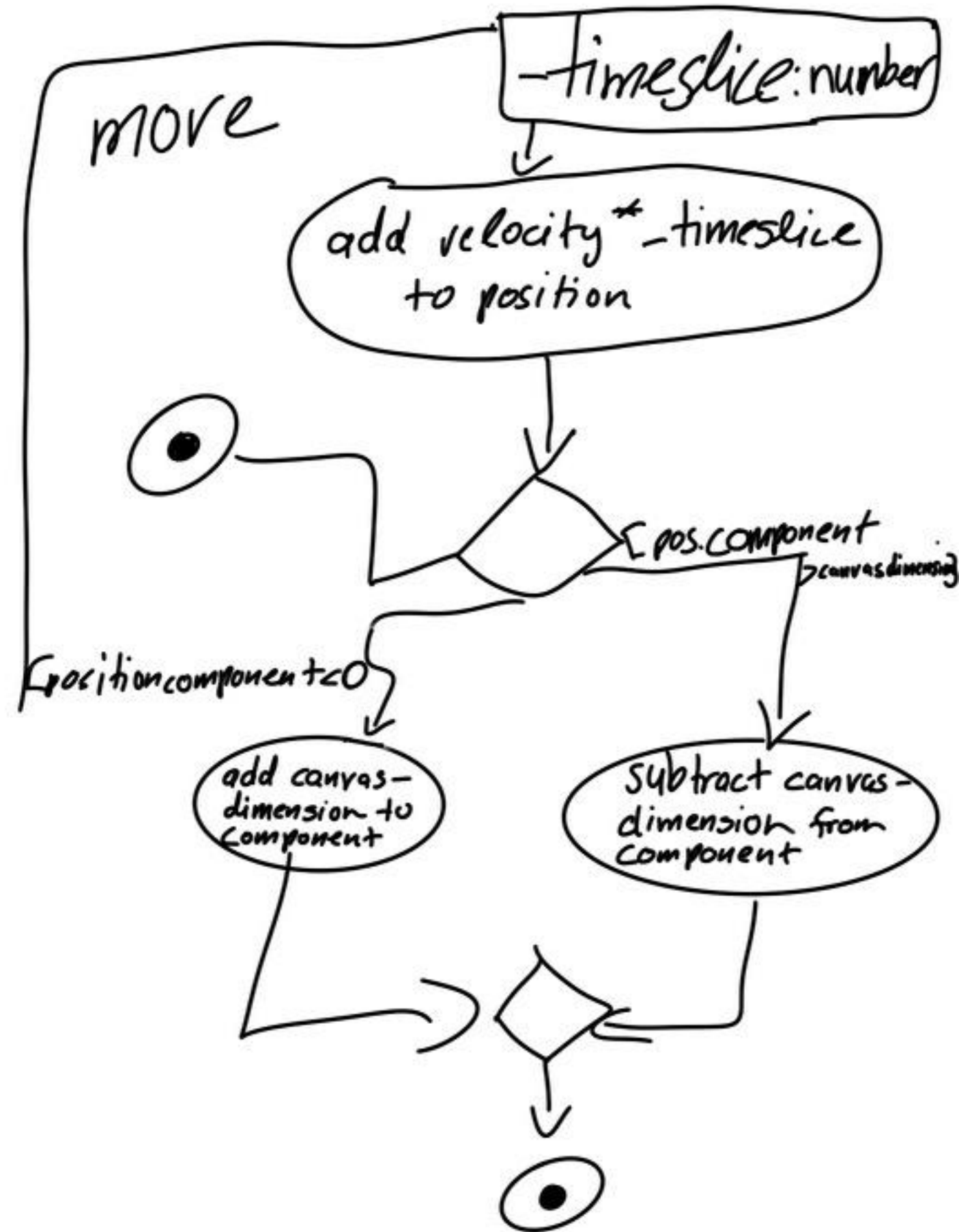
