

L09.2 _ Blumenwiese - Classes

Klassendiagramm Bees

Bees

```
+ posX: number;  
+ posY: number;  
+ speedX: number;  
+ speedyY: number;  
+ randomScale: number;  
+ randomNumber: number = Math.floor(Math.random() · 2000) + 1000;  
+ counter: number  
  
+ constructor (- posX: number, - posY: number, - speedX: number,  
- speedyY: number, - randomScale: number)  
+ draw();  
+ update();
```

L09.2 _ Blumenwiese . Classes

Klassendiagramm Clouds

Clouds

+ posX : number ;
+ posY : number ;
+ speedX : number ;
+ speedY : number ;

+ constructor (- posY : number , - posX : number)
+ draw () ;
+ update () ;

L09.2 _ Blumenwiese - Classes

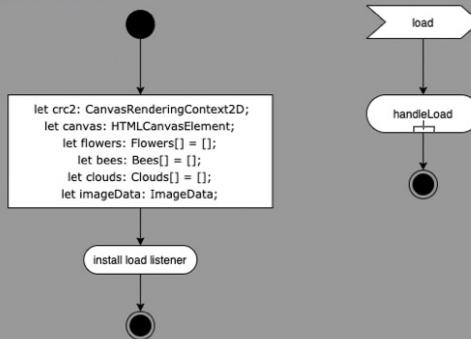
Klassendiagramm Flowers

Flowers

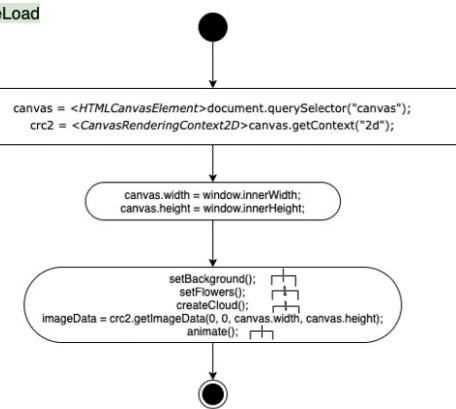
- + xPos : number ;
- + flowerType : number ;
- + minY : number ;
- + maxY : number

- + constructor (_flowerType : number , - xPos : number)
- + draw();

