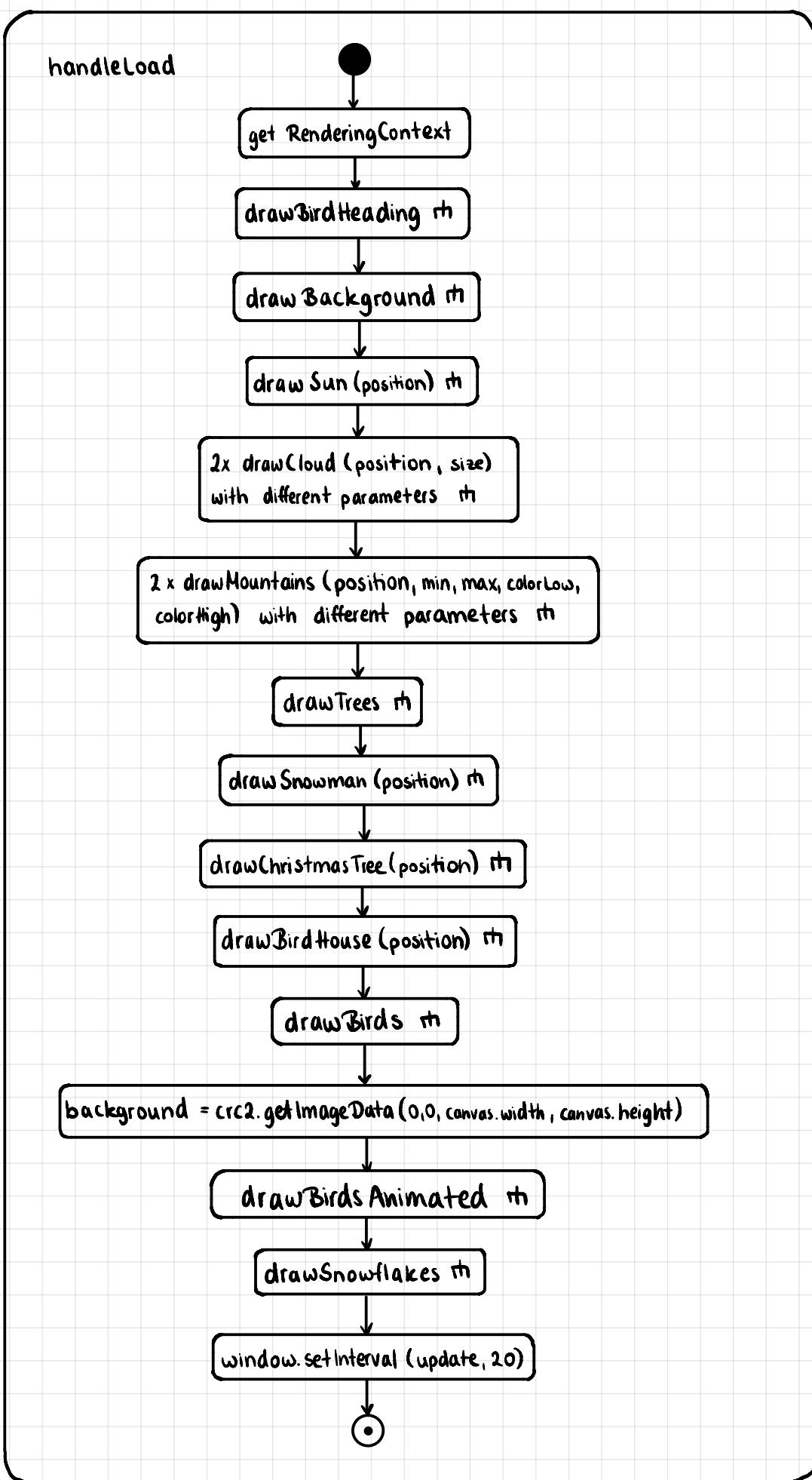


**Vector**

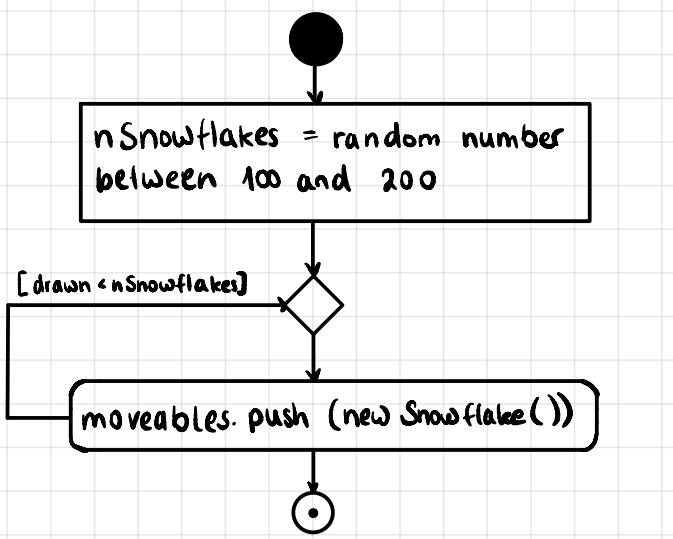
x: number
y: number