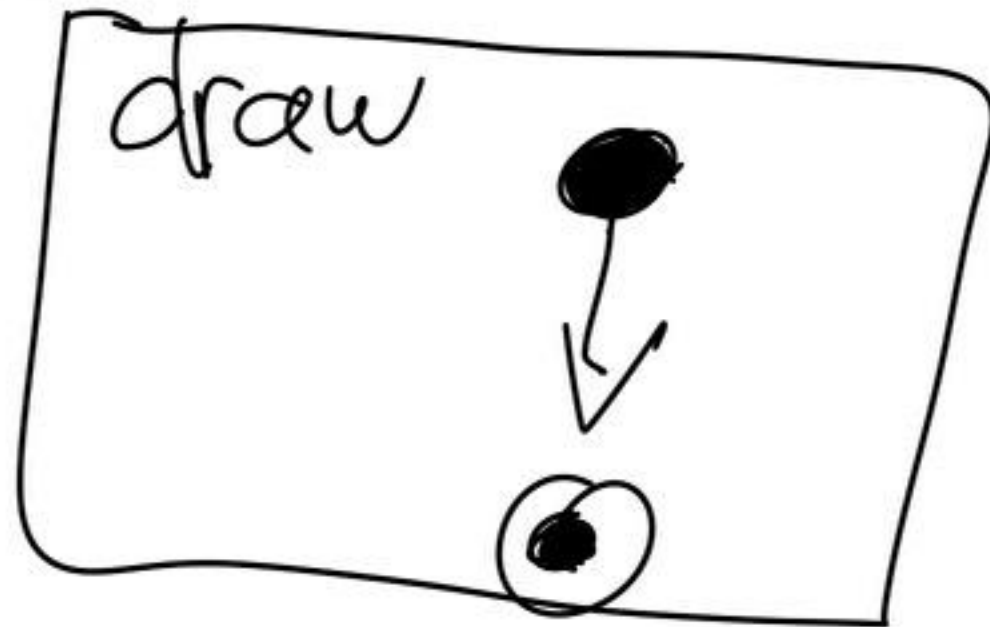
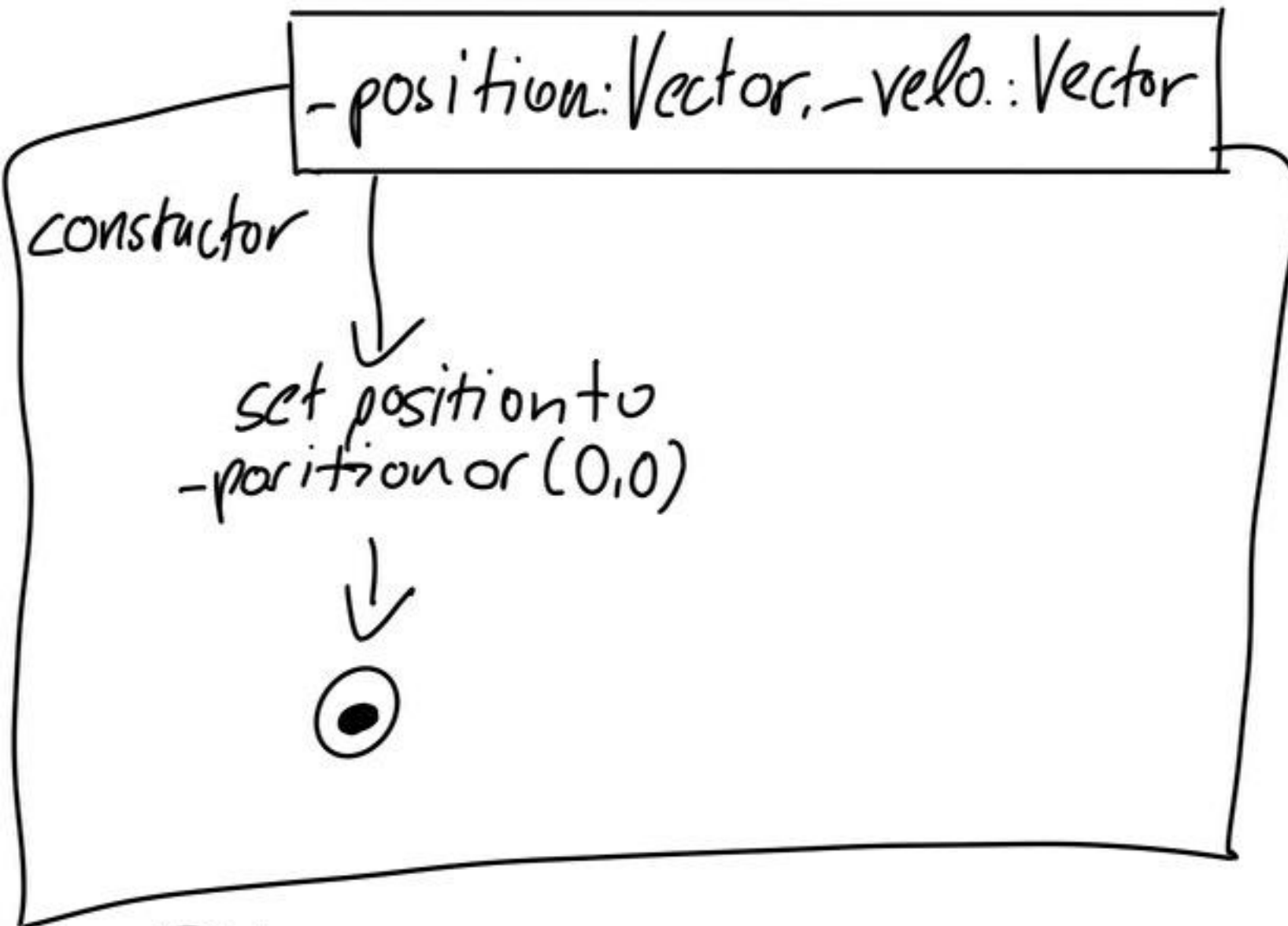
