

# L11.1 – Blumenwiese Advanced

## Klassendiagramm Flower

### Flower

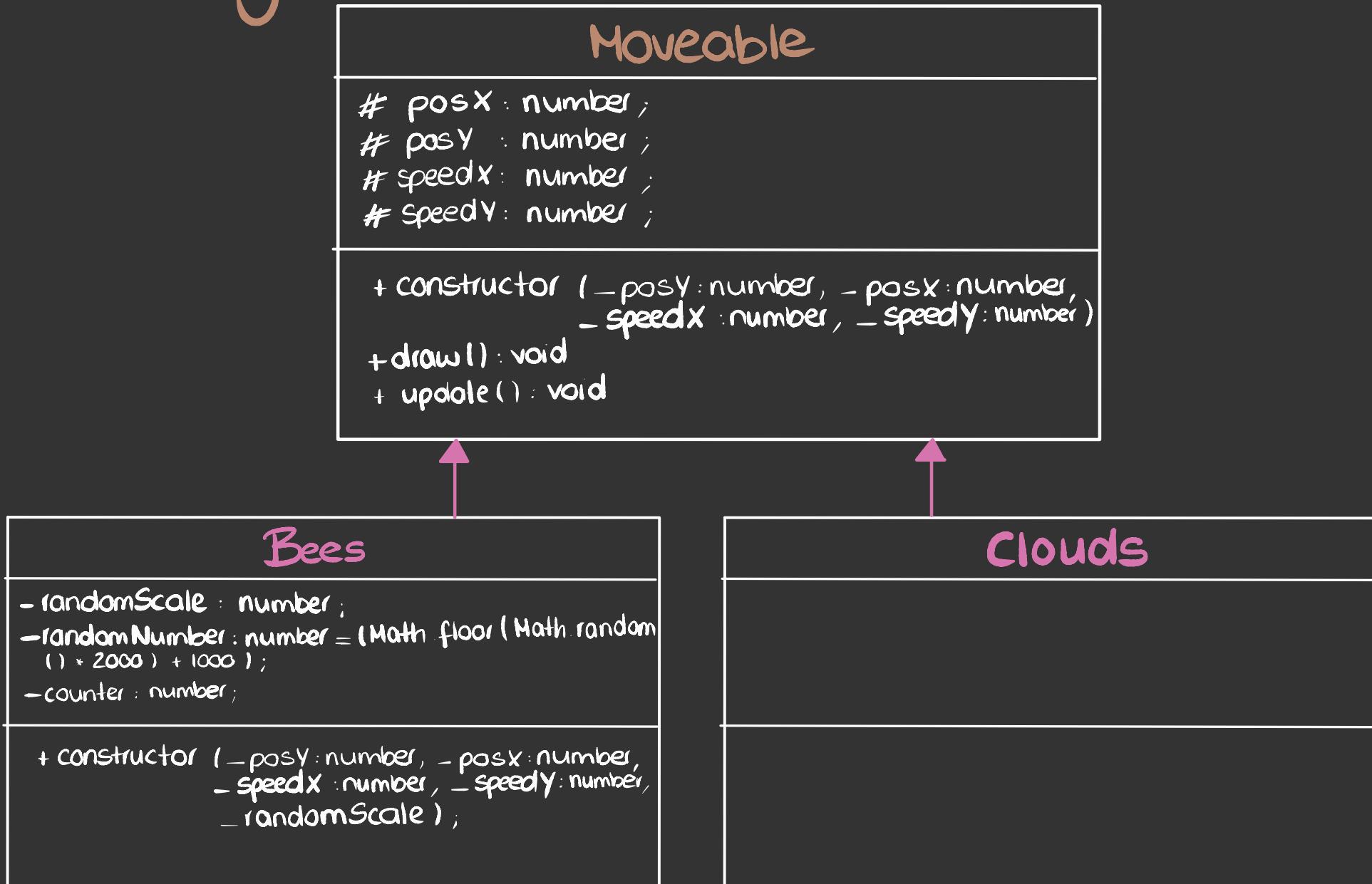
```
# xpos: number;  
# minY: number;  
# maxY: number;  
# nectarValue: number = Math.floor(Math.random() * 2000) + 1000;  
# nectarCounter: number;  
# yPos: number;  
# randomScale: number = 0.5 + Math.random() * (0.8 - 0.5);  
# nectarLength: number = 3;
```