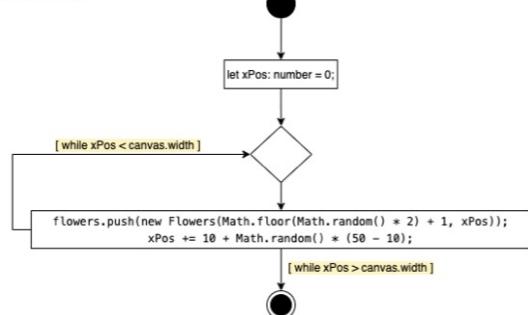
Activity Diagram: Main



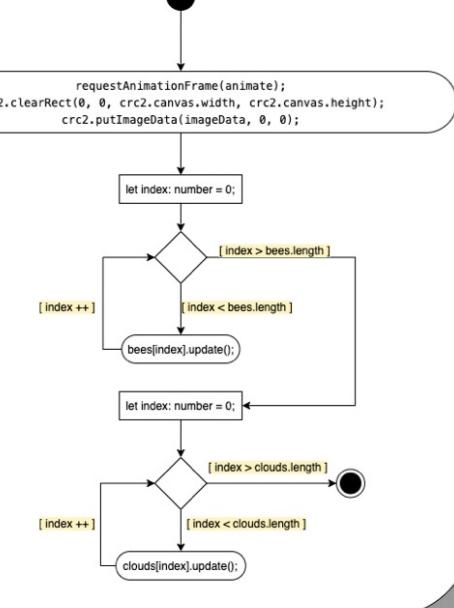
handleLoad



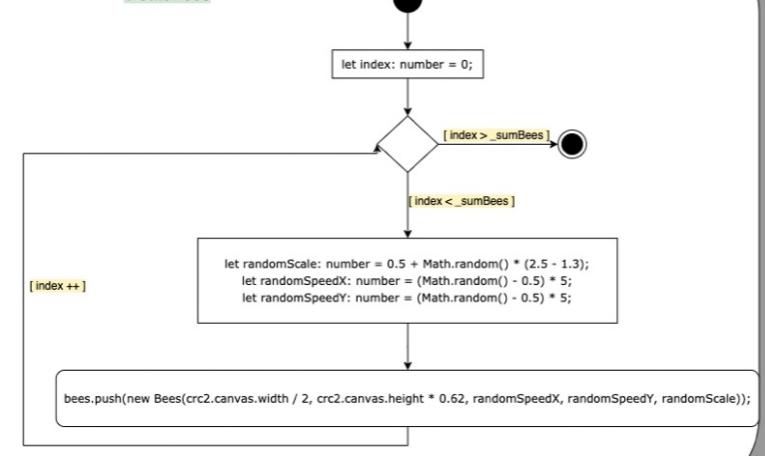
setFlowers



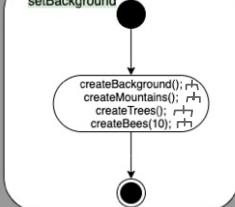