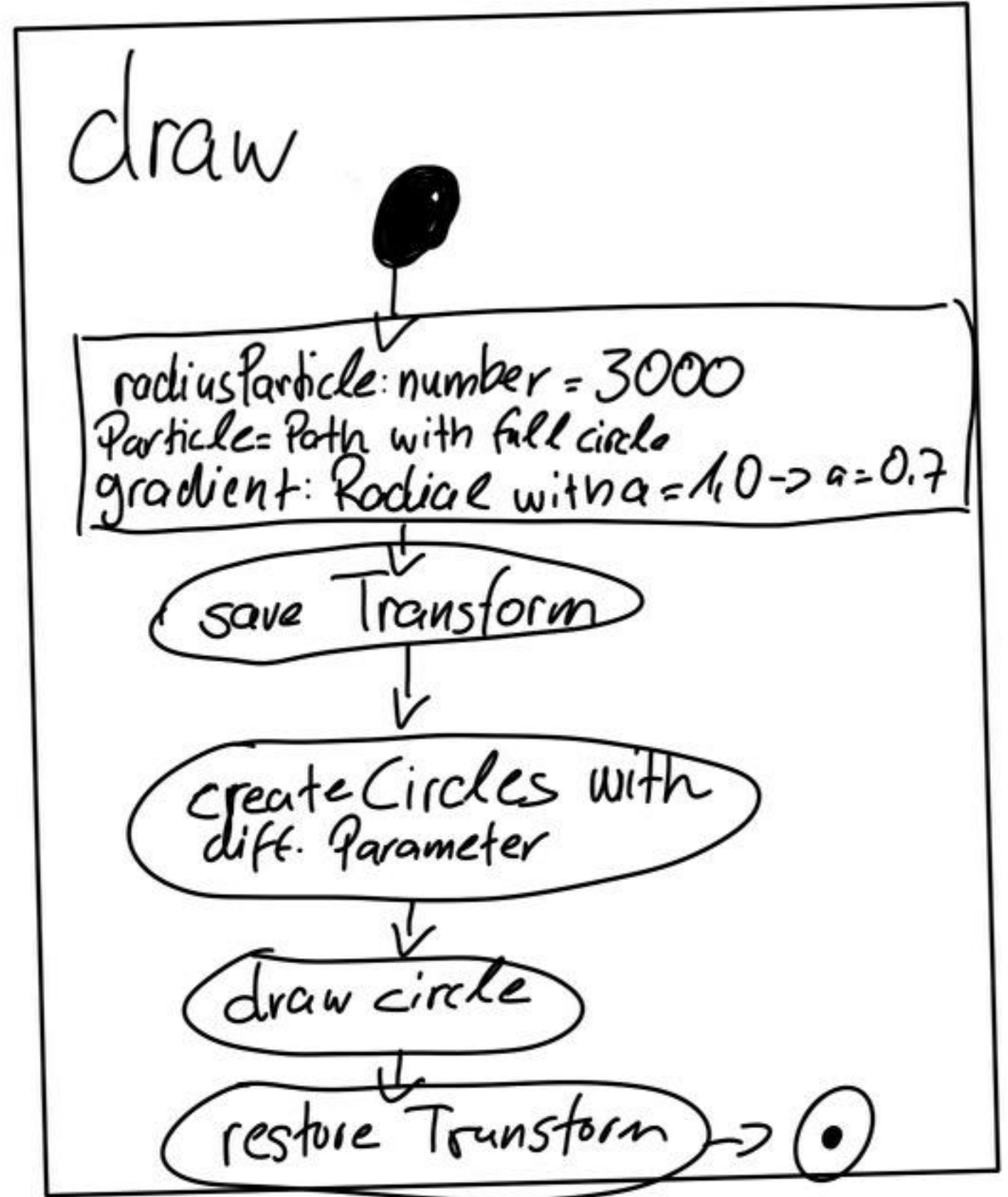
