Class Diagram

CanvasRenderingContext

Leaf
position: vector
velociry: vector
type: number
size: number
constructor(_size: number)
draw(_type: number): void
move(_timeslice: number): void

Cloud
position: vector
velociry: vector
type: number
size: number
constructor(_size: number)
draw(_type: number): void
move(_timeslice: number): void

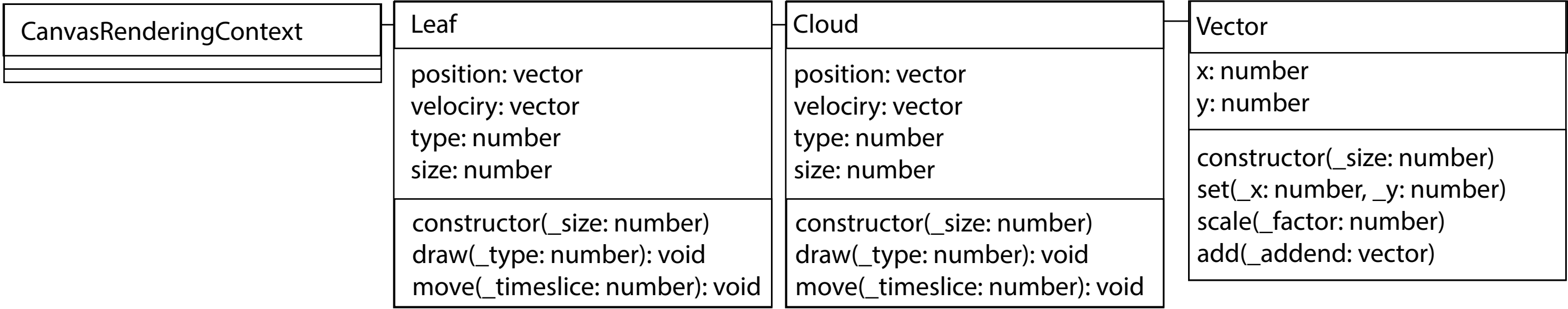| Vector |
| --- |
| x: number |
| y: number |
| constructor(_size: number) |
| set(_x: number, _y: number) |
| scale(_factor: number) |
| add(_addend: vector) |