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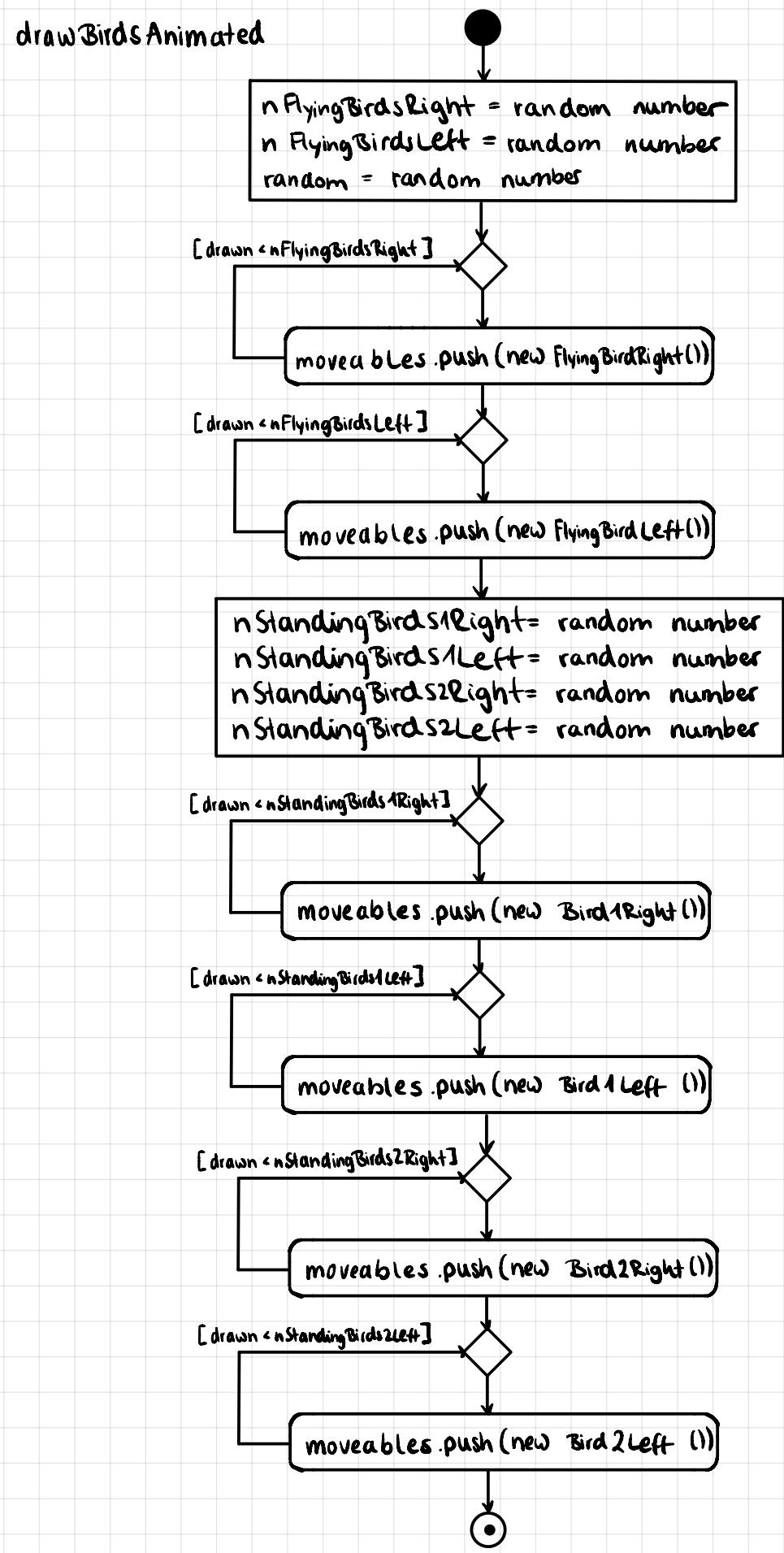
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let