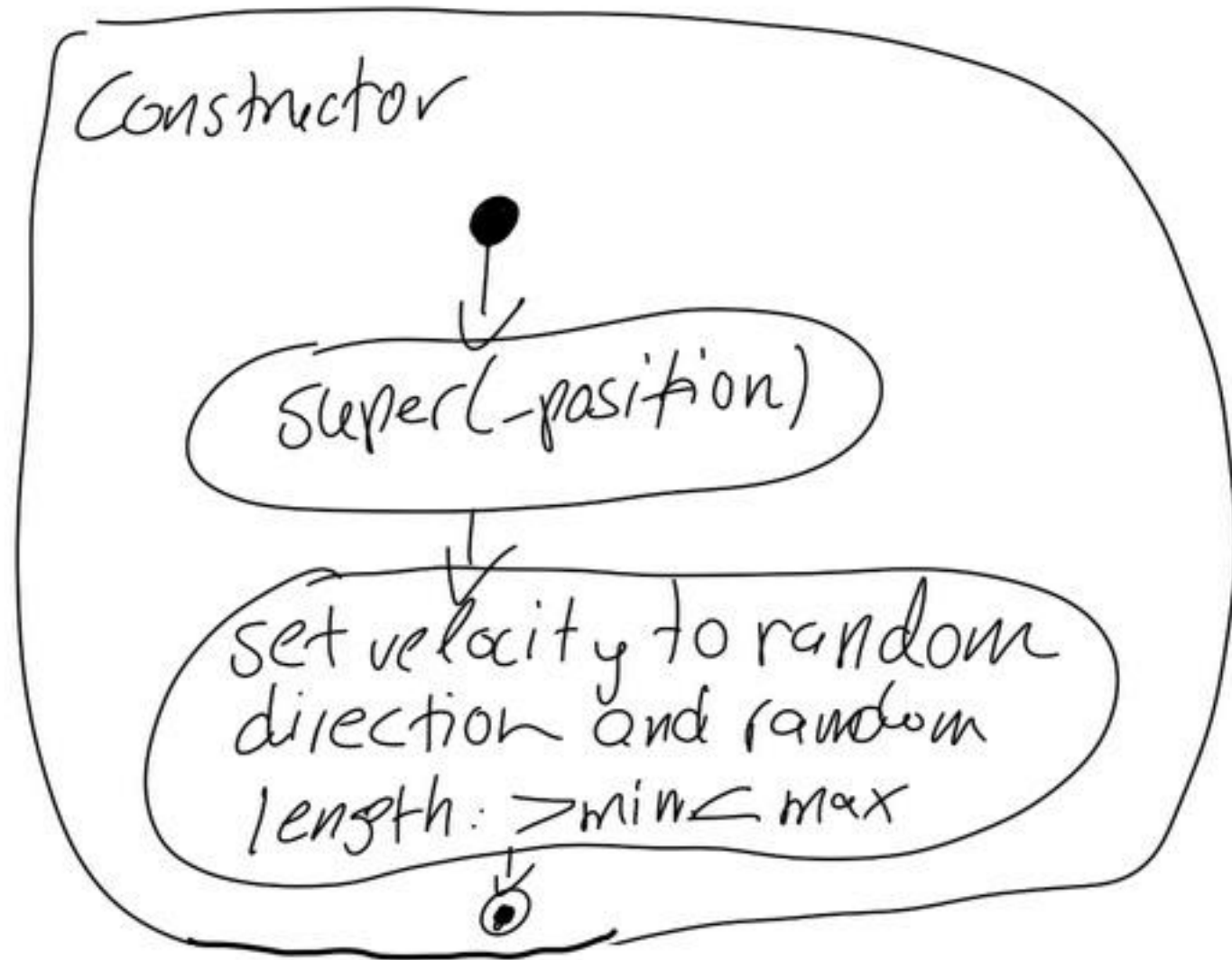


