

L11.1 – Blumenwiese Advanced

Klassendiagramm Flower

Flower

```
# xpos: number;  
# minY: number;  
# maxY: number;  
# nectarValue: number = Math.floor(Math.random() * 2000) + 1000;  
# nectarCounter: number;  
# yPos: number;  
# randomScale: number = 0.5 + Math.random() * (0.8 - 0.5);  
# nectarLength: number = 3;
```

```
+ constructor ( _xPos: number, _minY: number,  
               _maxY: number )  
+ draw(): void
```

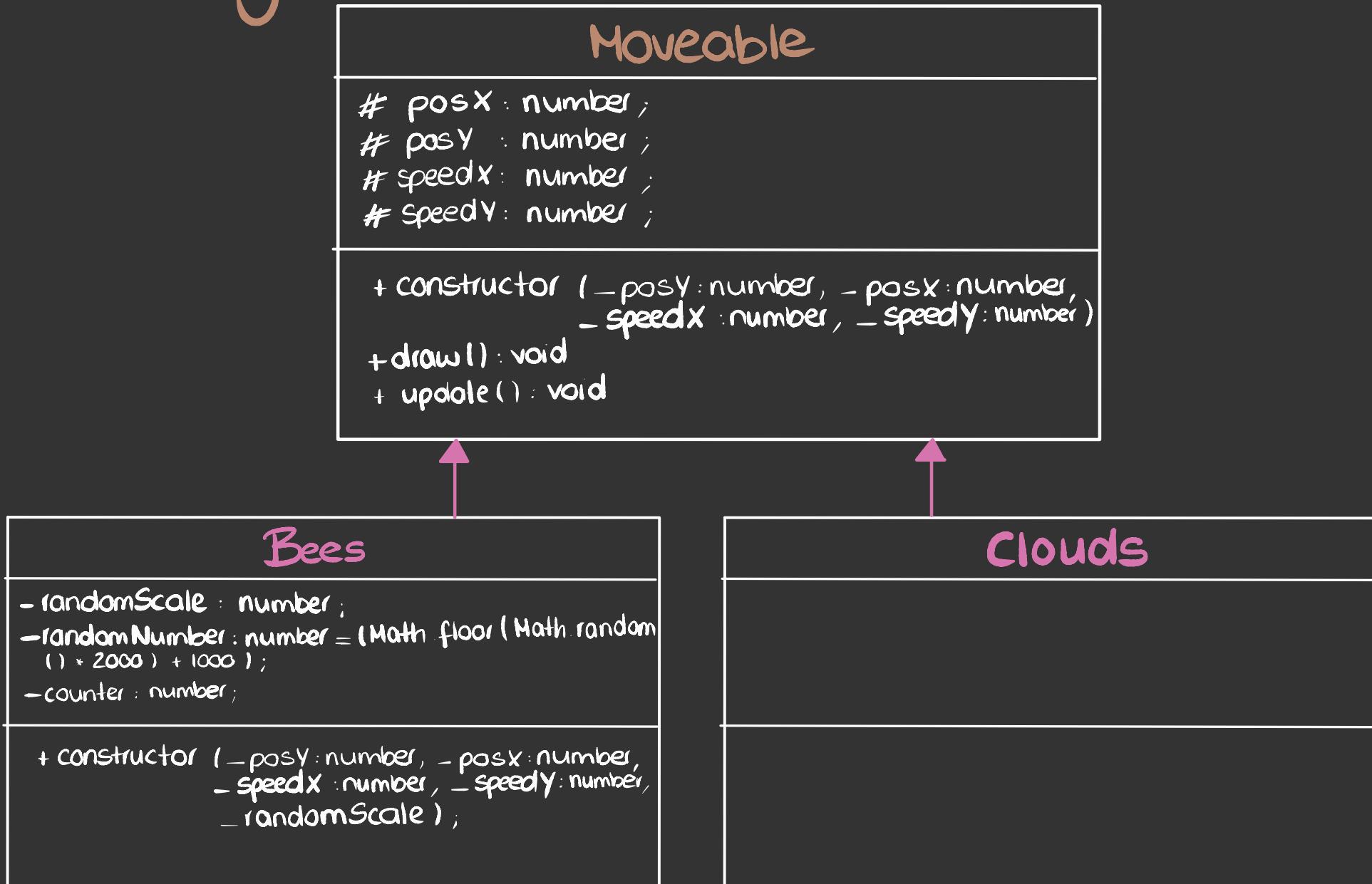


Tulip

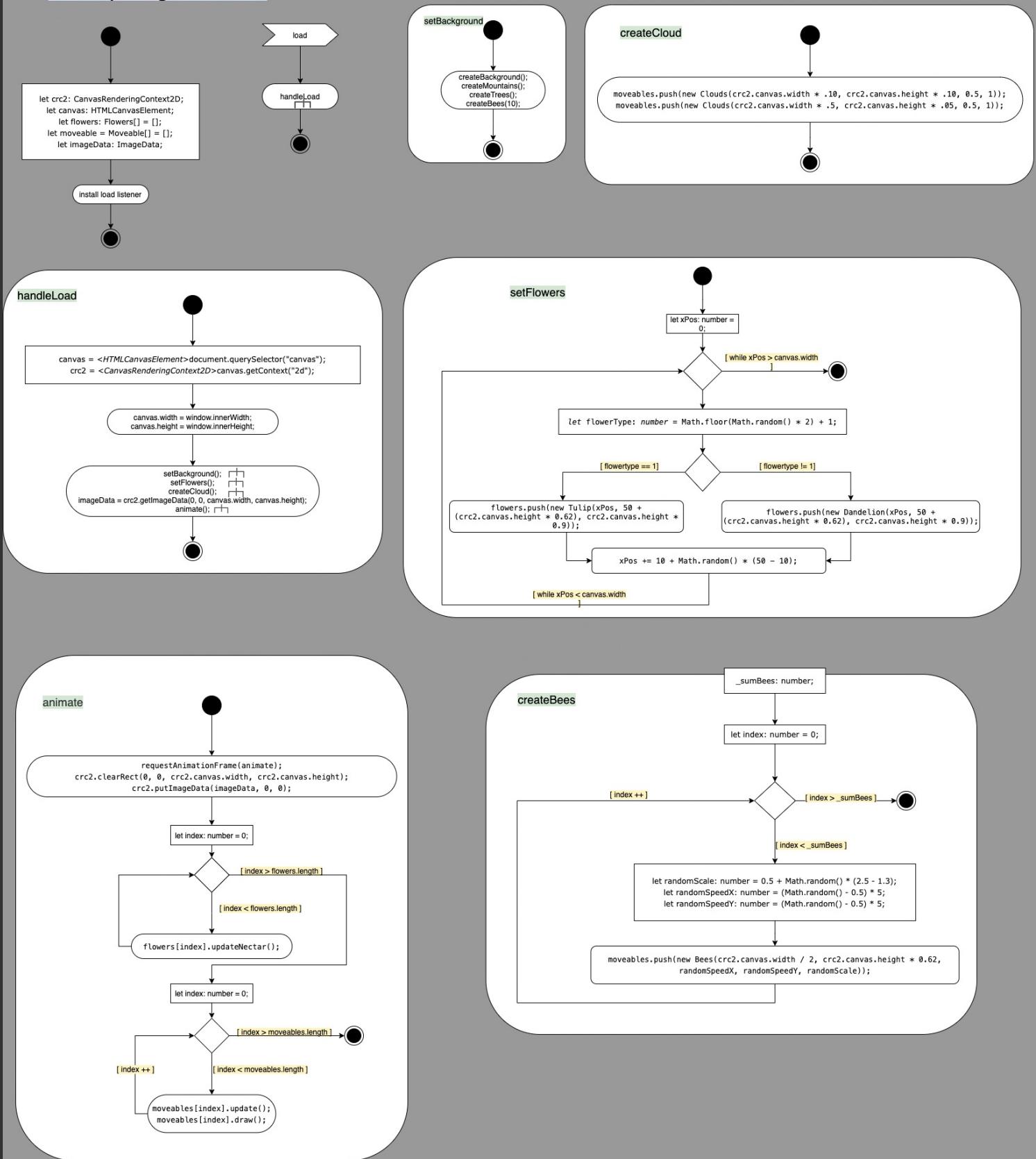
Dandelion

L11.1 – Blumenwiese Advanced

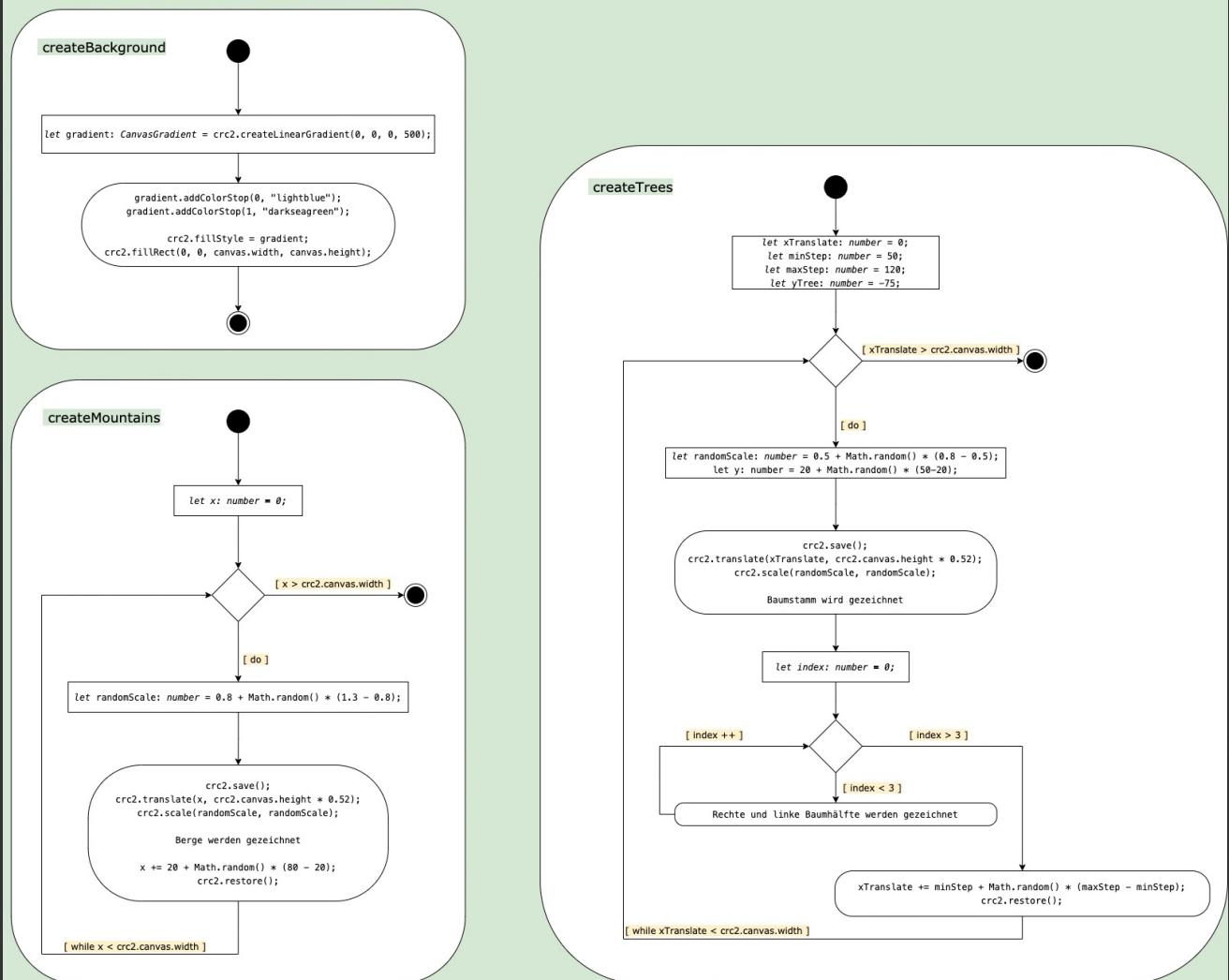
Klassendiagramm Moveable



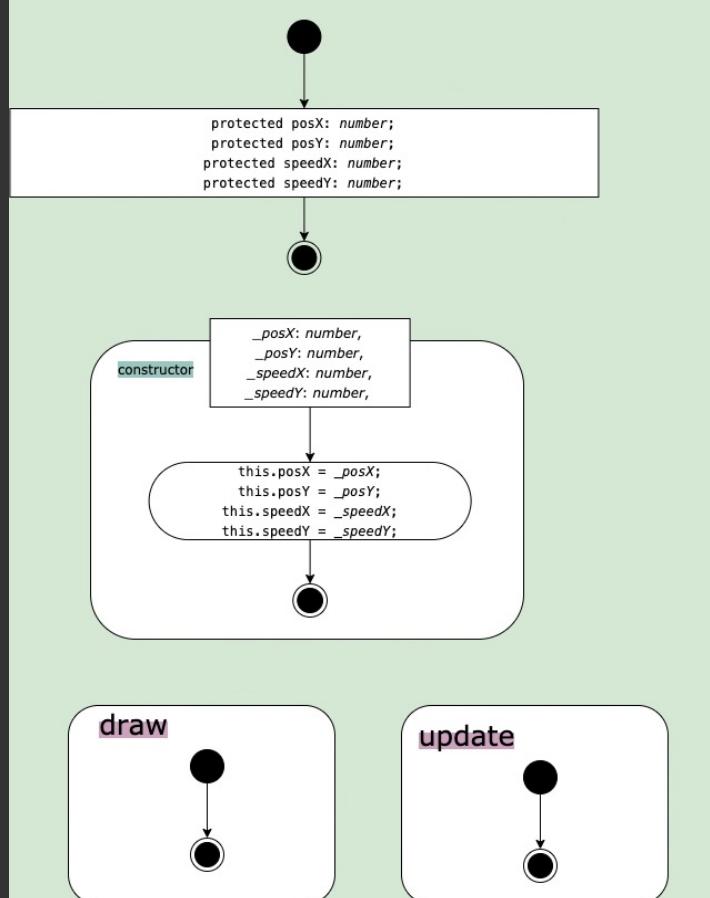
Activity Diagram: Main



Activity Diagram: Settings



Activity Diagram: Moveables



Activity Diagram: Clouds

update

```