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

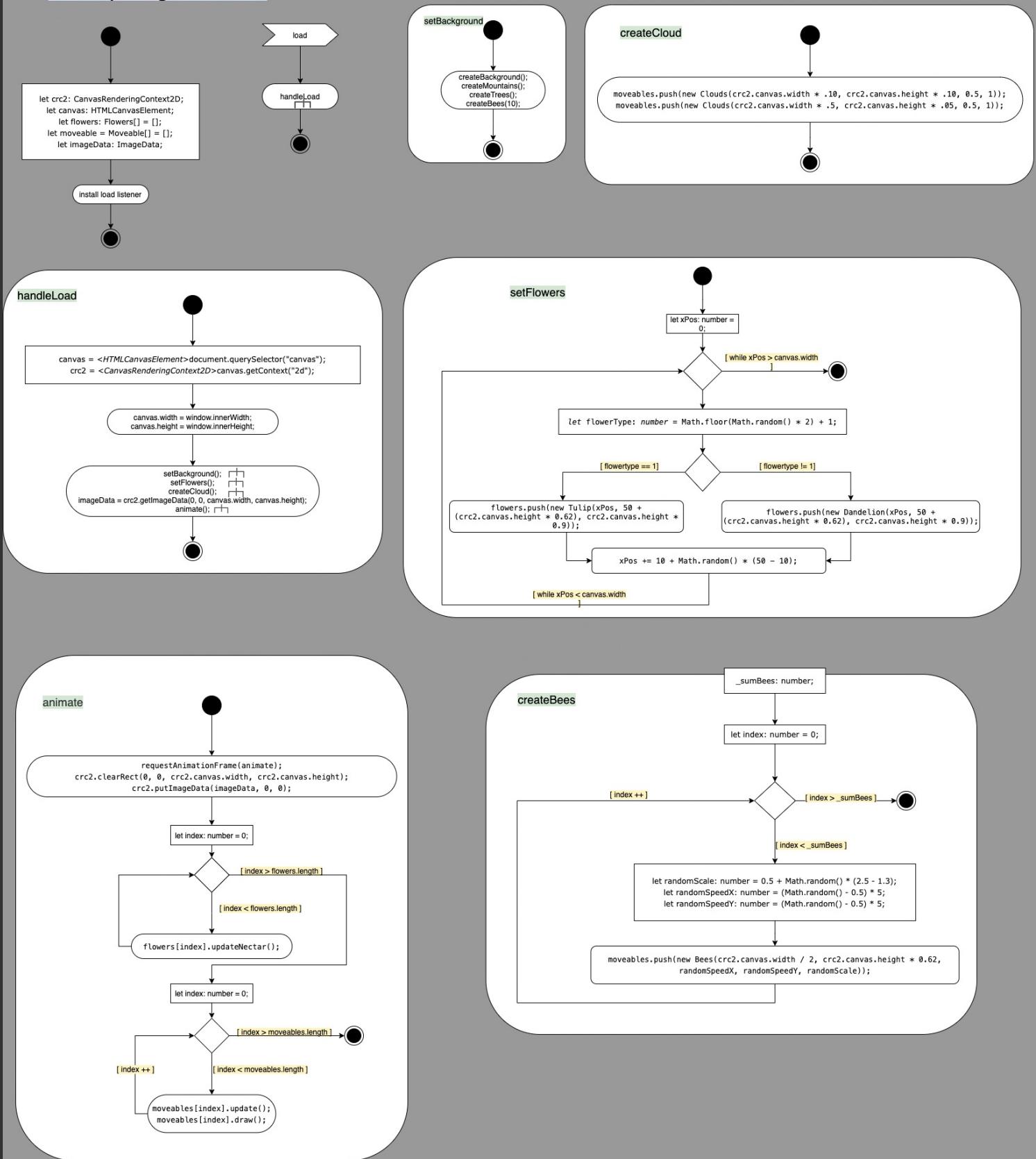