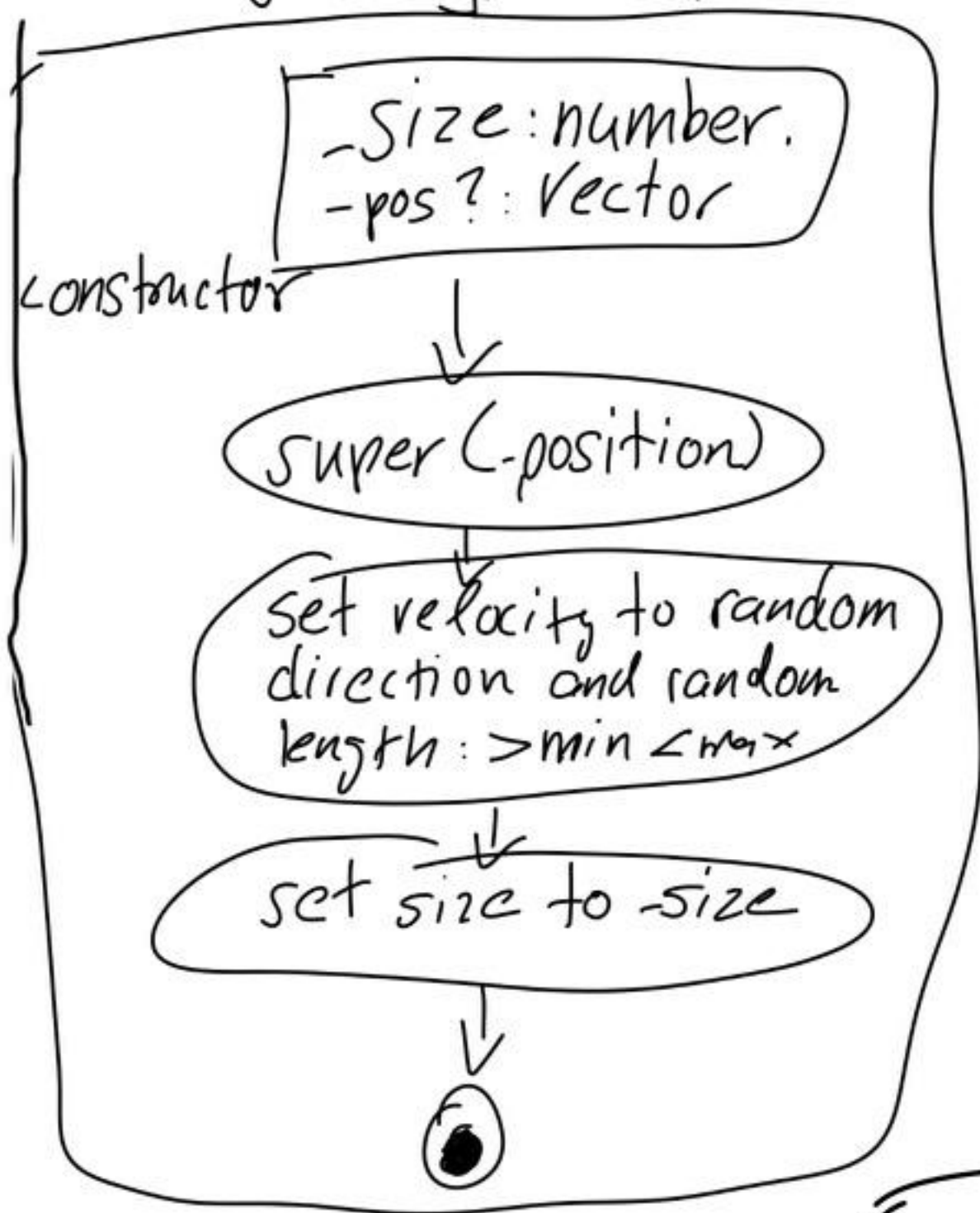
# Activity Diagram: Moveable



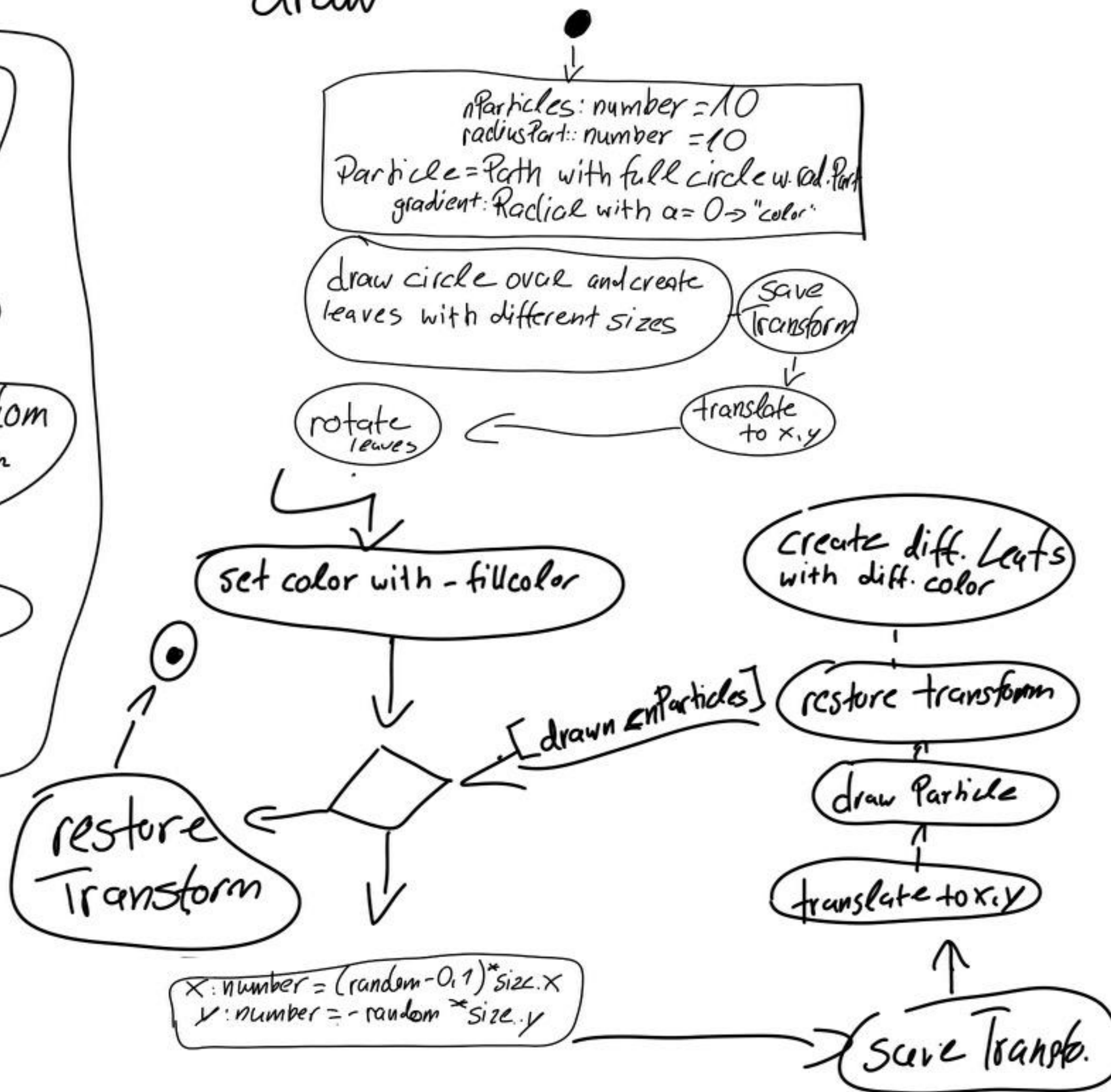
# Activity Diagram: Cloud



# Activity Diagram: Leaf

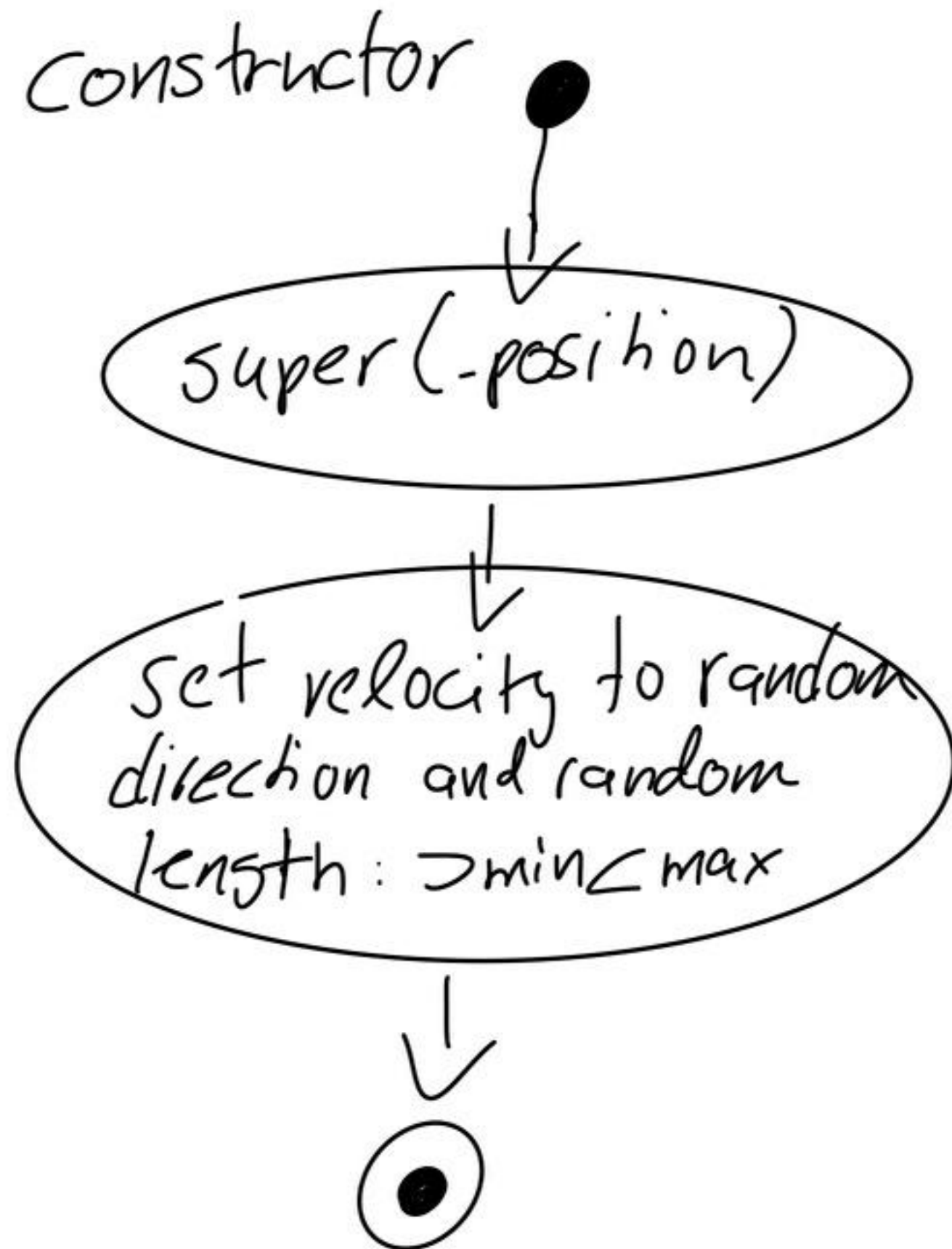


