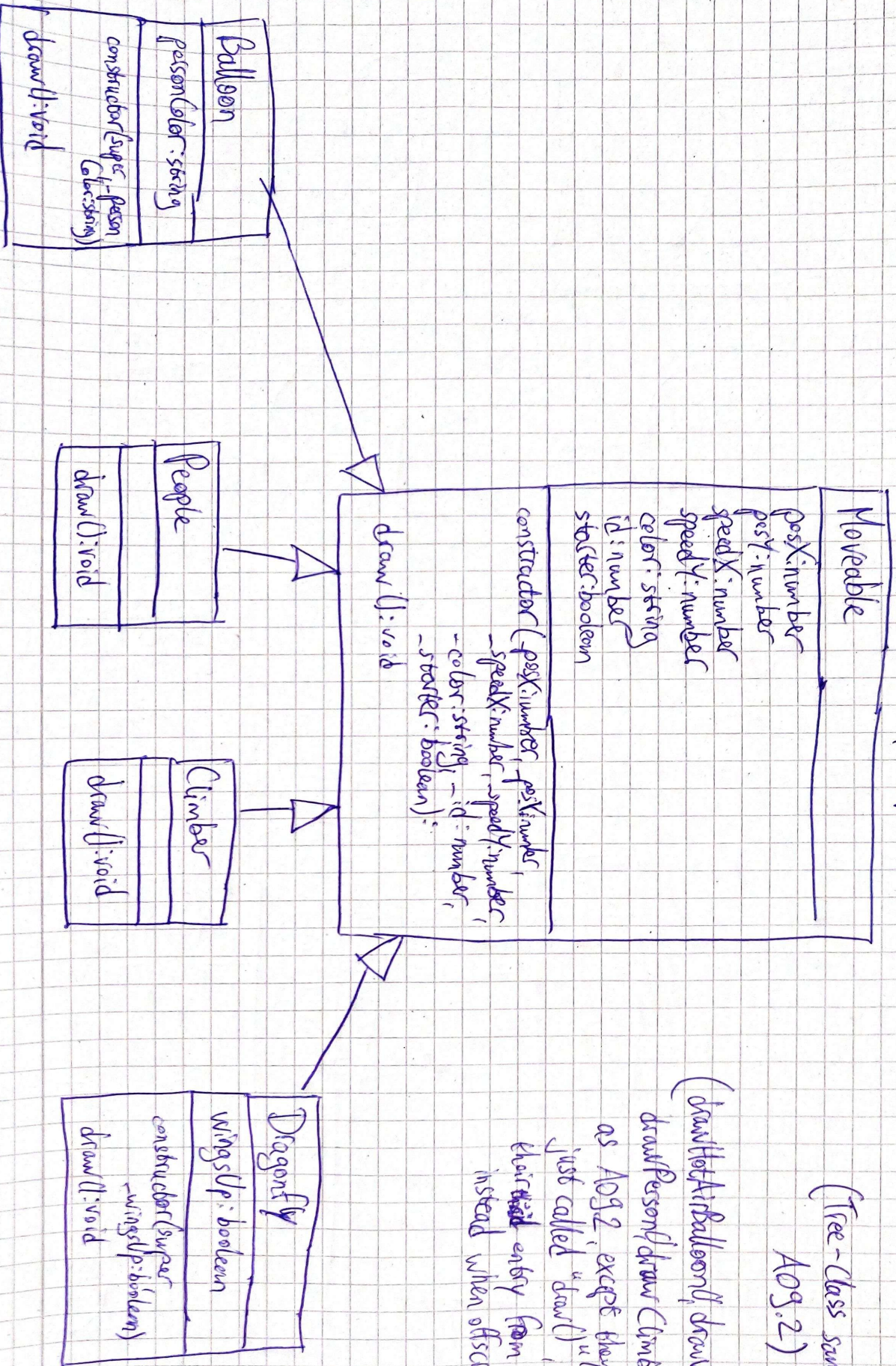


A10.2

ClassDiagram: Polymorphic Animation

17/6/2023



(Tree-Class same as A09.2)

(drawAirBalloon, drawDragonfly)
drawPerson, drawClimber are same as A09.2, except they're now just called "draw()", and delete their ~~third~~ entry from allMovableList instead when offscreen)

A10.2

(Everything not listed is same as A09.2) AD: Polymorphic Animation

(All instances of allBalloons[], allDragonflies[], allPeople[], allClimbers[] replaced by allMoveables[])

1/7/6/2023