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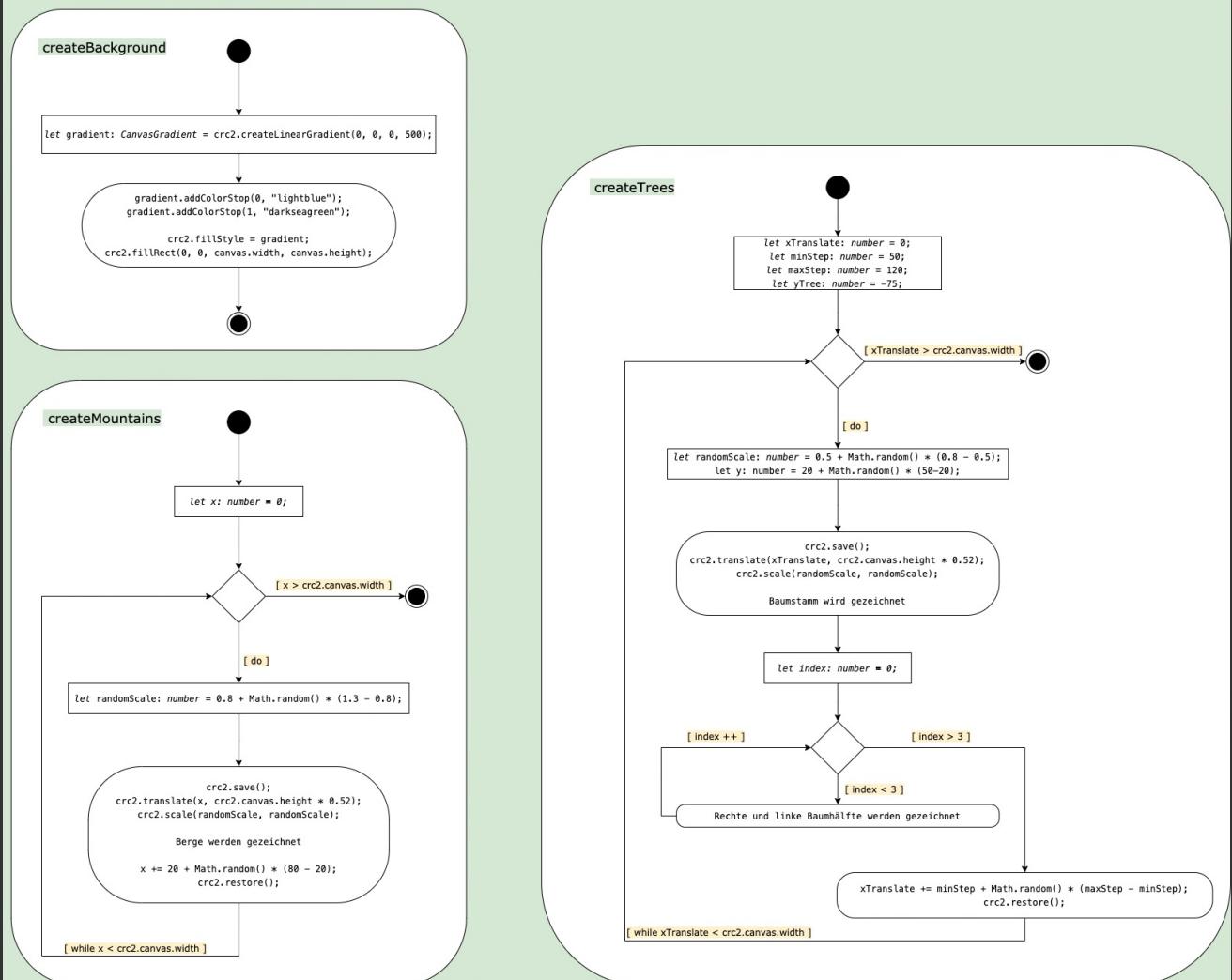
## Klassendiagramm Moveable