# draw

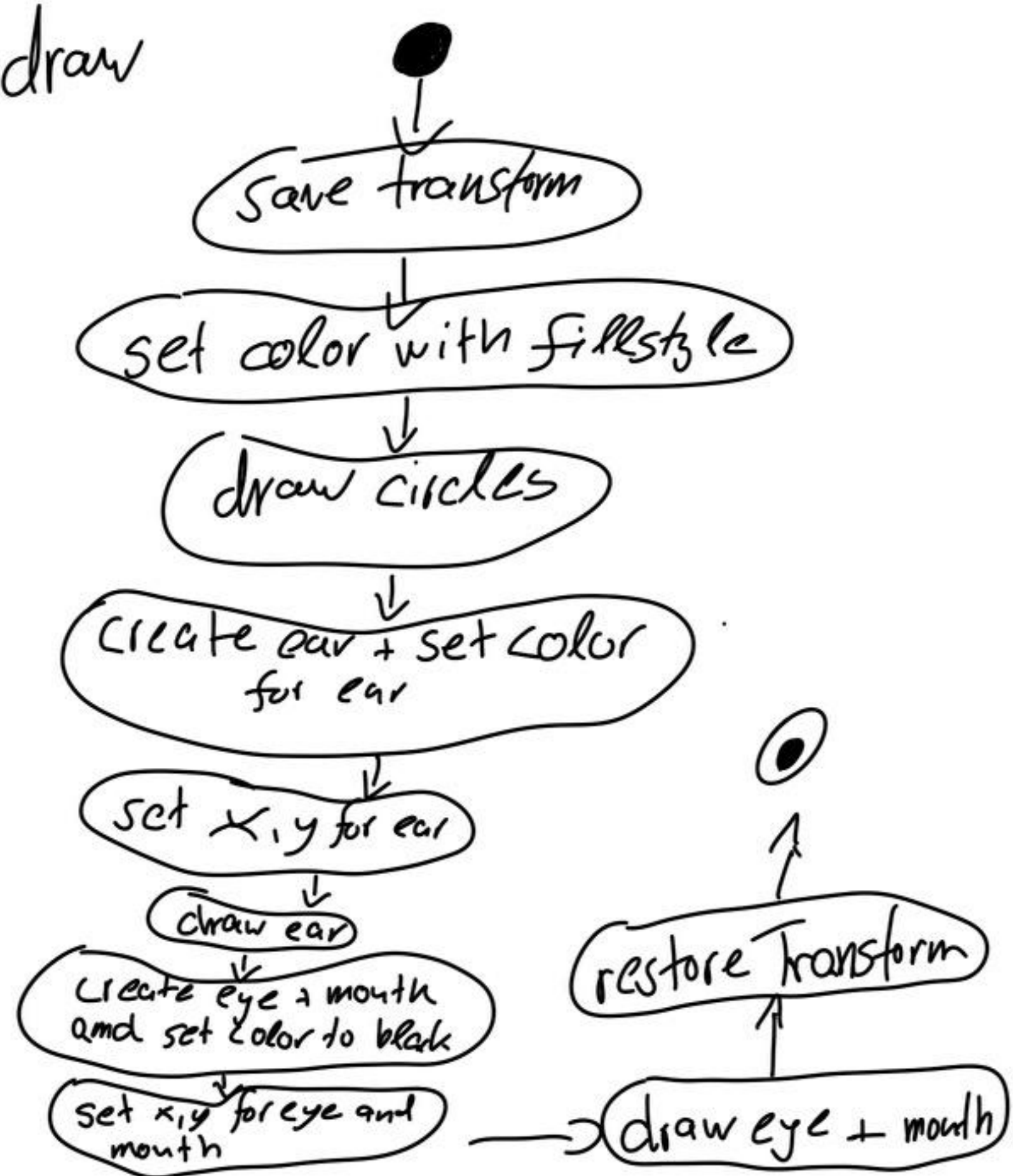


# Activity Diagram: Squirrel

constructor

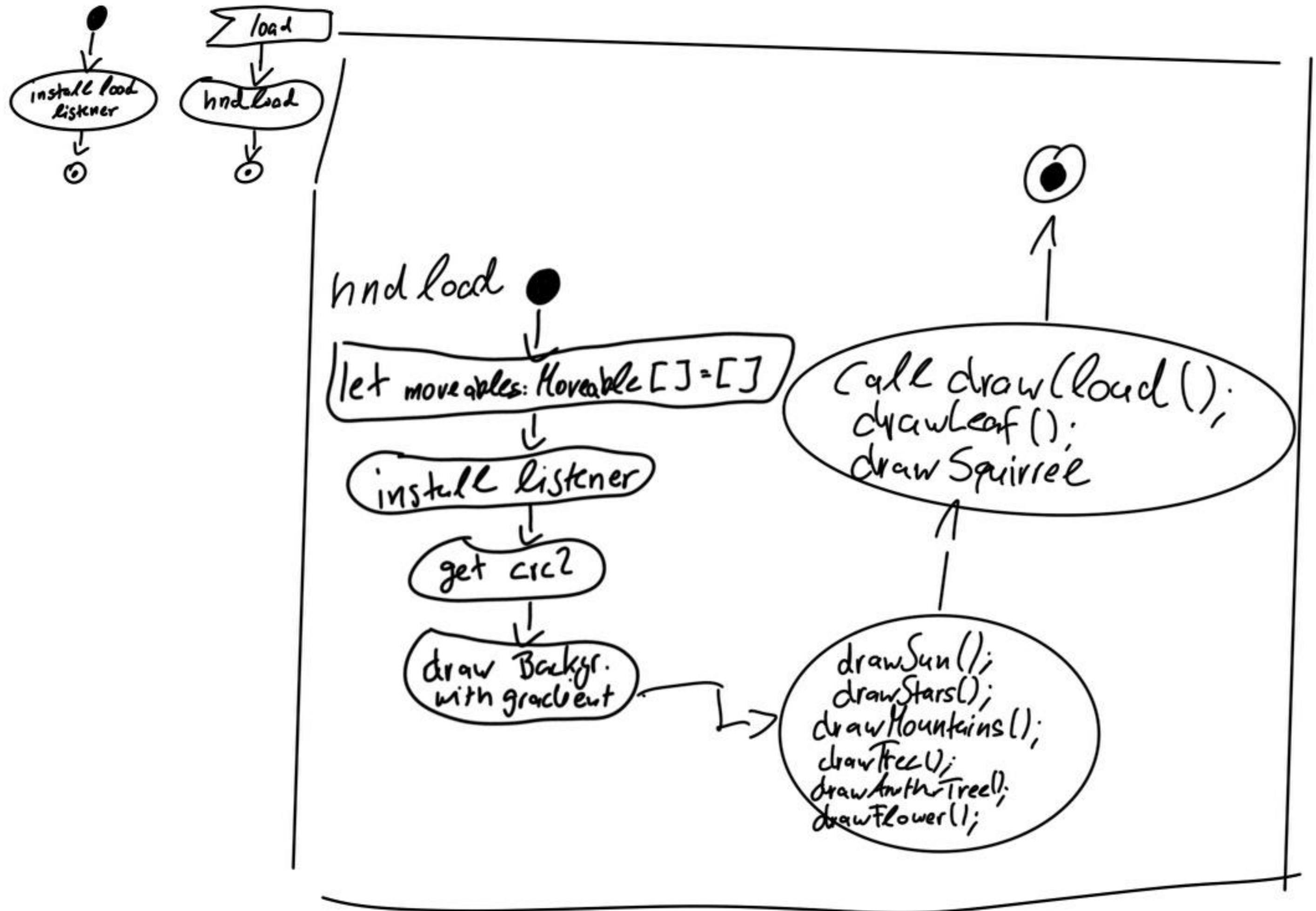


draw





# Activity Diagram: Main



CanvasRenderingContext

Moveable

position: Vector  
velocity: Vector  
size: number

constructor(...position: Vector, ...velo: Vector  
move(-timeslice: number): void  
draw(): void

Vector

x: number  
y: number

constructor(-x: number, -y: number)  
set(-x: number, -y: number): void  
scale(-factor: number): void  
add(-addend: Vector): void  
copy(): Vector

Cloud

constructor(-size: number, pos?: Vector)  
draw(): void

Leaf

size: number

constructor(-size: number  
draw(): void

Squirrel

constructor()  
draw(): void