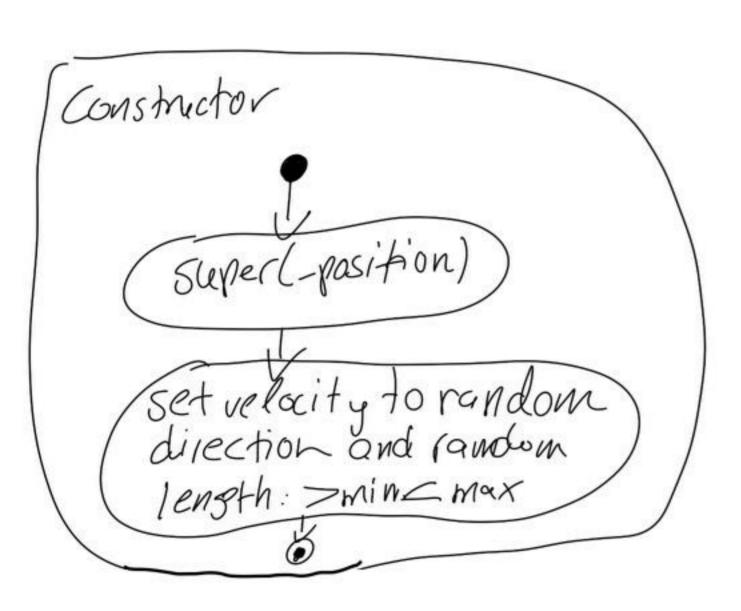
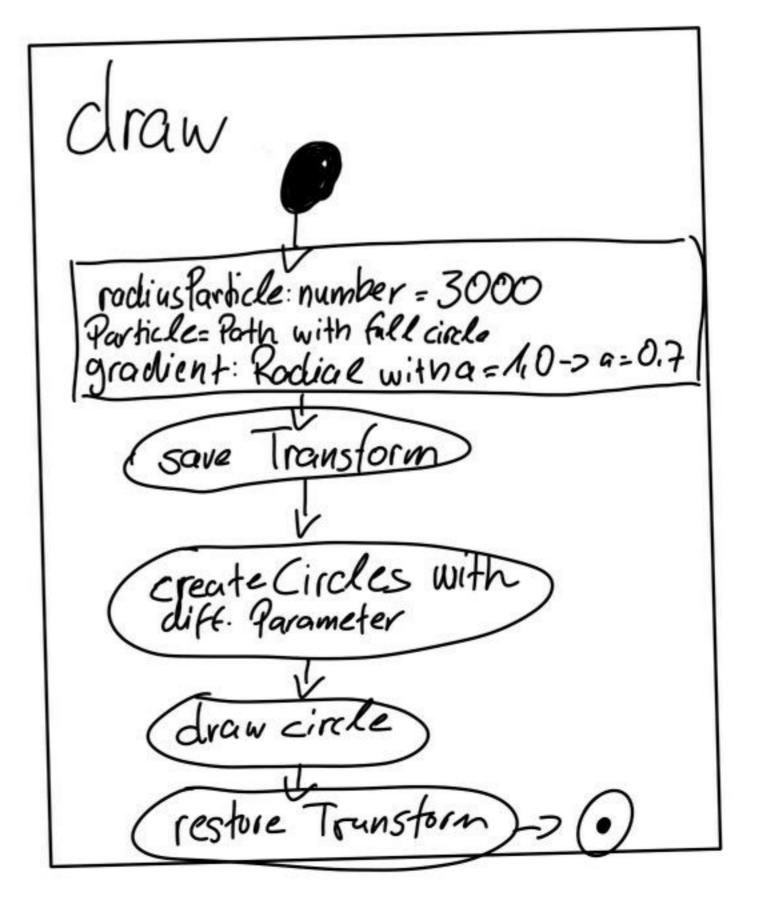
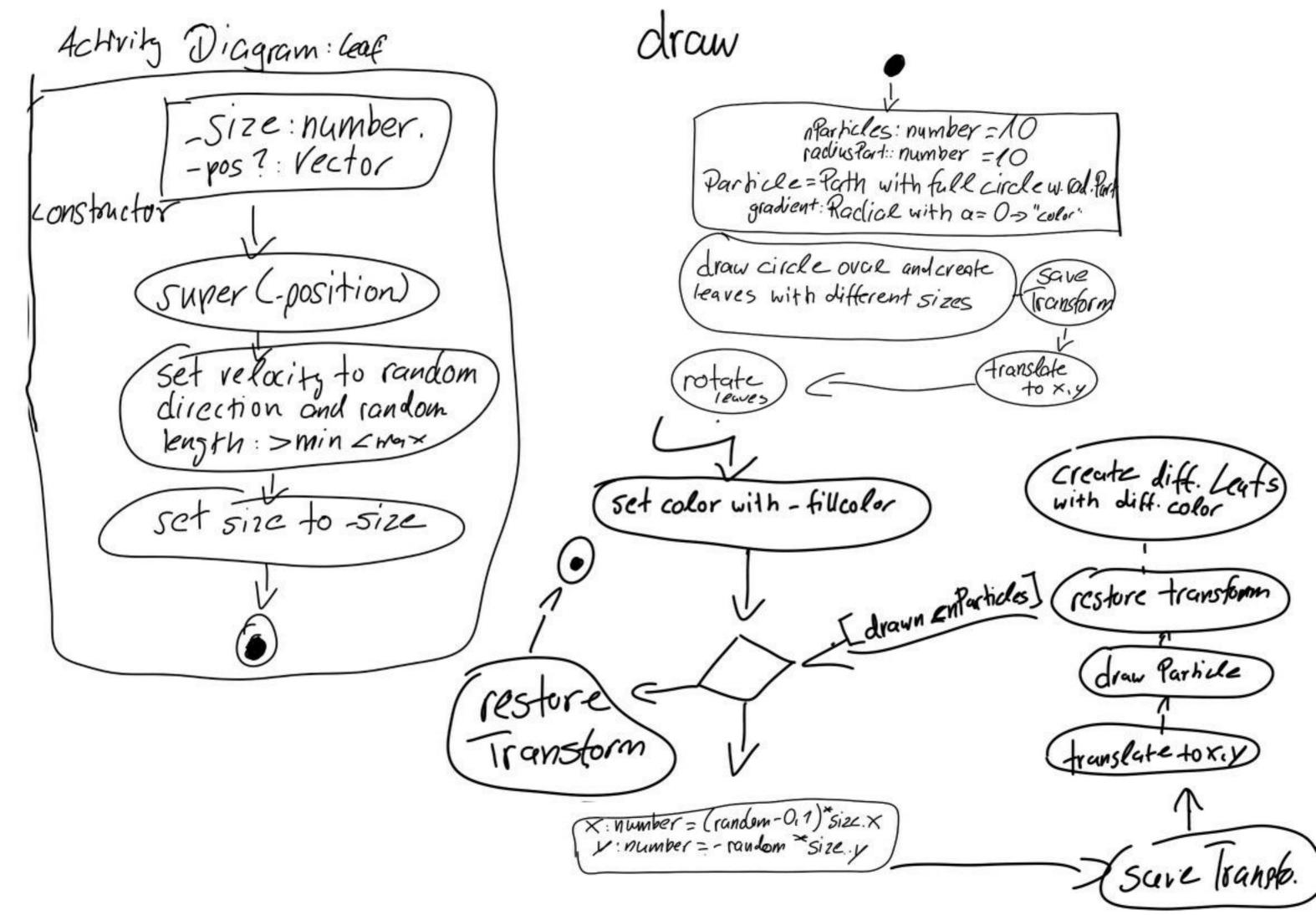
Activity Diagram: Moveable -position: Vector, -velo : Vector timeslice: number more constructor add relocity -timeslice to position -position to x pos. component beauvas dinensia Gracition component20 add canyas-Subtract canvas dimension to dimension from araw component component