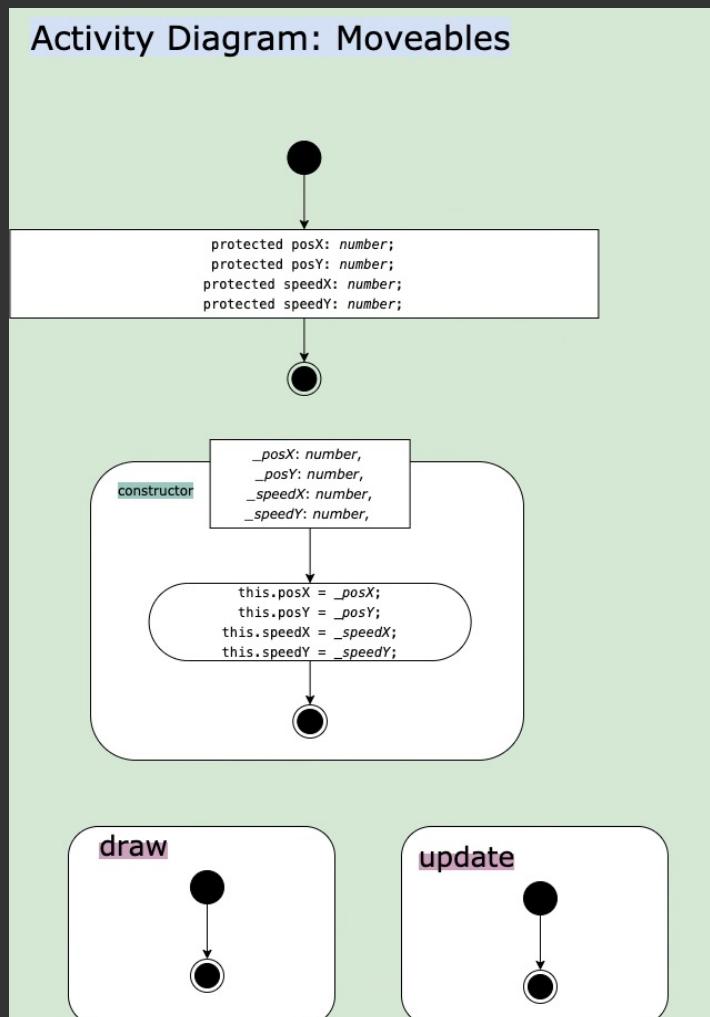
## Activity Diagram: Main



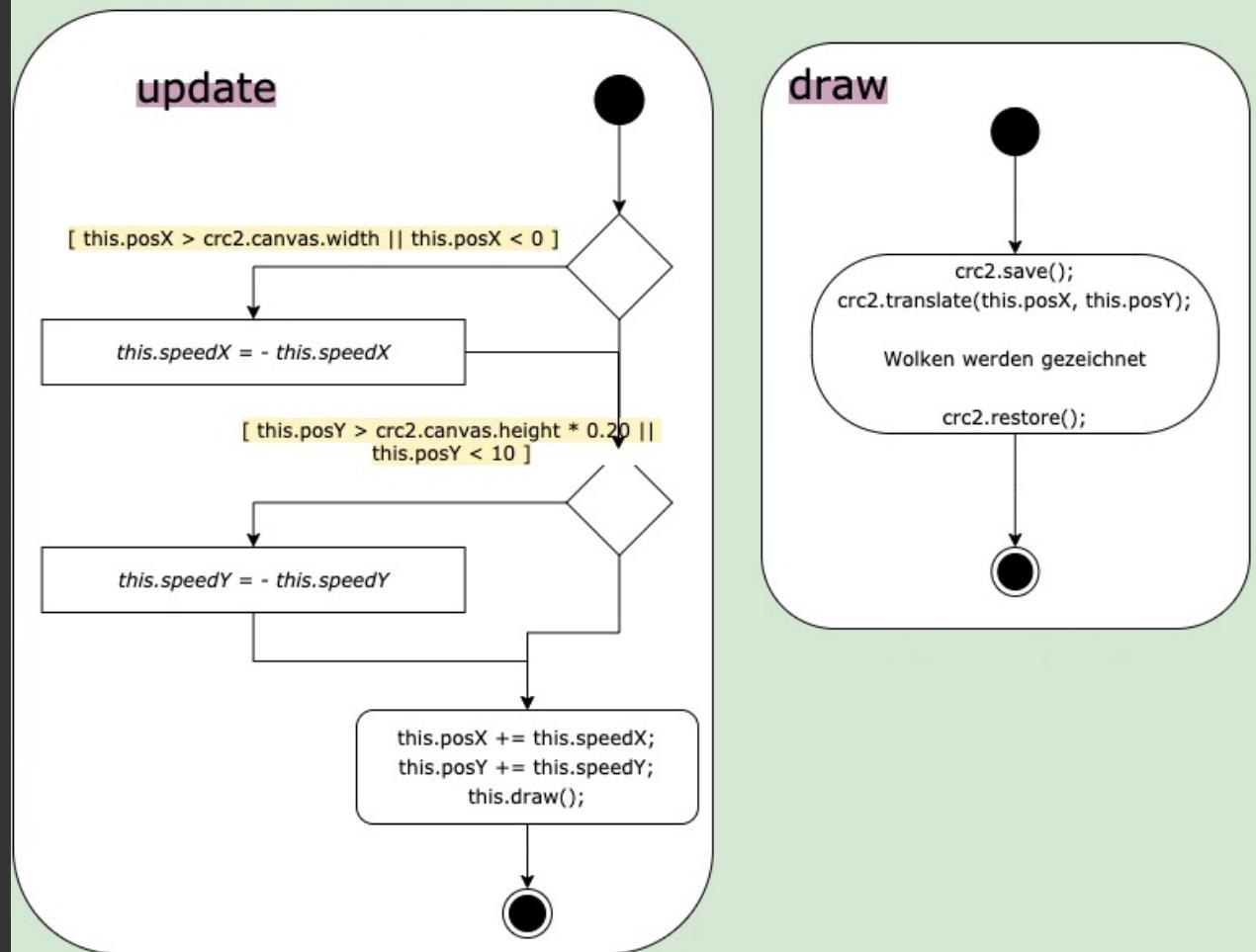
## Activity Diagram: Settings