moveables: Moveable[] = []
    
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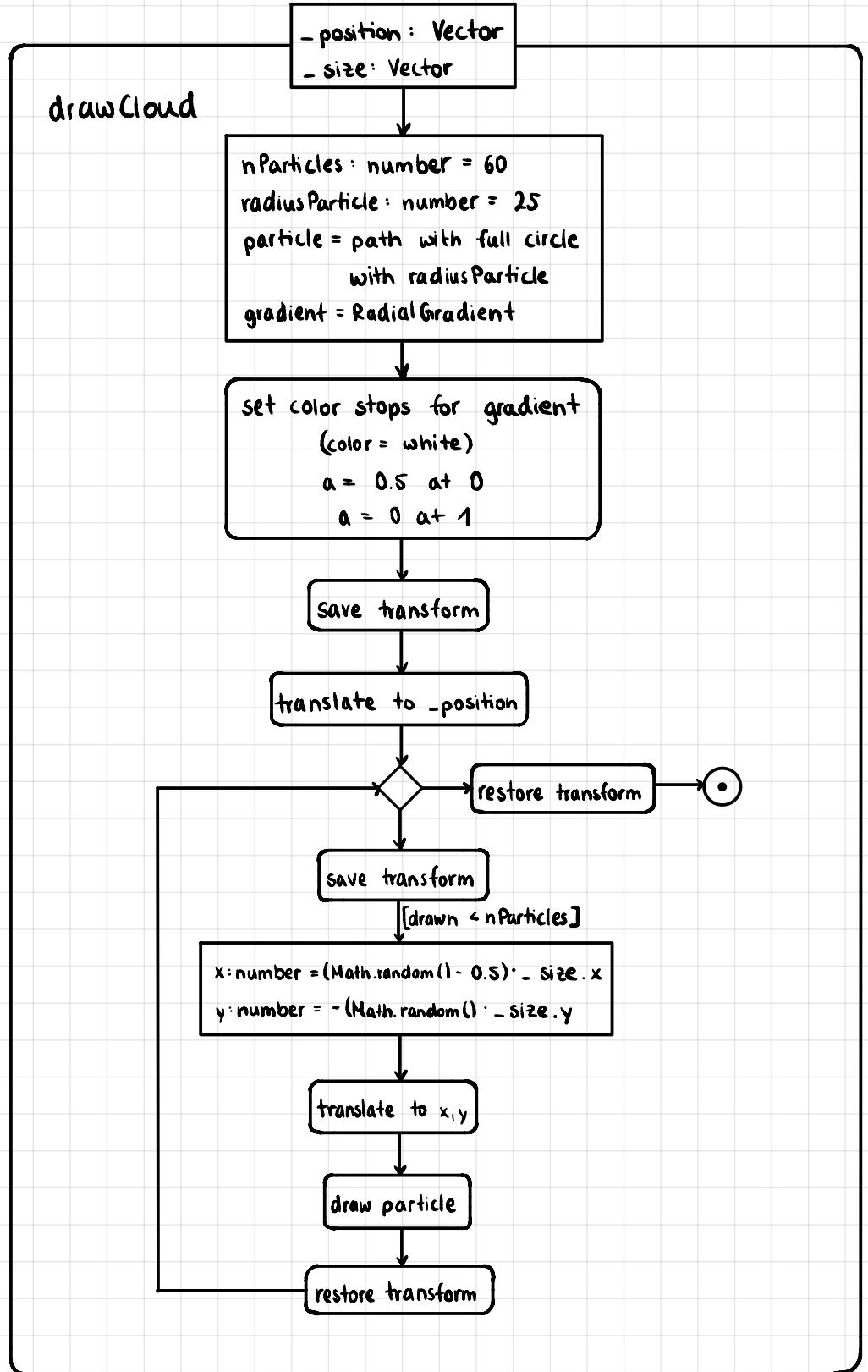