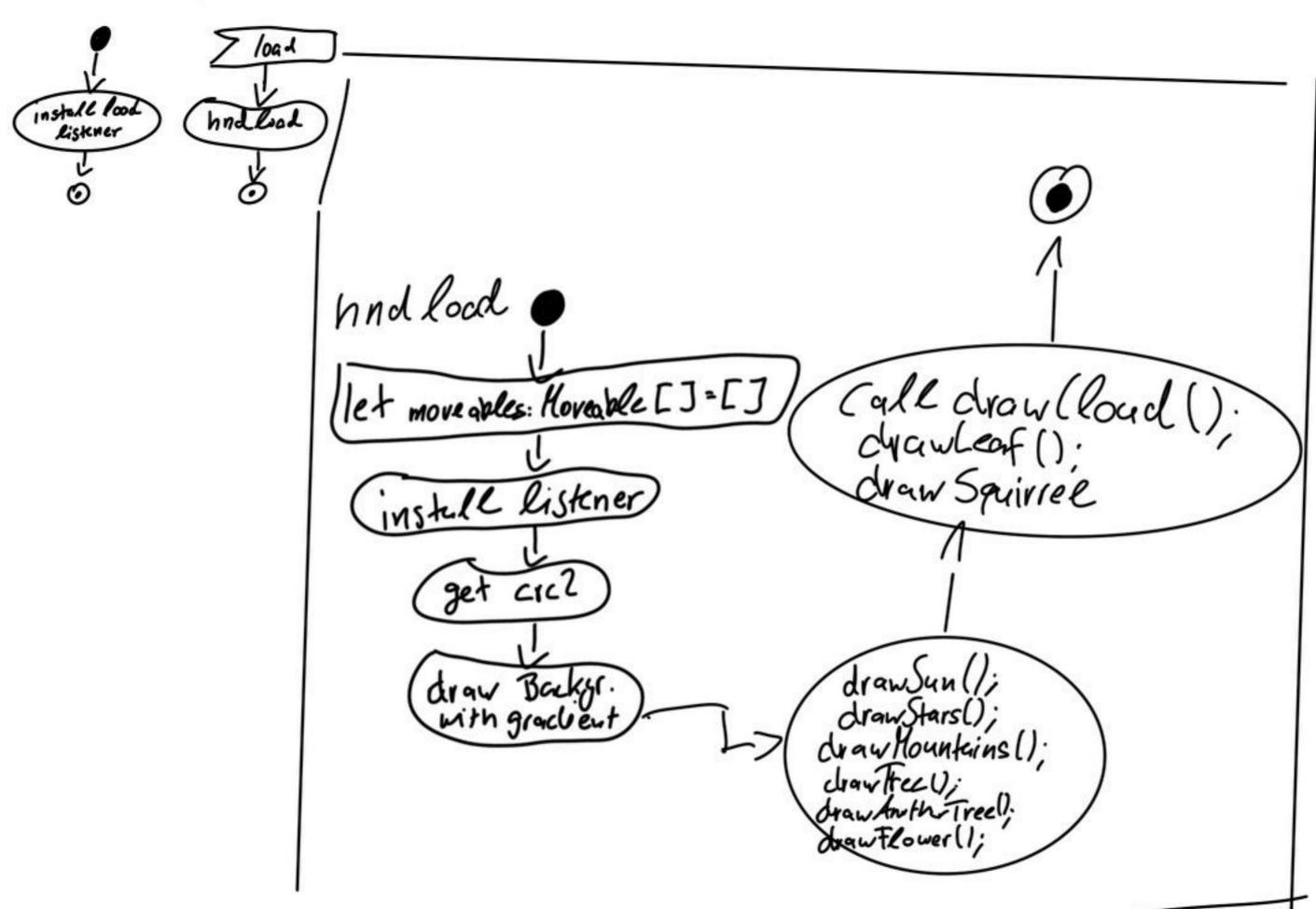
Activity Diagram: Cloud

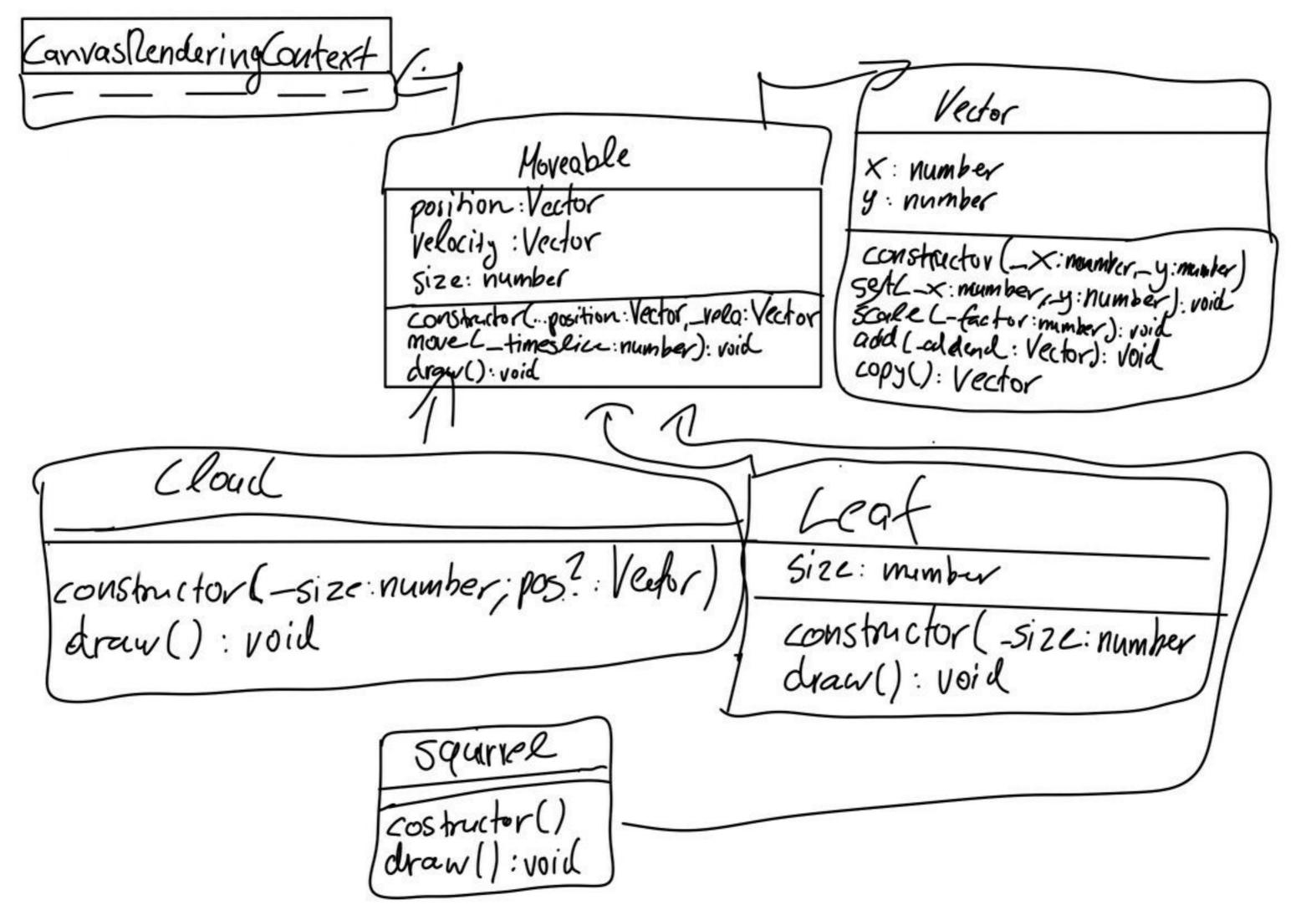






Achivity Diagram: Squirrel draw Constructor Save transform super (-position) set color with fillstyle) draw circles Set relocity to random CICATE par + set color lensth: Dminemax Sct X, y for ear chaw ear (restore Fransform and set color to black set xiy foreye and draw eye + mouth) Activity Diagram: Main





11.1 Gold Herbst -Size: number Constructor Super (position, velocity set relocity to random direction and random leagth spin cmax

draw begin path let nParticles: mumber let particle: Path 20 let goodient: concas Gradient Ochill ar gavent Sinstyle with goodient Frankle to xiy serve x: number = (varden - U. (1 this size) y: number = sandam + this size Franslate to xiy) -> (Save transfirm) - & draw particle

draw 11.1 Gold Hobst - SIZE: Number Constructor Super Epssition - velocity Set relocity to random radius Particle. number direction and random garticle: Patt 2D gradient: Com as Gradient leugth >min cmax close goth Partile. and add color ster to gradient Save transform resoure Sill with proclient) xy 2×9ath. Pi