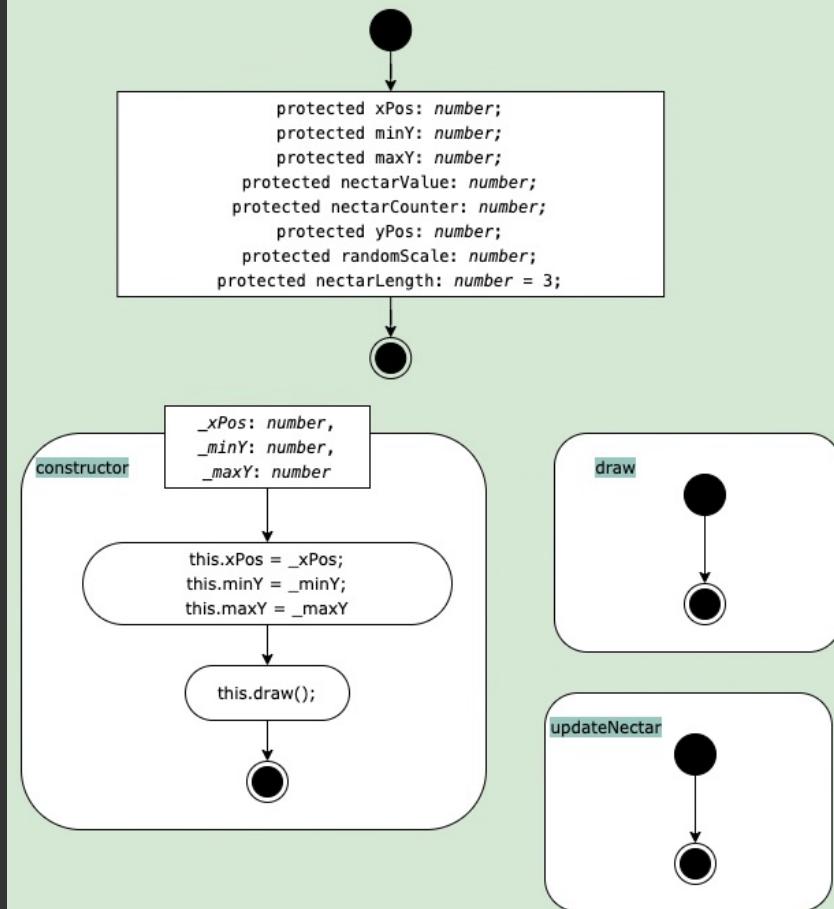
## Activity Diagram: Moveables



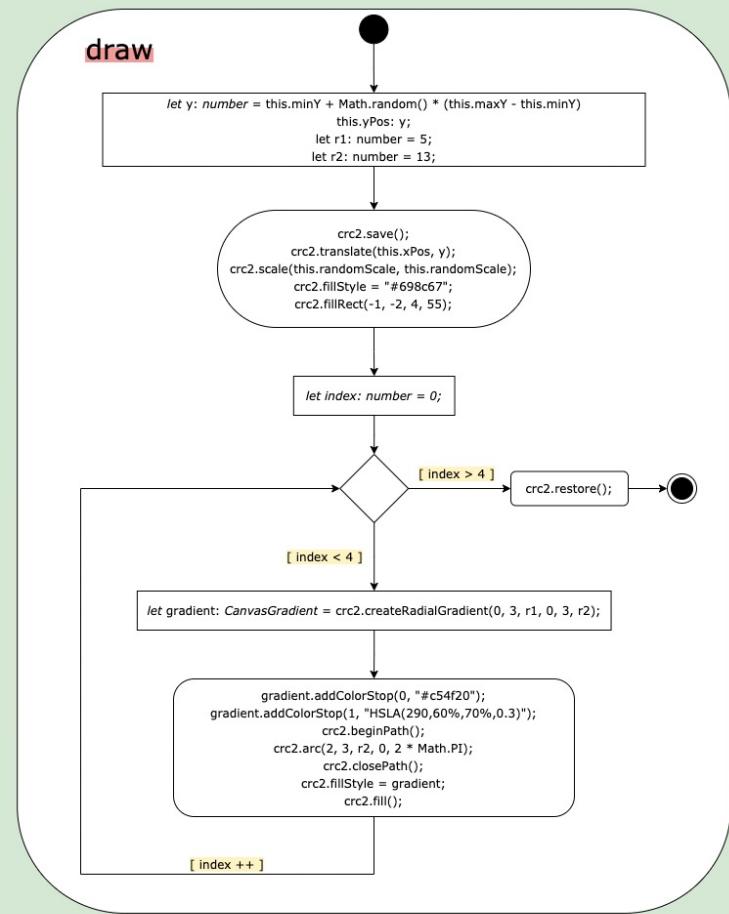
# Activity Diagram: Clouds