[ this.posX > crc2.canvas.width || this.posX < 0 ]  
    this.speedX = - this.speedX  
  
[ this.posY > crc2.canvas.height * 0.20 ||  
  this.posY < 10 ]  
    this.speedY = - this.speedY  
  
this.posX += this.speedX;  
this.posY += this.speedY;
```

draw

```
crc2.save();  
crc2.translate(this.posX, this.posY);  
  
Wolken werden gezeichnet  
  
crc2.restore();
```

Activity Diagram: Flowers

```
protected xPos: number;  
protected minY: number;  
protected maxY: number;  
protected nectarValue: number;  
protected nectarCounter: number;  
protected yPos: number;  
protected randomScale: number;  
protected nectarLength: number = 3;
```

constructor

```
_xPos: number,  
_minY: number,  
_maxY: number
```

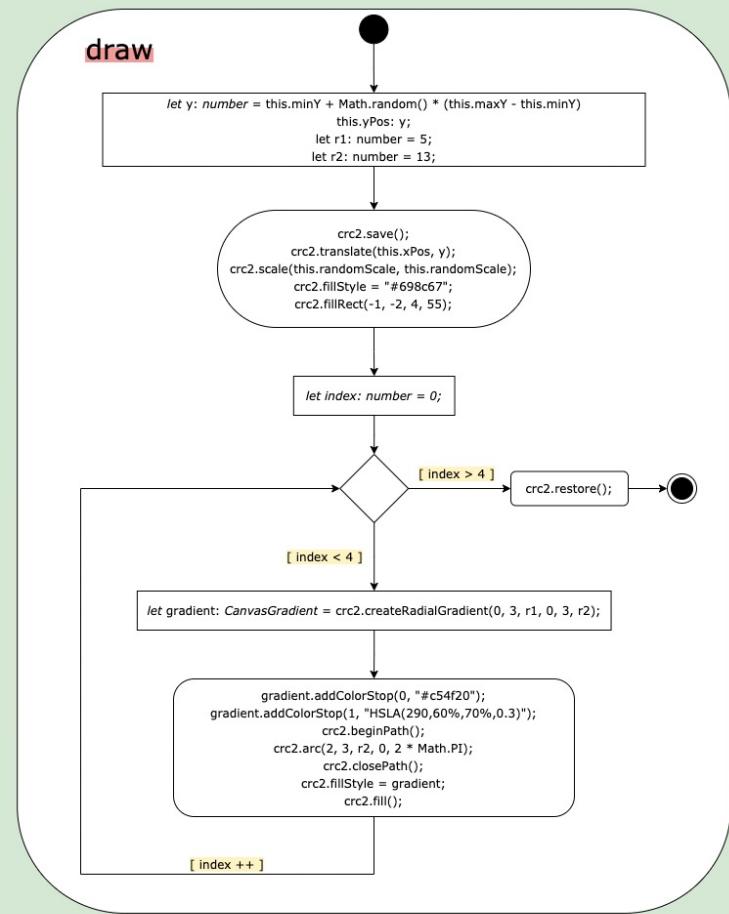
```
this.xPos = _xPos;  
this.minY = _minY;  
this.maxY = _maxY
```

```
this.draw();
```

