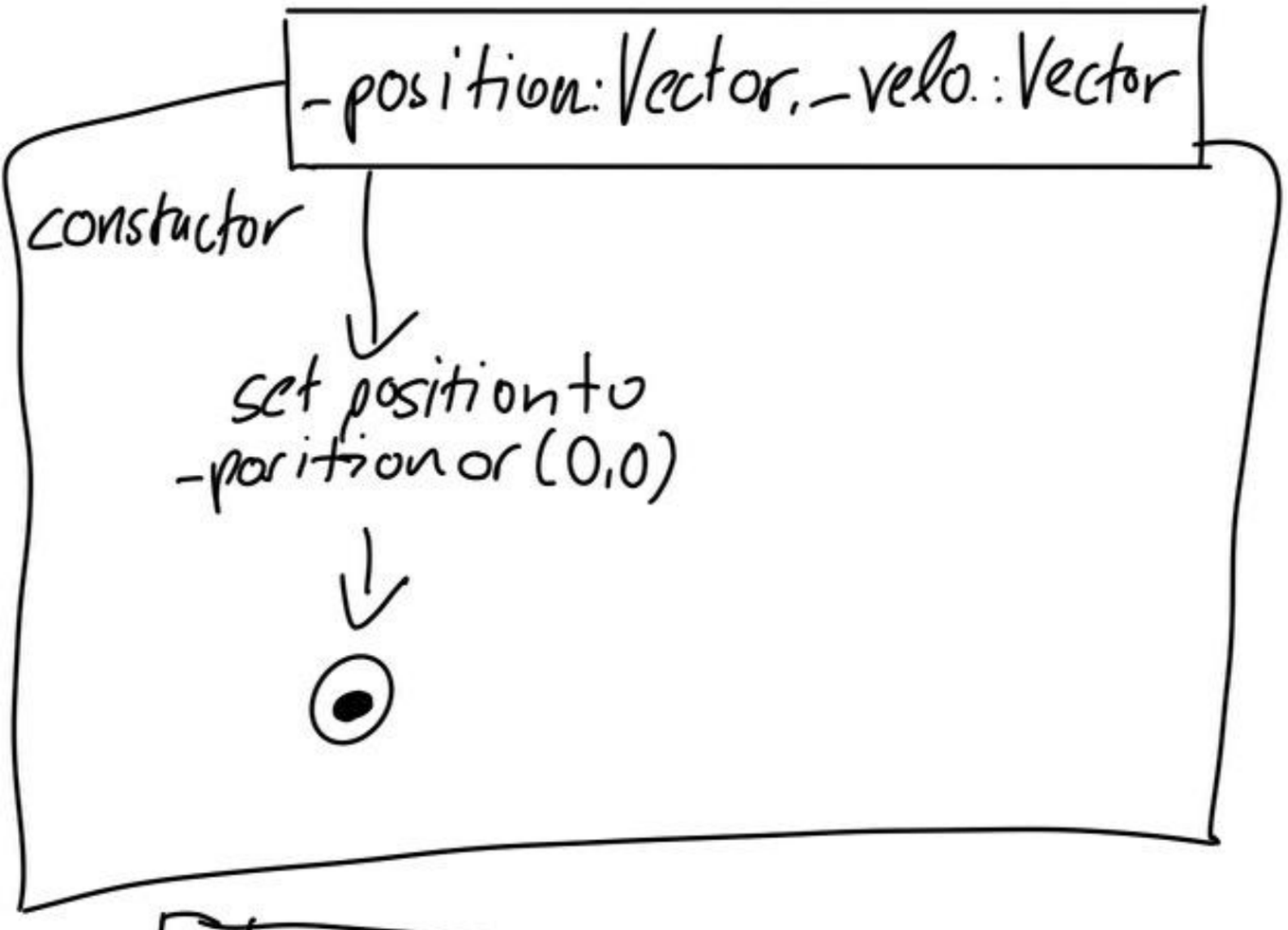
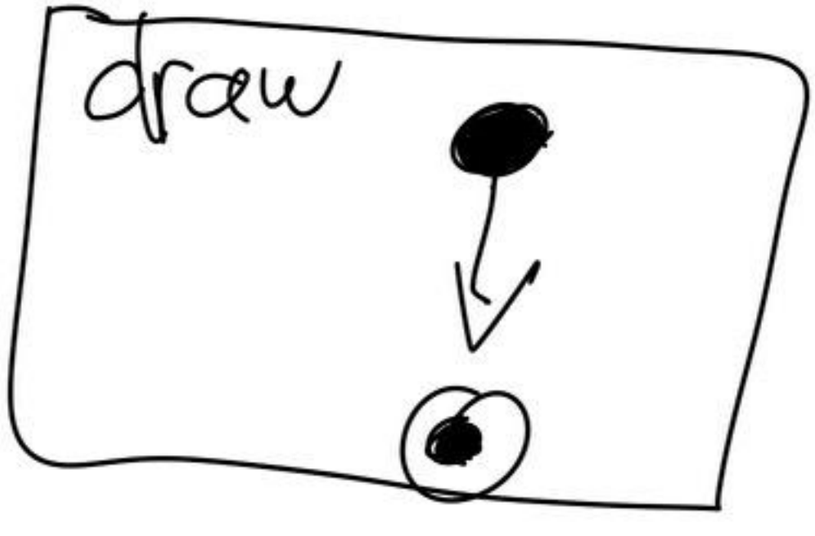