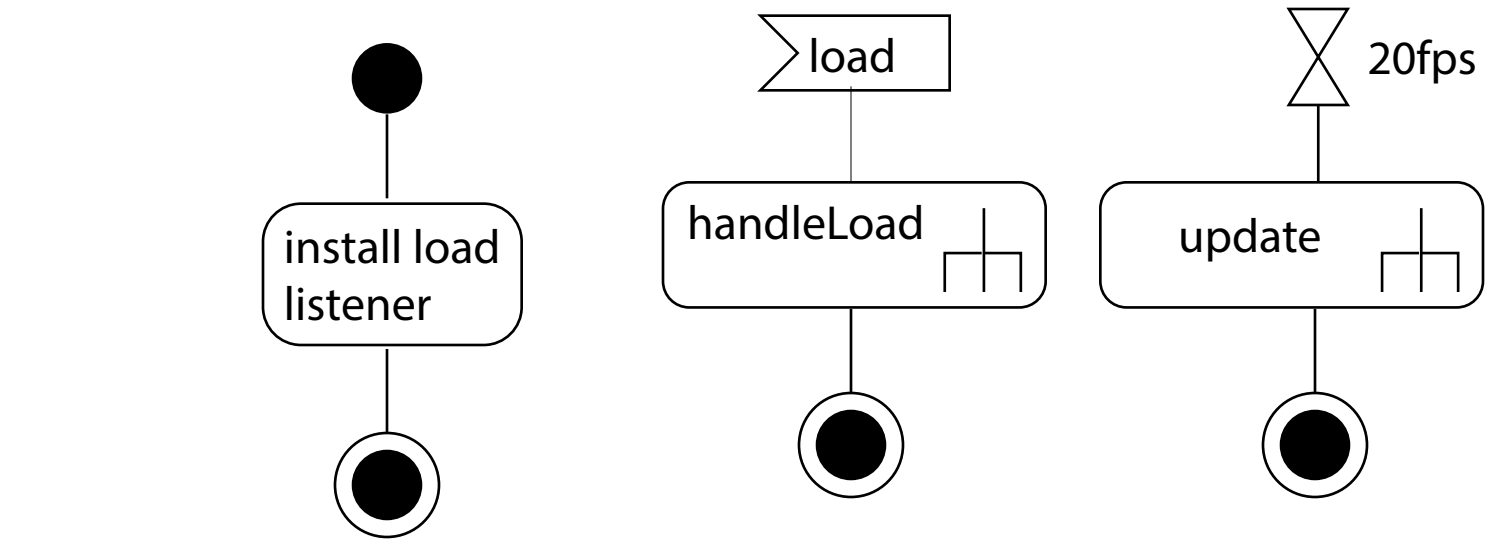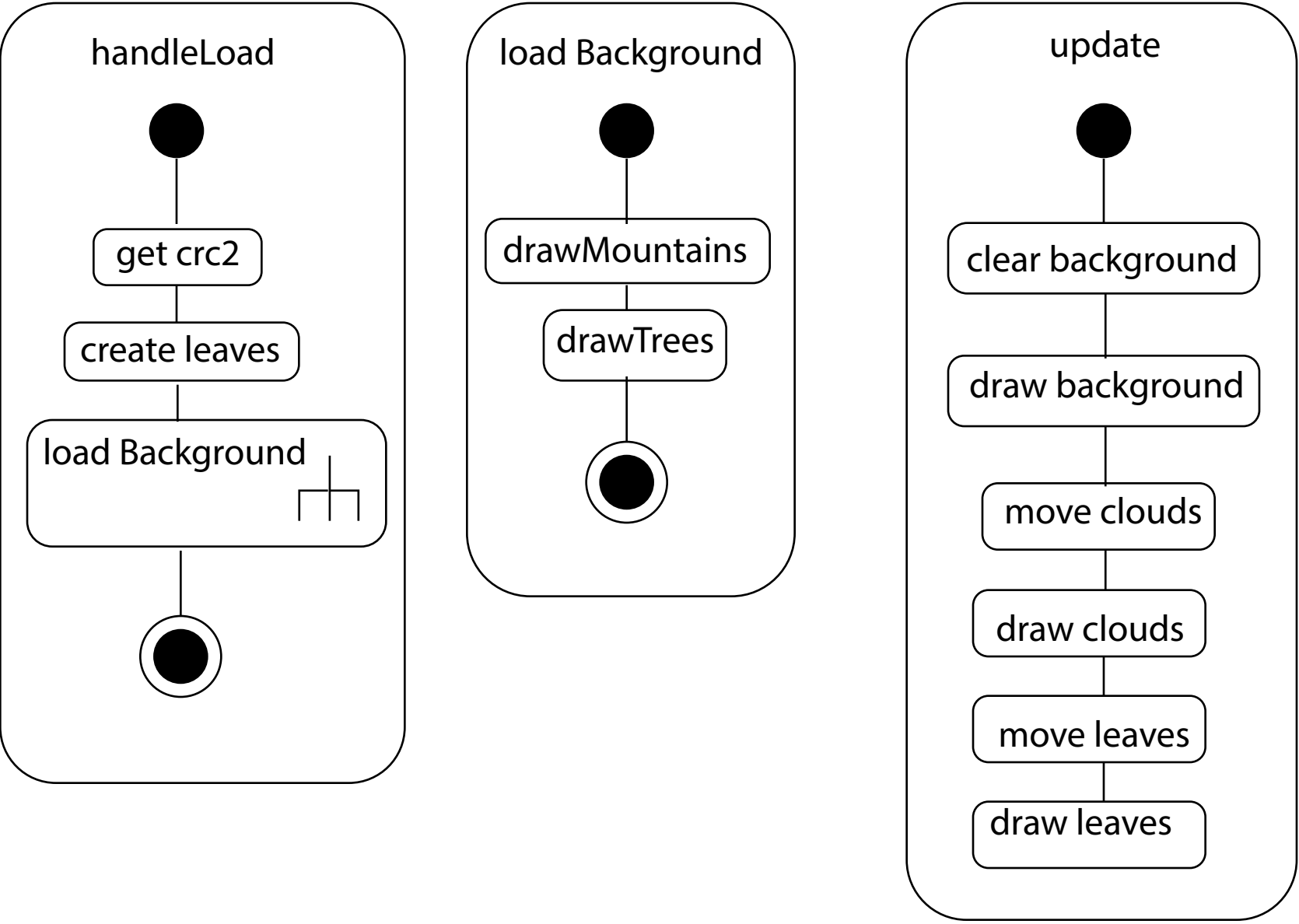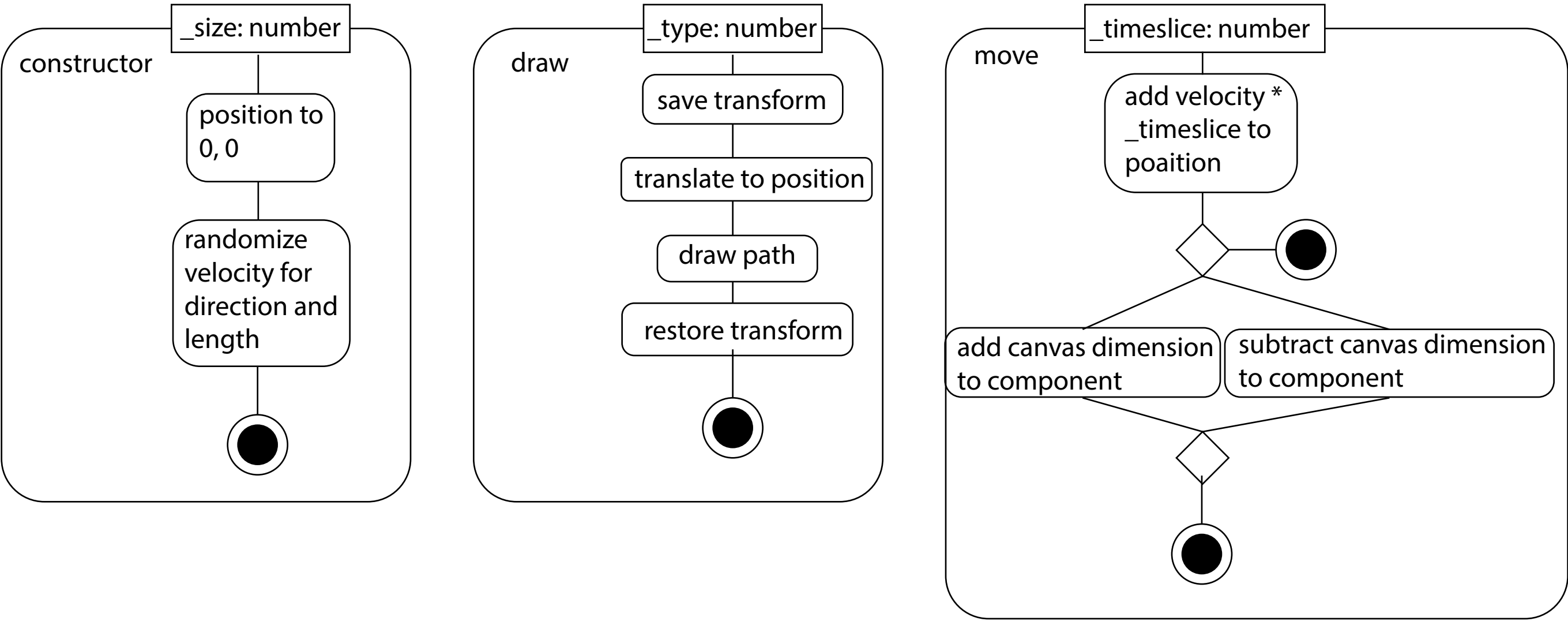## Activity Diagram (main)

Activity Diagram (leaf)

adapt activity diagram for clouds and squirrels based on leaf