animate



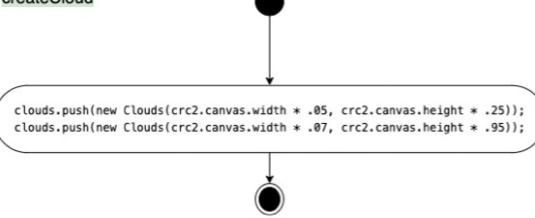
createBees



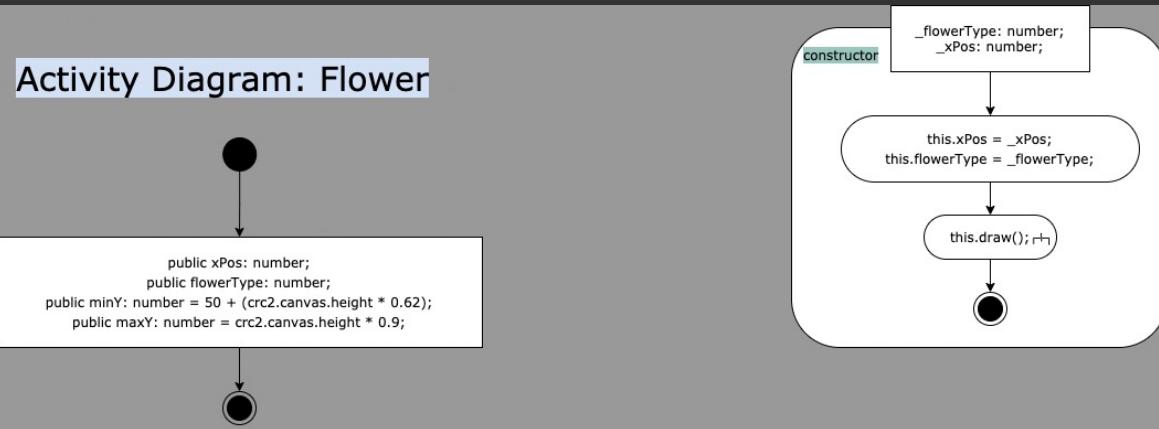
setBackground



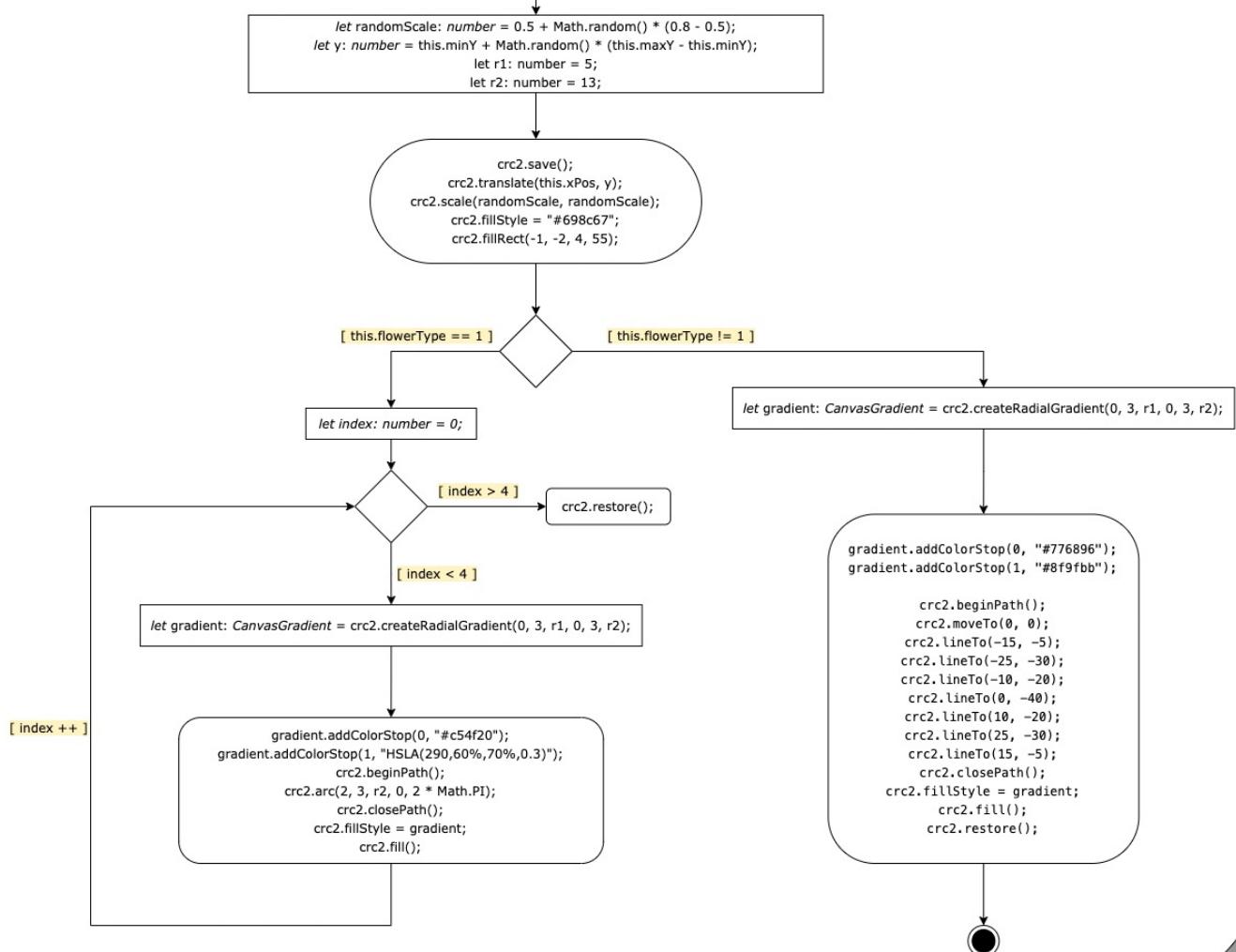
createCloud