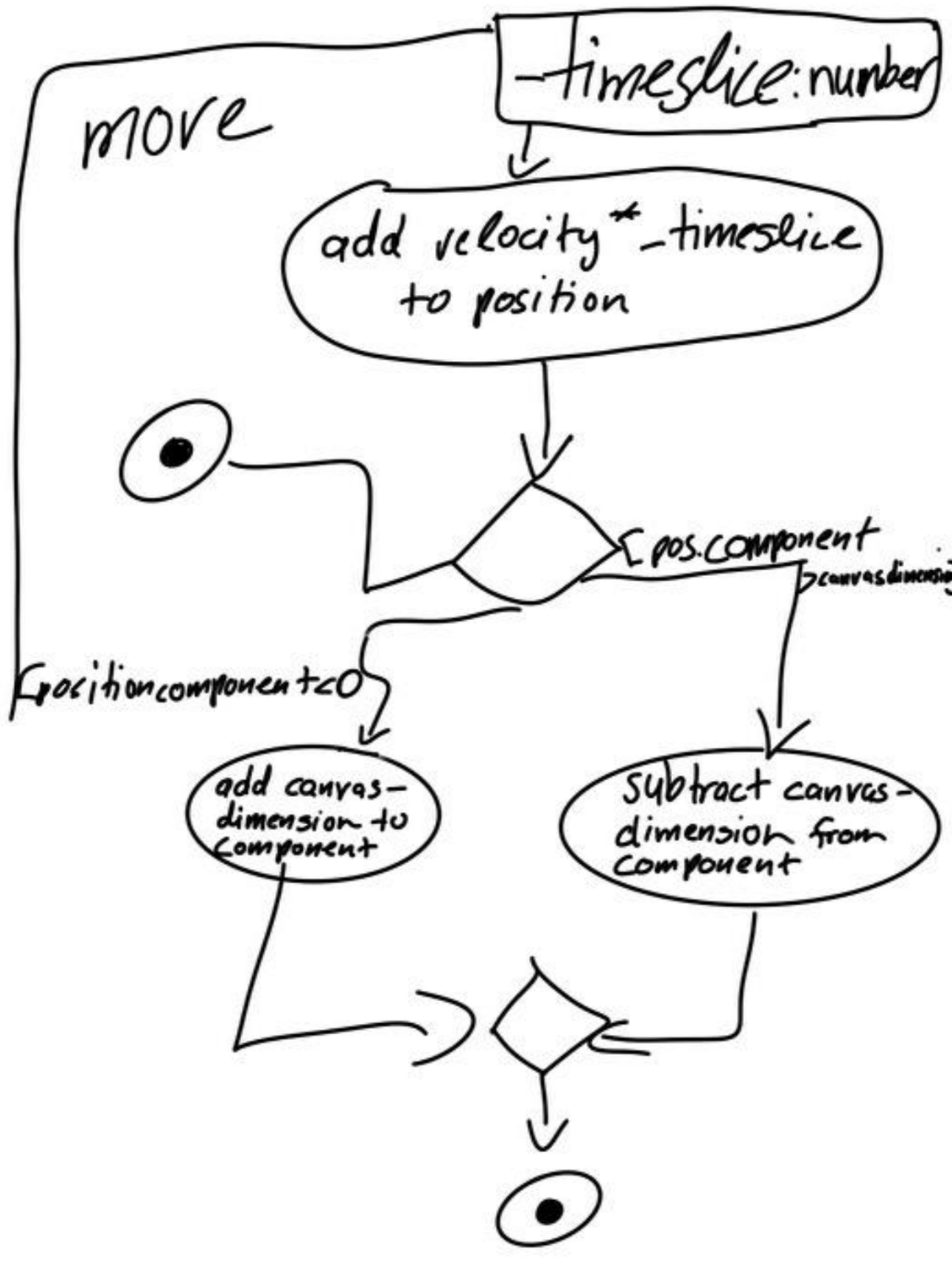