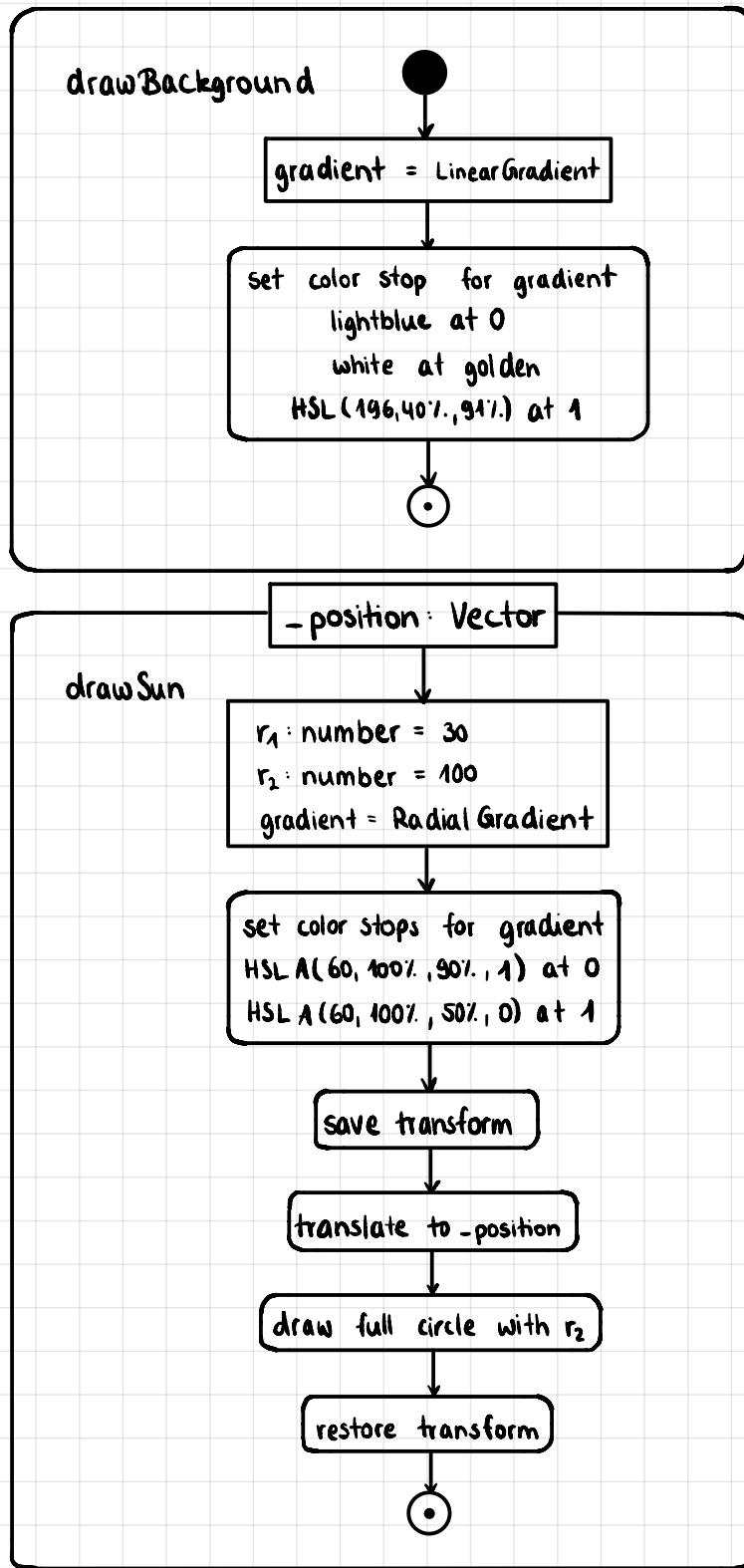


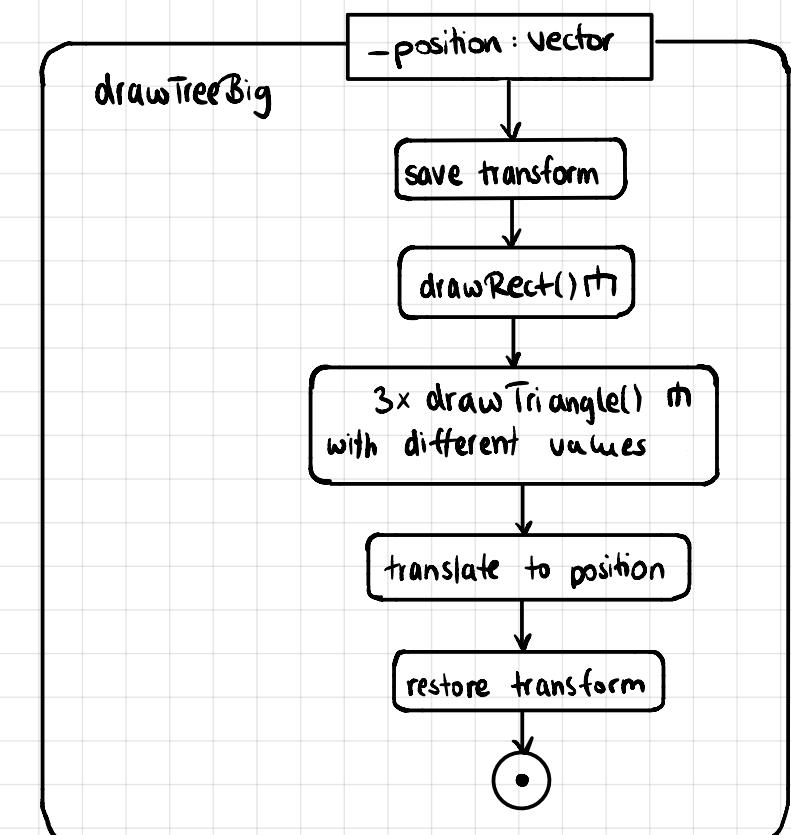
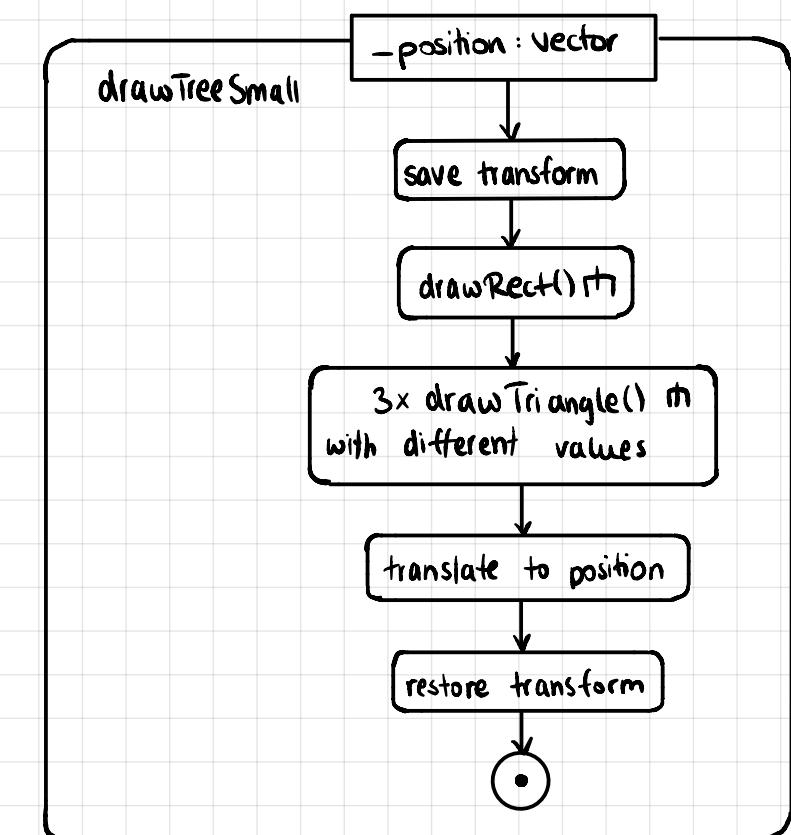