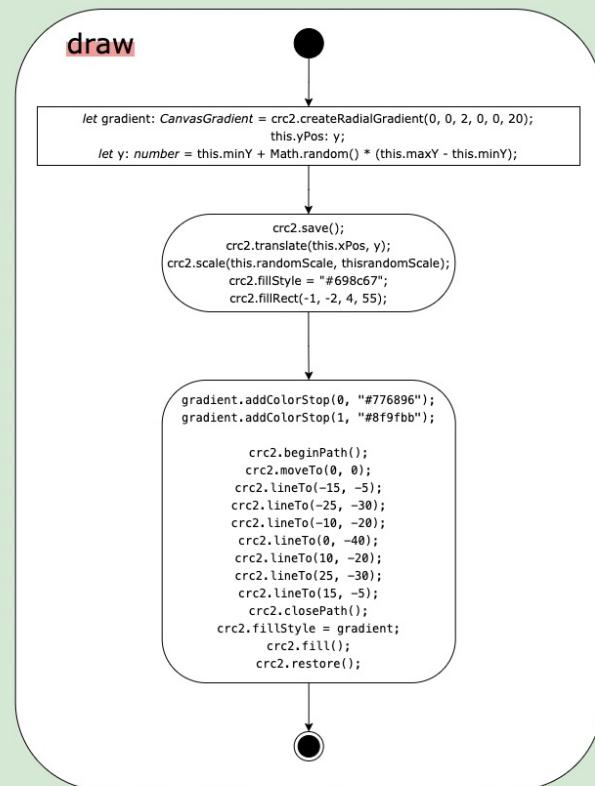
# Activity Diagram: Flowers



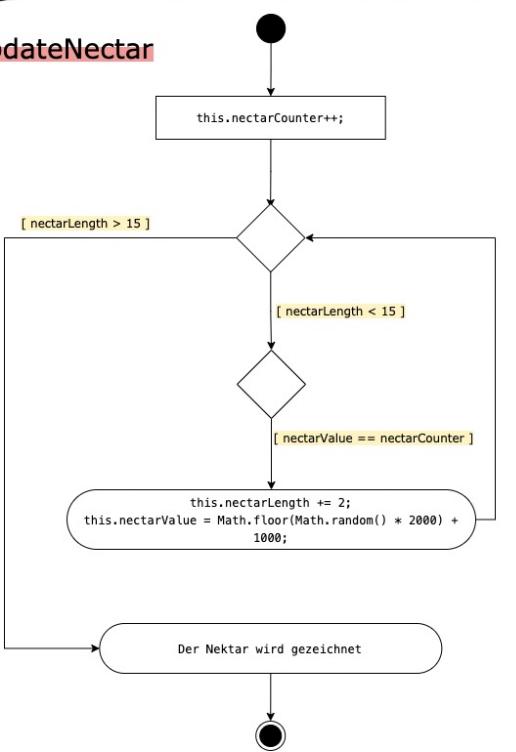
## Activity Diagram: Tulip