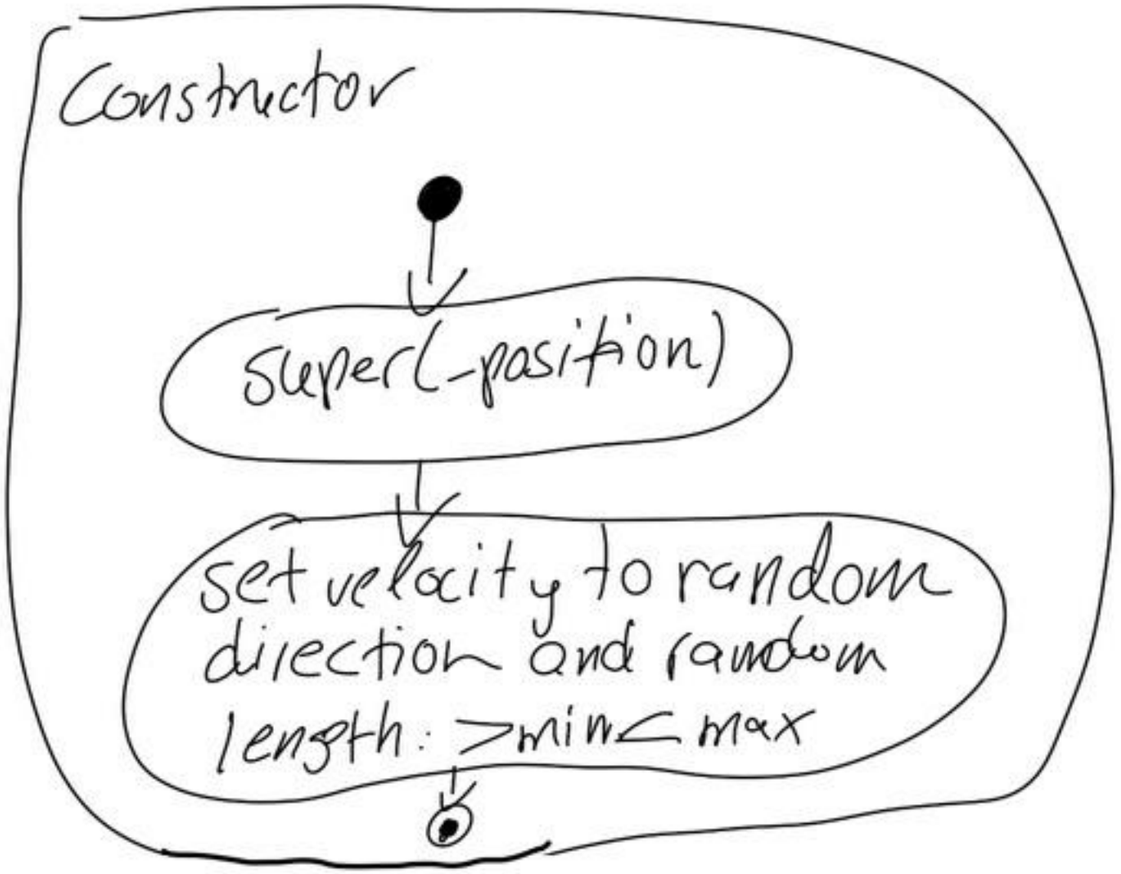
Activity Diagram: Moveable