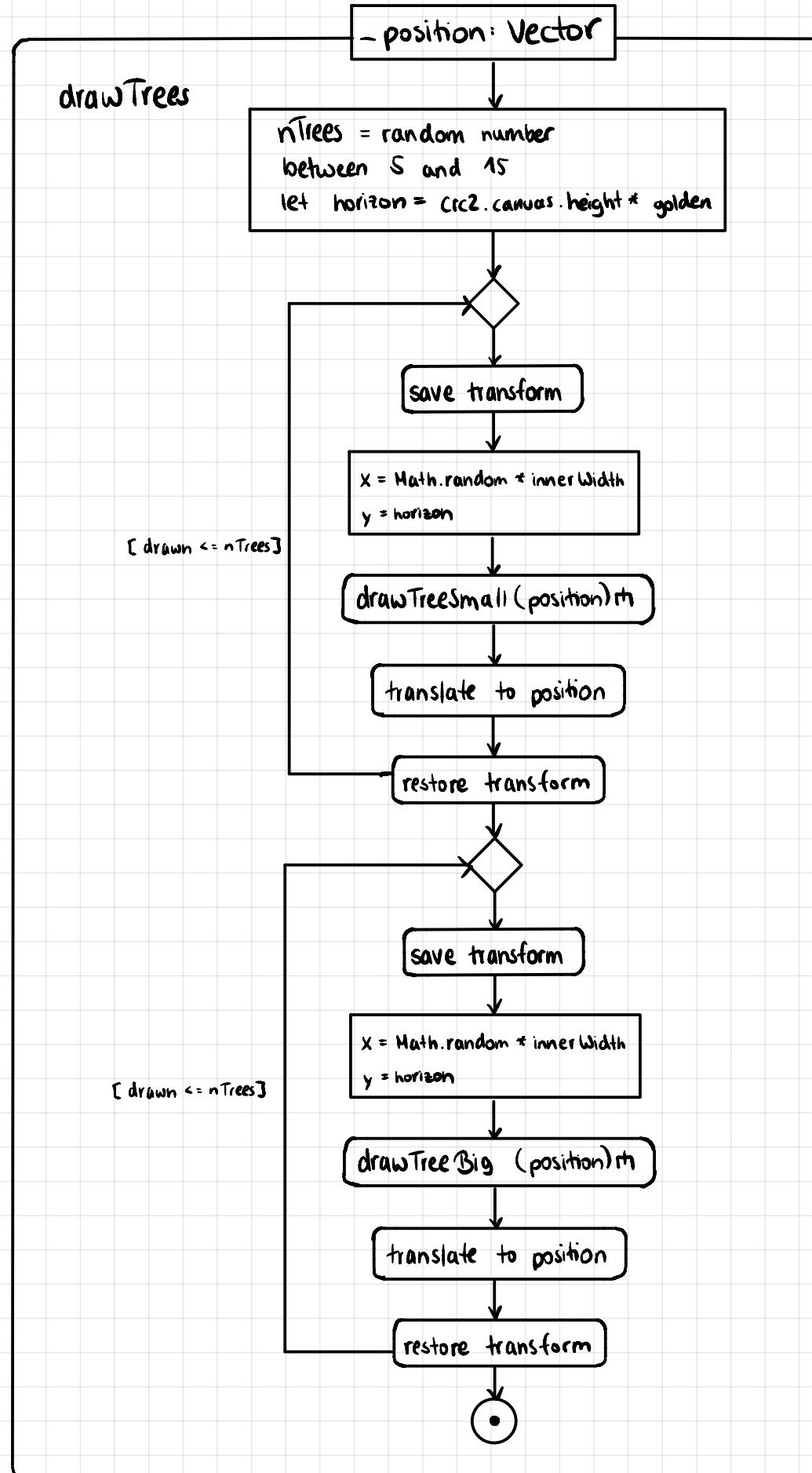
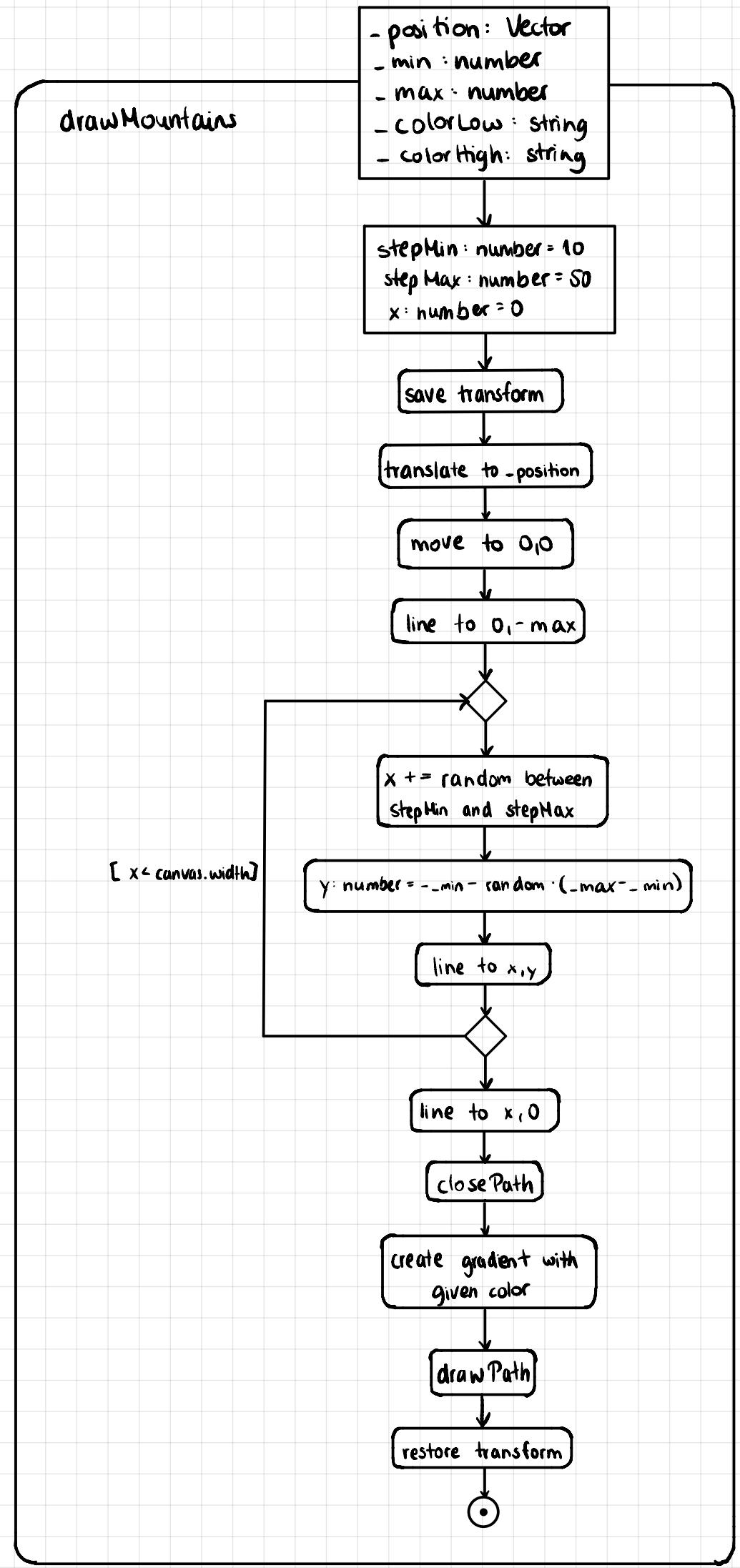
### draw Snowflakes

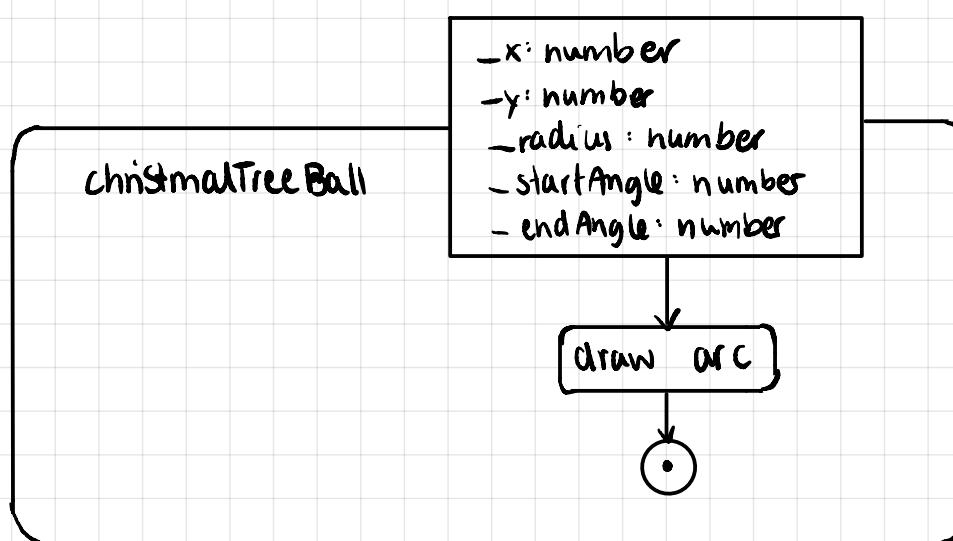