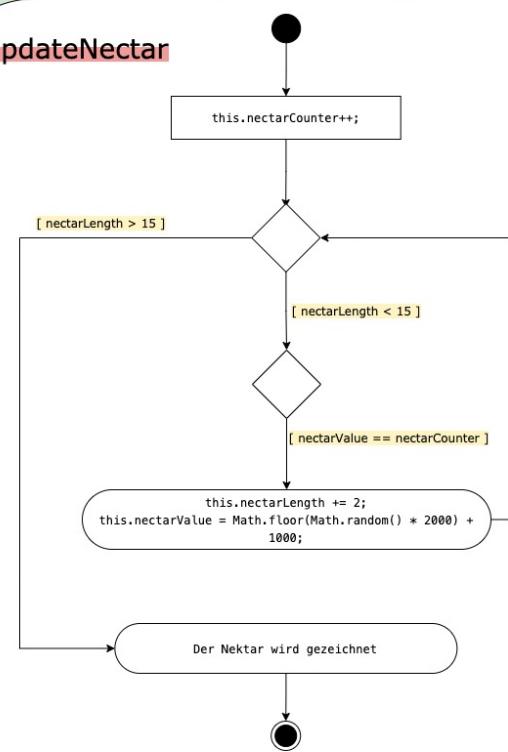
## Activity Diagram: Dandelion



## updateNectar



## updateNectar



## Activity Diagram: Bees