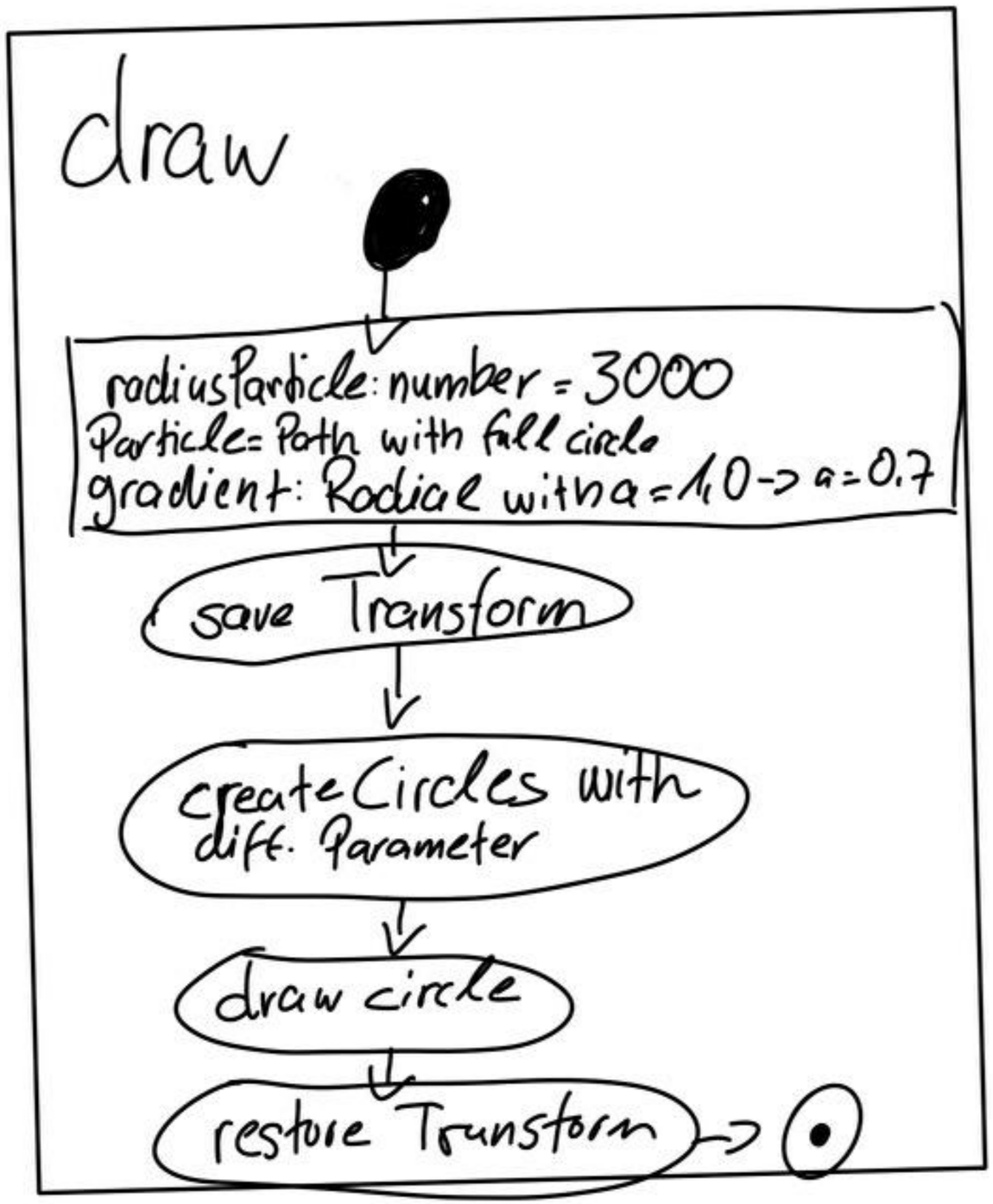






Activity Diagram : Cloud





Activity Diagram: Leaf

-size: number.
-pos?: Vector

constructor

super(-position)