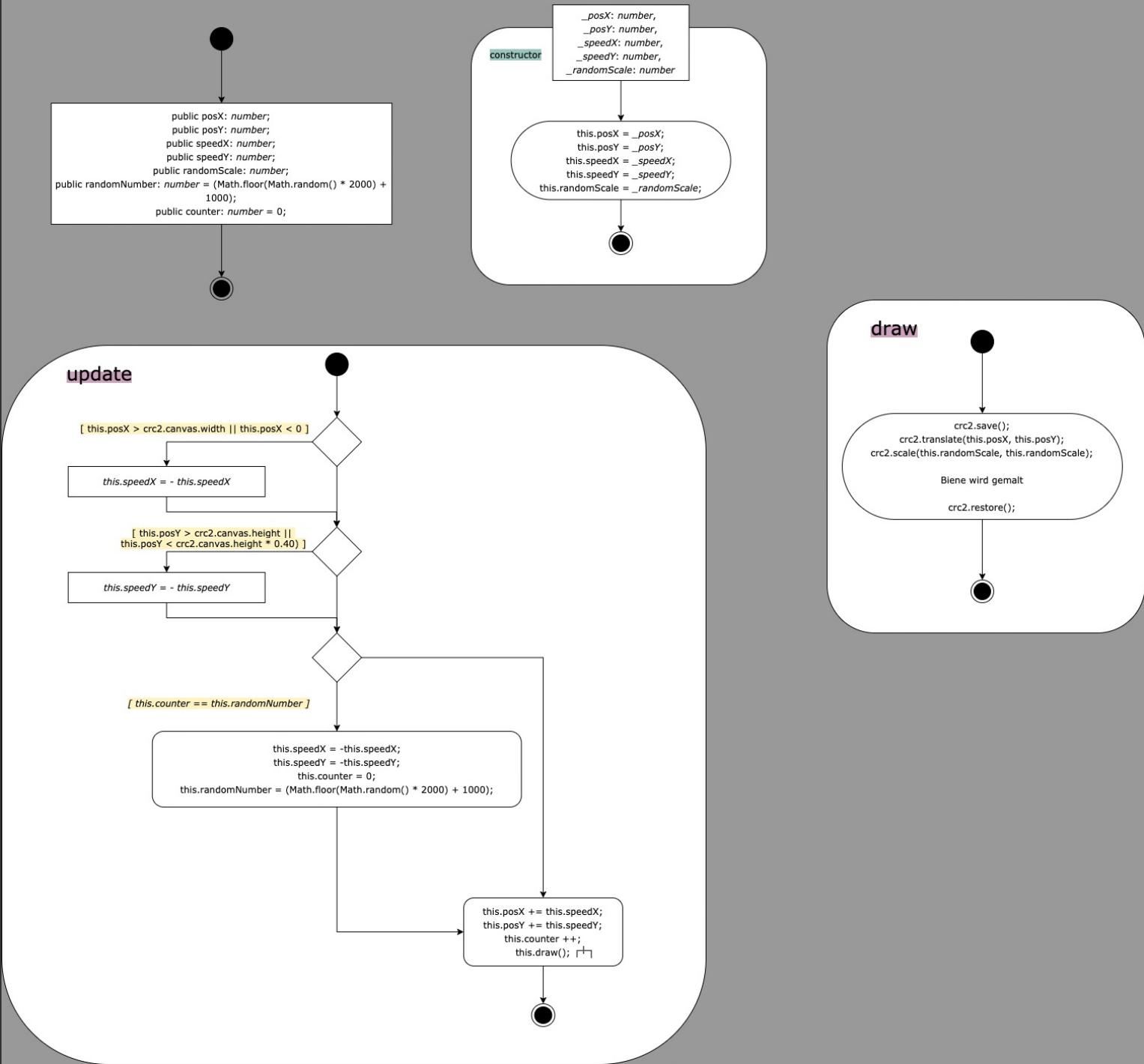
Activity Diagram: Flower



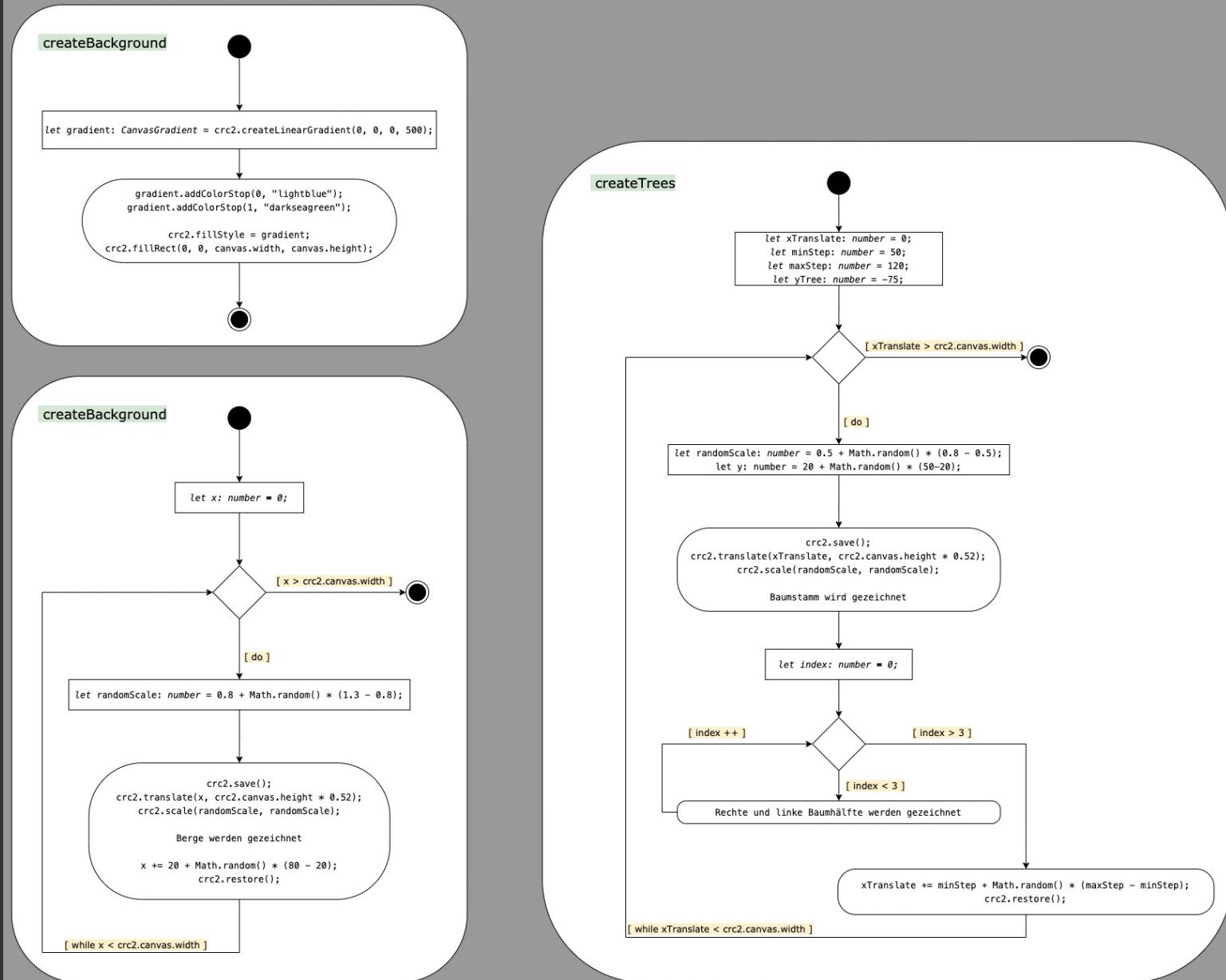
draw



Activity Diagram: Bees



Activity Diagram: Settings



Activity Diagram: Clouds