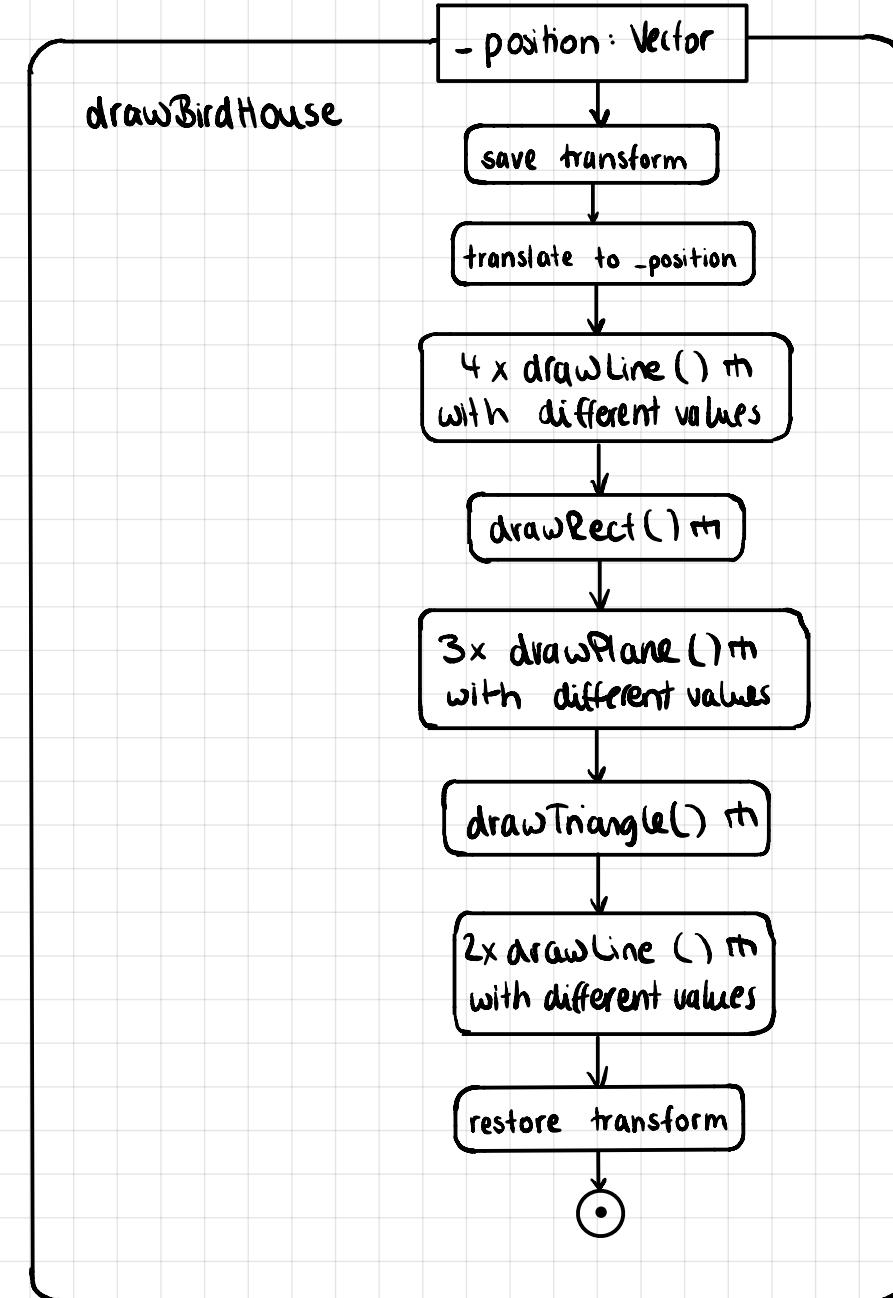
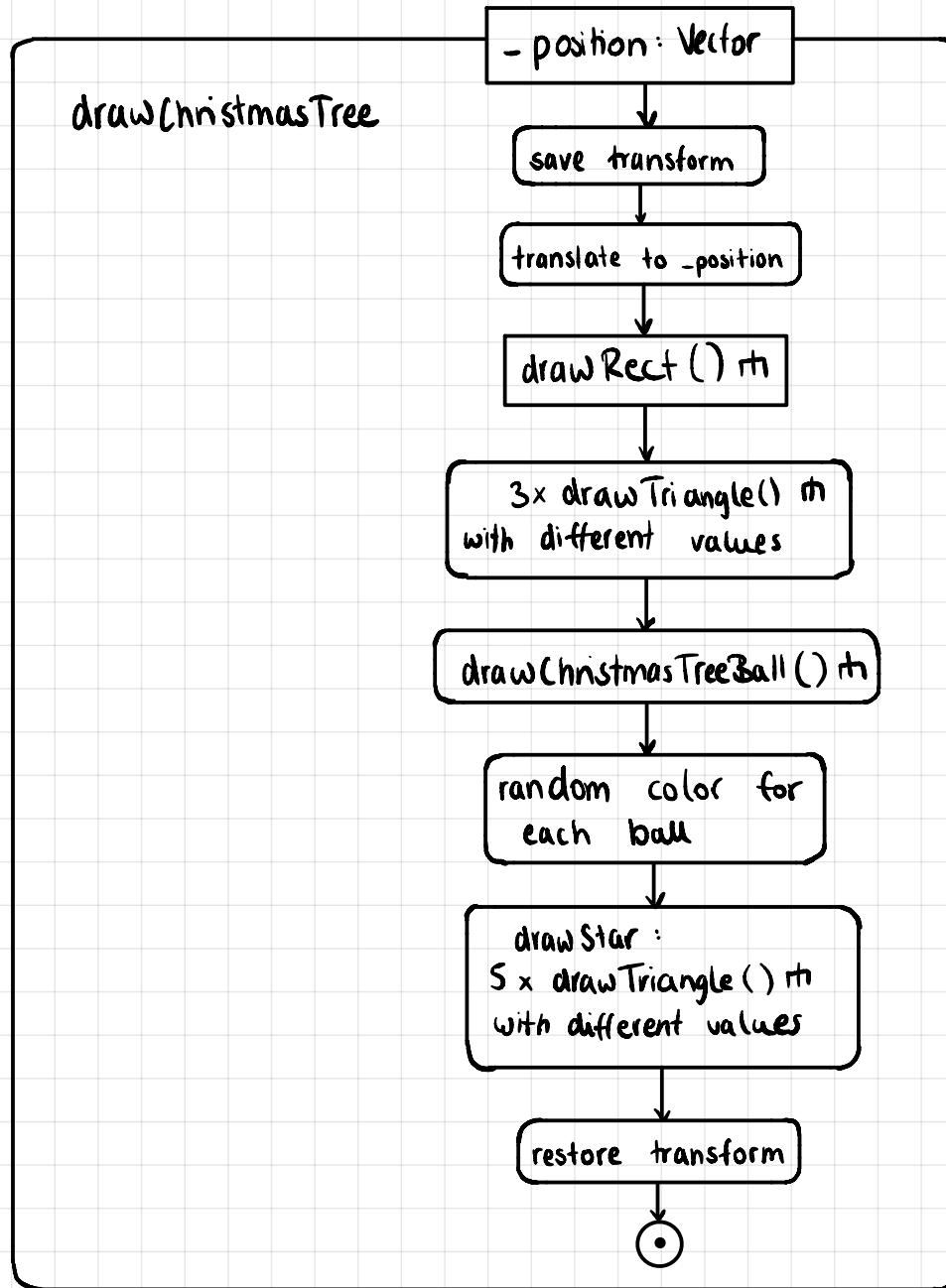
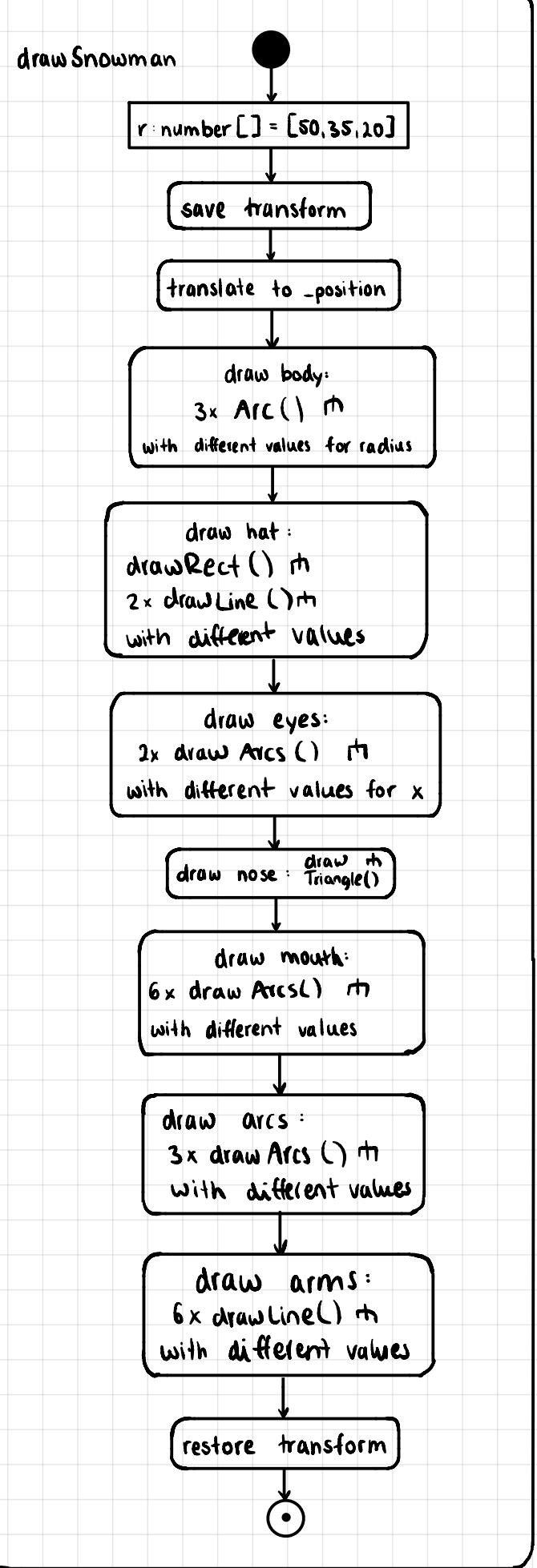