set velocity to random direction and random length: >min <max

set size to -size

draw

nParticles: number = 10
radiusPart:: number = 10
Particle = Path with full circle w. rad. Part
gradient: Radial with a = 0 -> "color"

draw circle over and create leaves with different sizes

save Transform

translate to x, y

rotate leaves

set color with -fillcolor

[drawn < nParticles]

restore Transform

x: number = (random - 0,1) * size.x
y: number = - random * size.y

create diff. Leafs with diff. color

restore transform

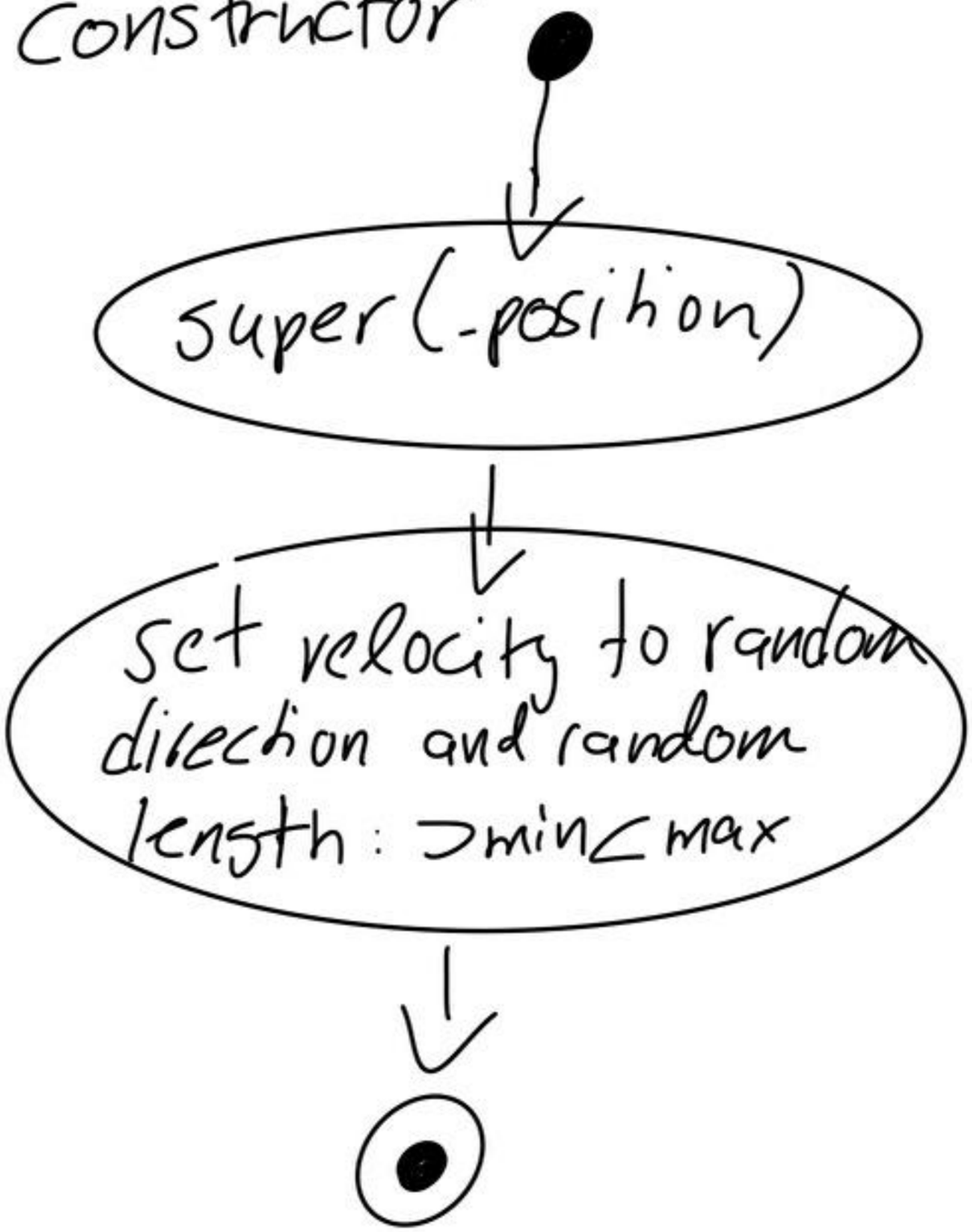
draw Particle

translate to x, y

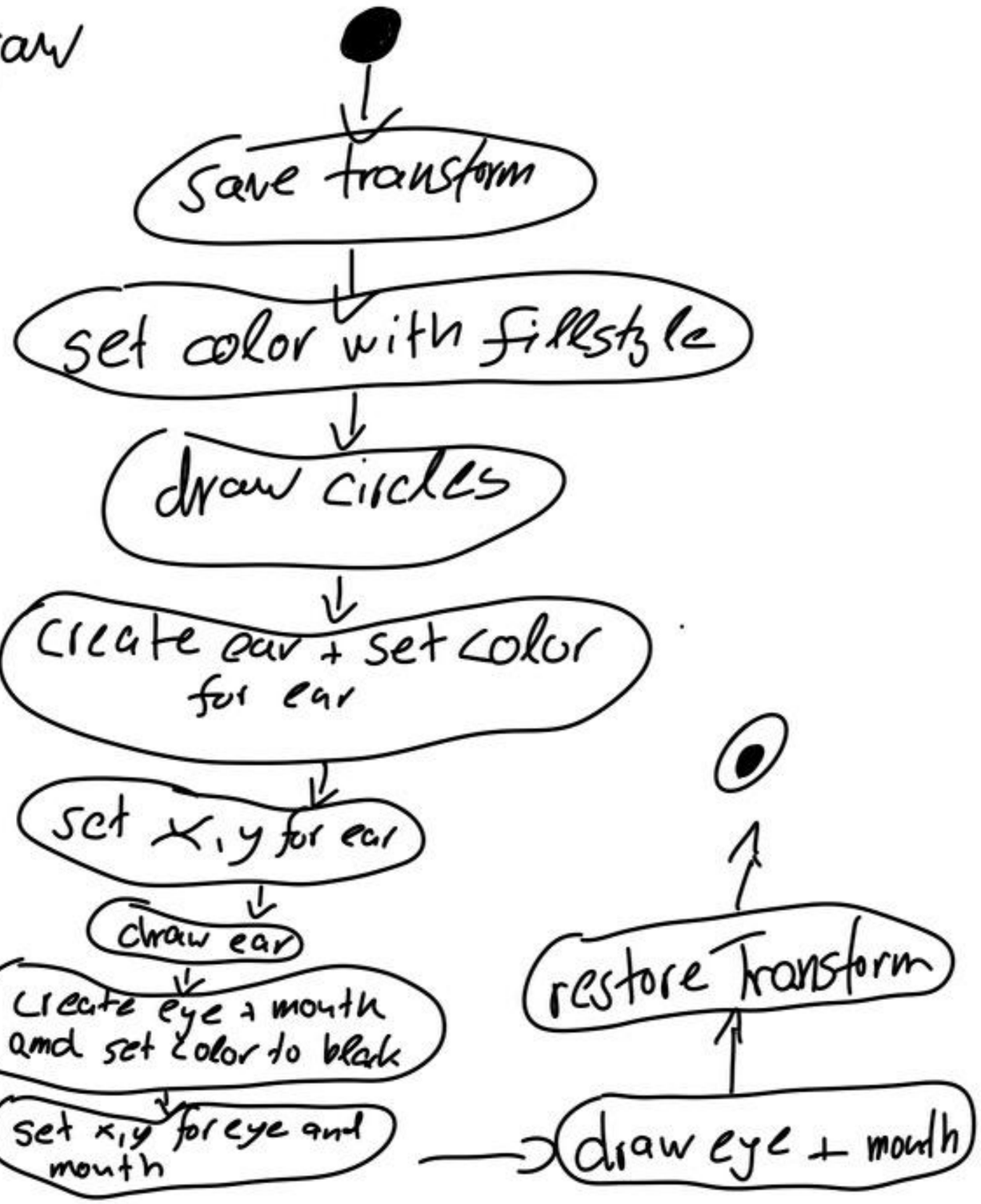
save Transfo.