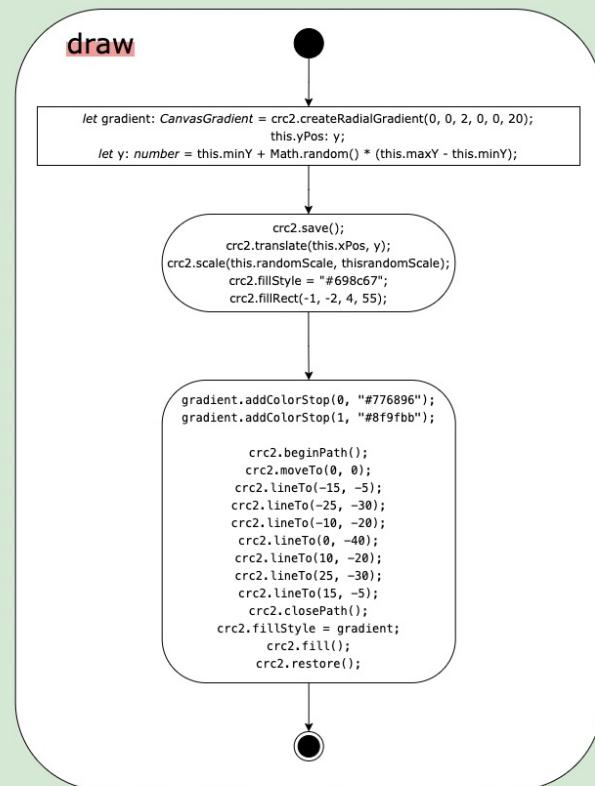
draw

updateNectar

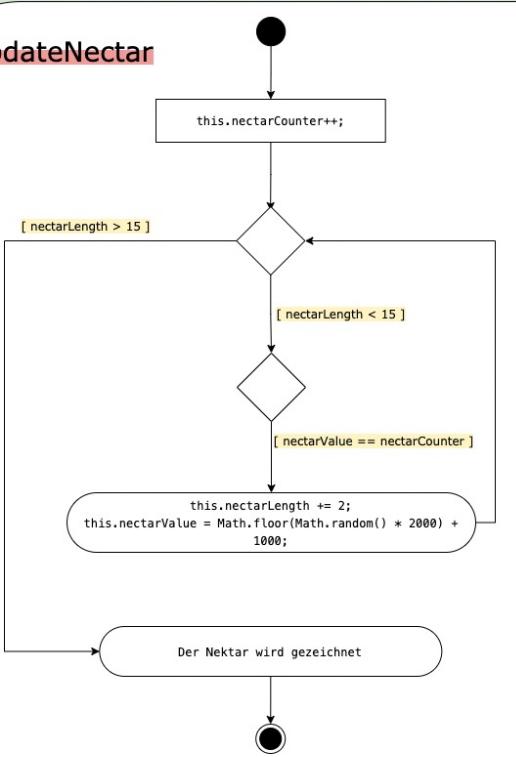
Activity Diagram: Tulip



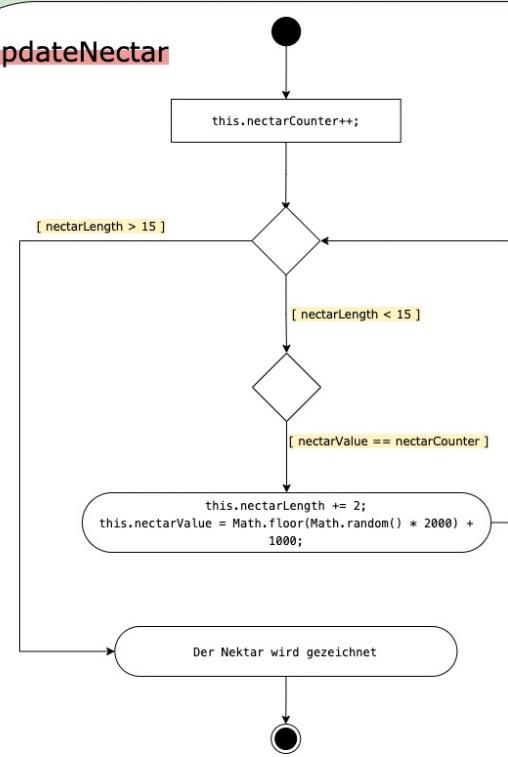
Activity Diagram: Dandelion



updateNectar



updateNectar



Activity Diagram: Bees