### drawBirdsAnimated

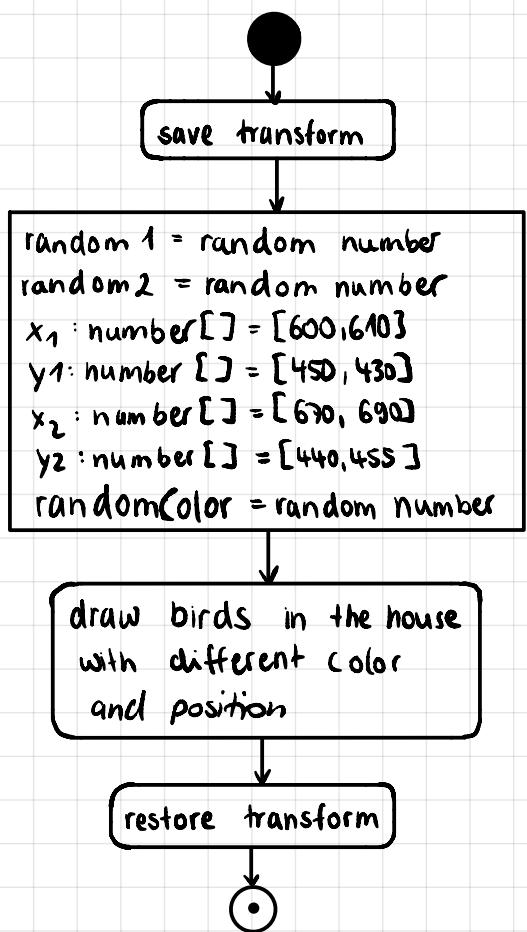




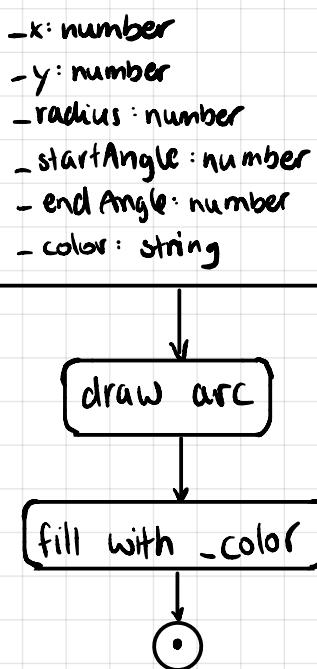




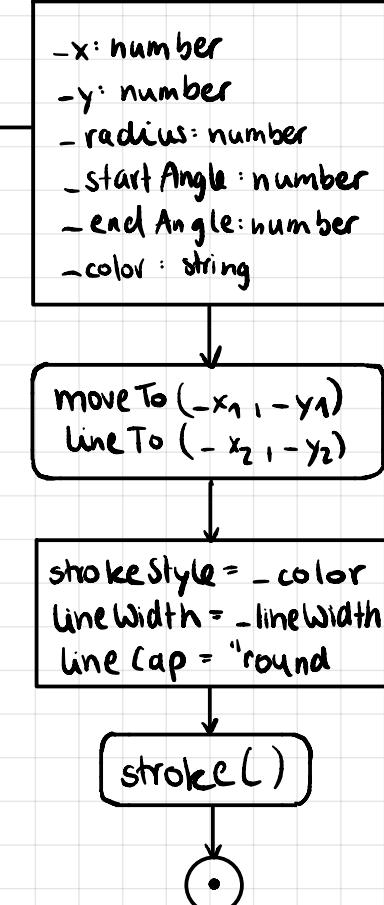
drawBirds



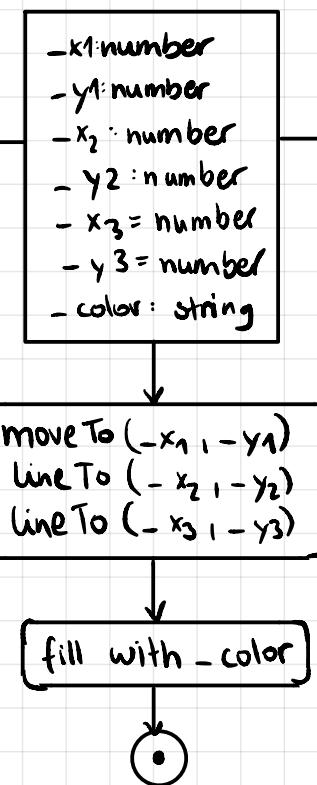
drawArcHeading



drawLineHeading



drawTriangleHeading



drawBirdHeading