Activity Diagram: Squirrel

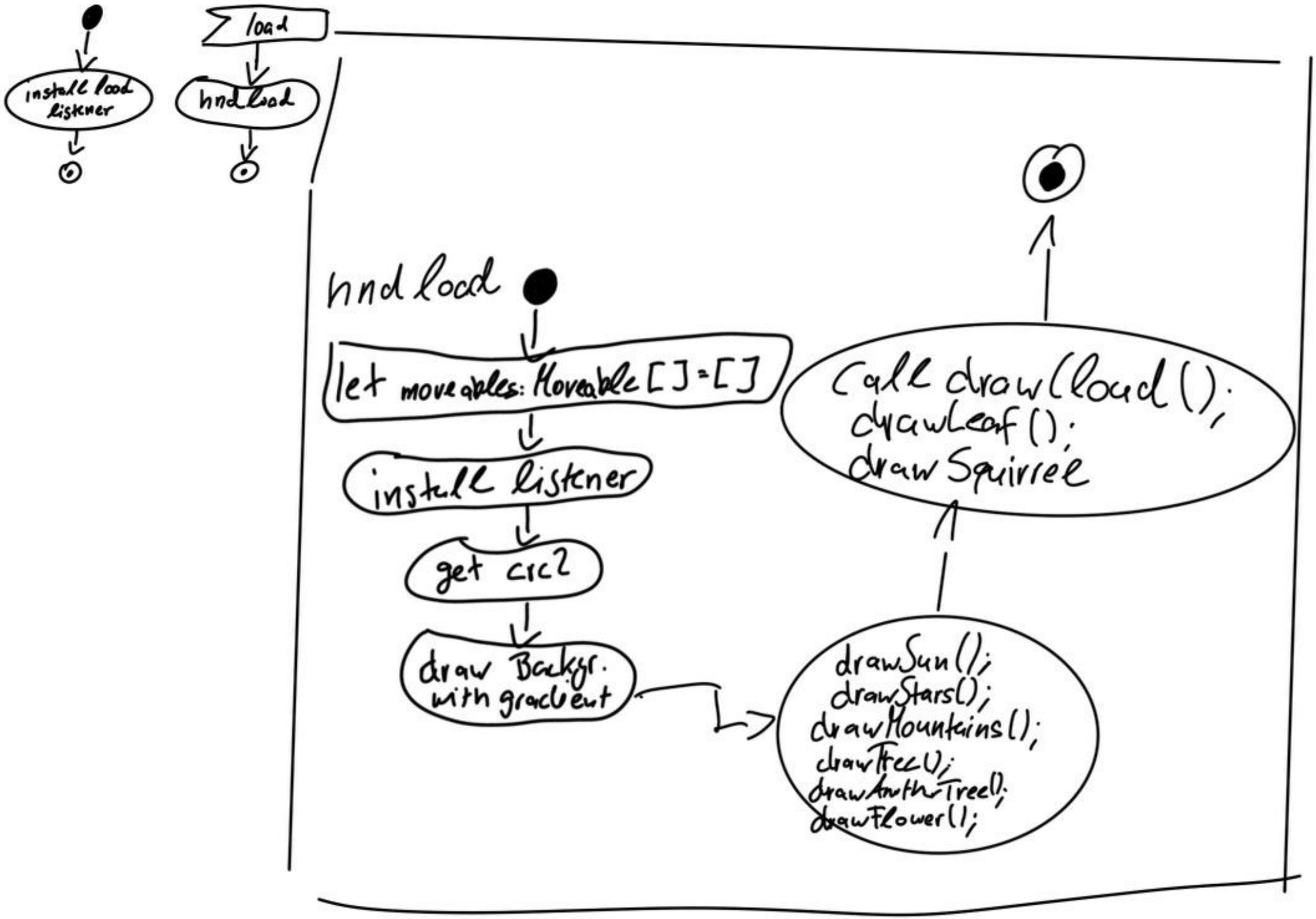
constructor



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)
setL_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

costructor()
draw(): void