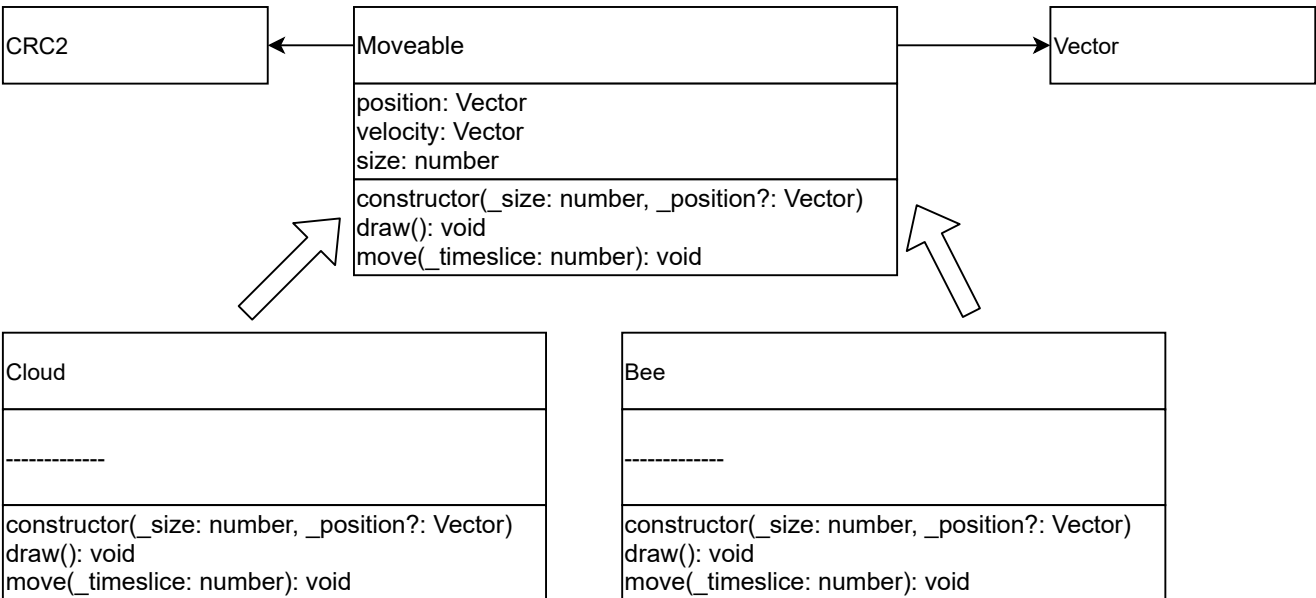# L10.2: BlumenwiesePolymorphie
Class Diagram

CRC2 ← **Moveable**

Moveable
| position: Vector
| velocity: Vector
| size: number
|---
| constructor(_size: number, _position?: Vector)
| draw(): void
| move(_timeslice: number): void

Moveable → **Vector**

Cloud

----

constructor(_size: number, _position?: Vector)
draw(): void
move(_timeslice: number): void

Bee

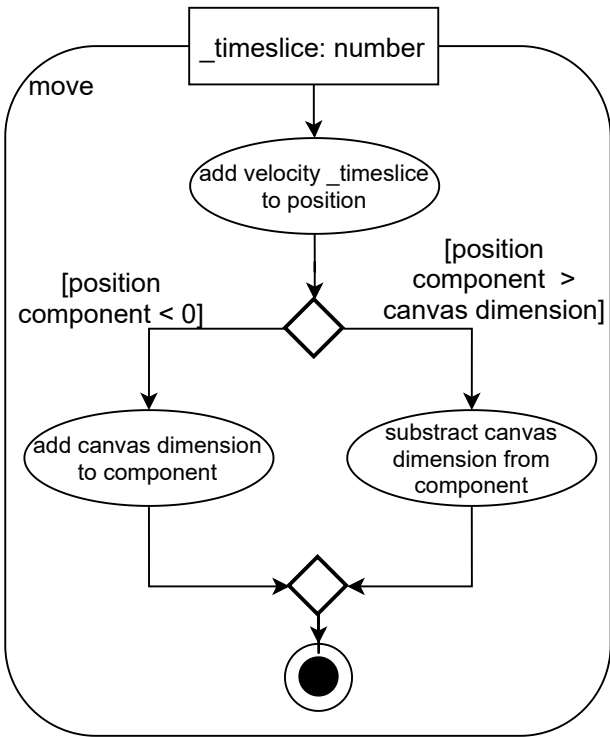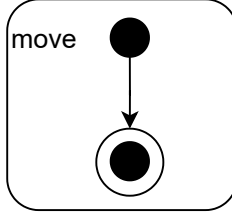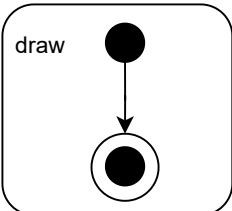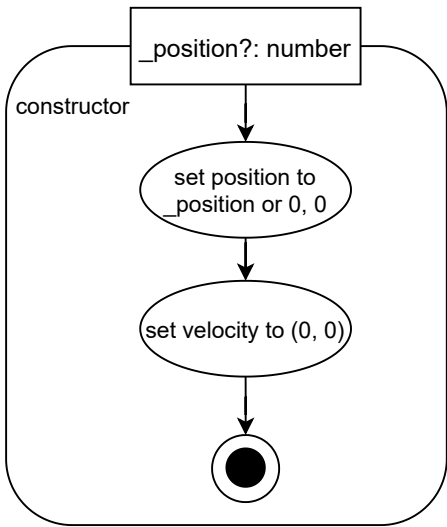constructor(_size: number, _position?: Vector)
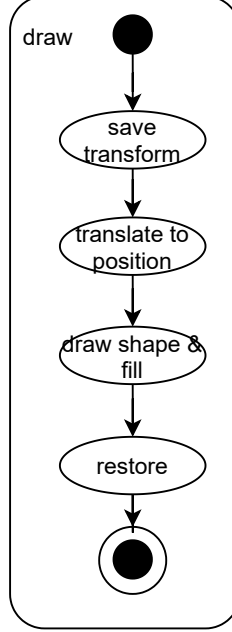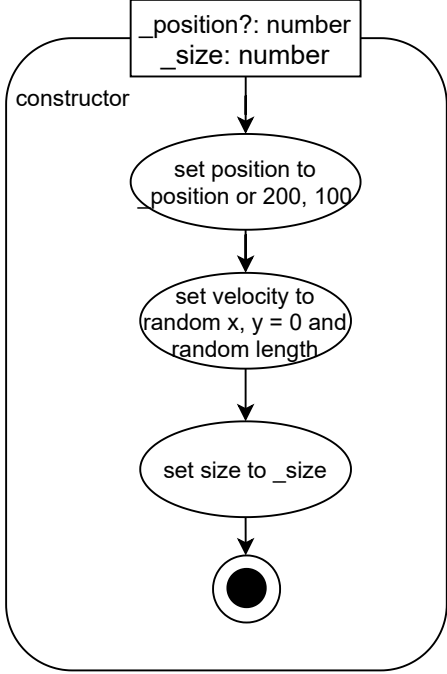draw(): void
move(_timeslice: number): void

L10.2: BlumenwiesePolymorphie
Activity Diagram

Moveable

constructor — _position?: number
- set position to position or 0, 0
- set velocity to (0, 0)

draw

move

move — _timeslice: number
- add velocity _timeslice to position
- [position component < 0] → add canvas dimension to component
- [position component > canvas dimension] → substract canvas dimension from component

Cloud

constructor — _position?: number, _size: number
- set position to position or 200, 100
- set velocity to random x, y = 0 and random length
- set size to _size

draw
- save transform
- translate to position
- draw shape & fill
- restore

Bee

constructor — _position?: number
- set position to 10, 350
- set velocity to random and random length

draw
- save transform
- translate to position
- draw shape & fill
- restore

Main

handleLoad
- get crc2
- create Background
- create Cloud
- create Bees
- create Flowers

update
- clear background
- draw moveables
- move moveables
- draw flowers

moveablesArray: Moveable [ ]

createClouds
- create new Cloud
- push to moveablesArray