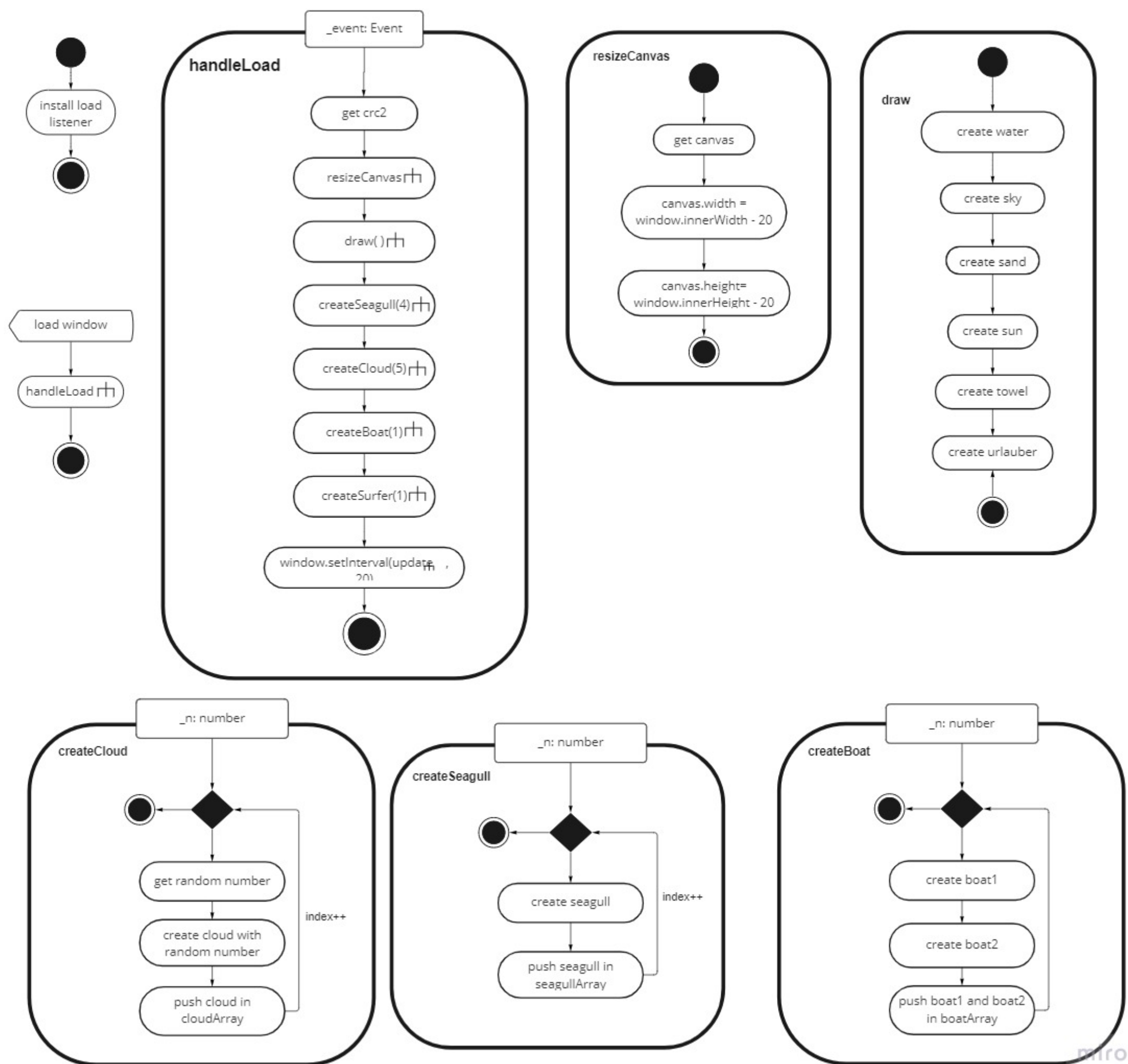
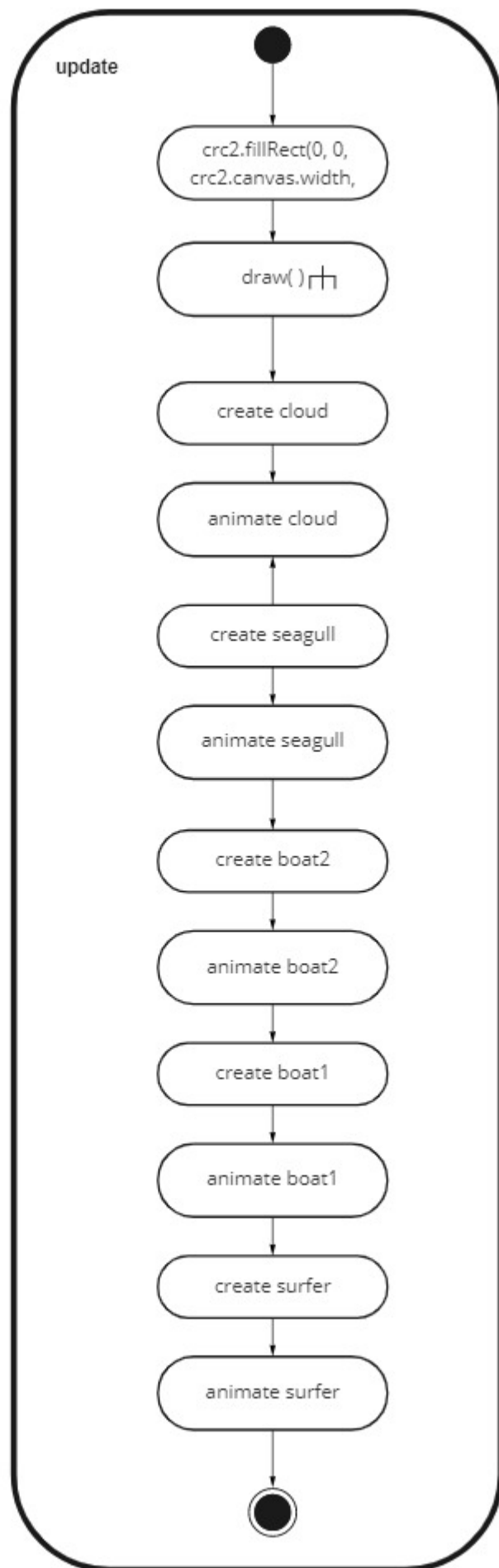


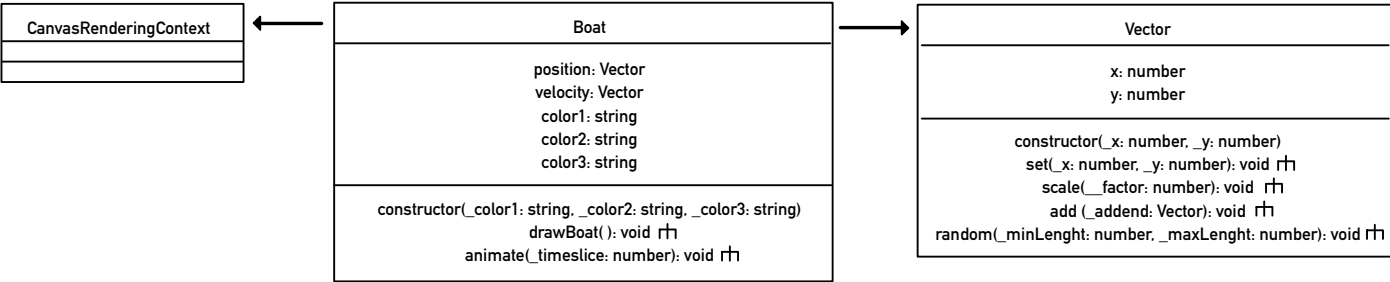
# strandScript

```
let crc2: CanvasRenderingContext2D
let canvas: HTMLCanvasElement
let cloudArray: Cloud[] = []
let seagullArray: Seagull[] = []
let boatArray: Boat[] = []
let surferArray: Surfer[] = []
```

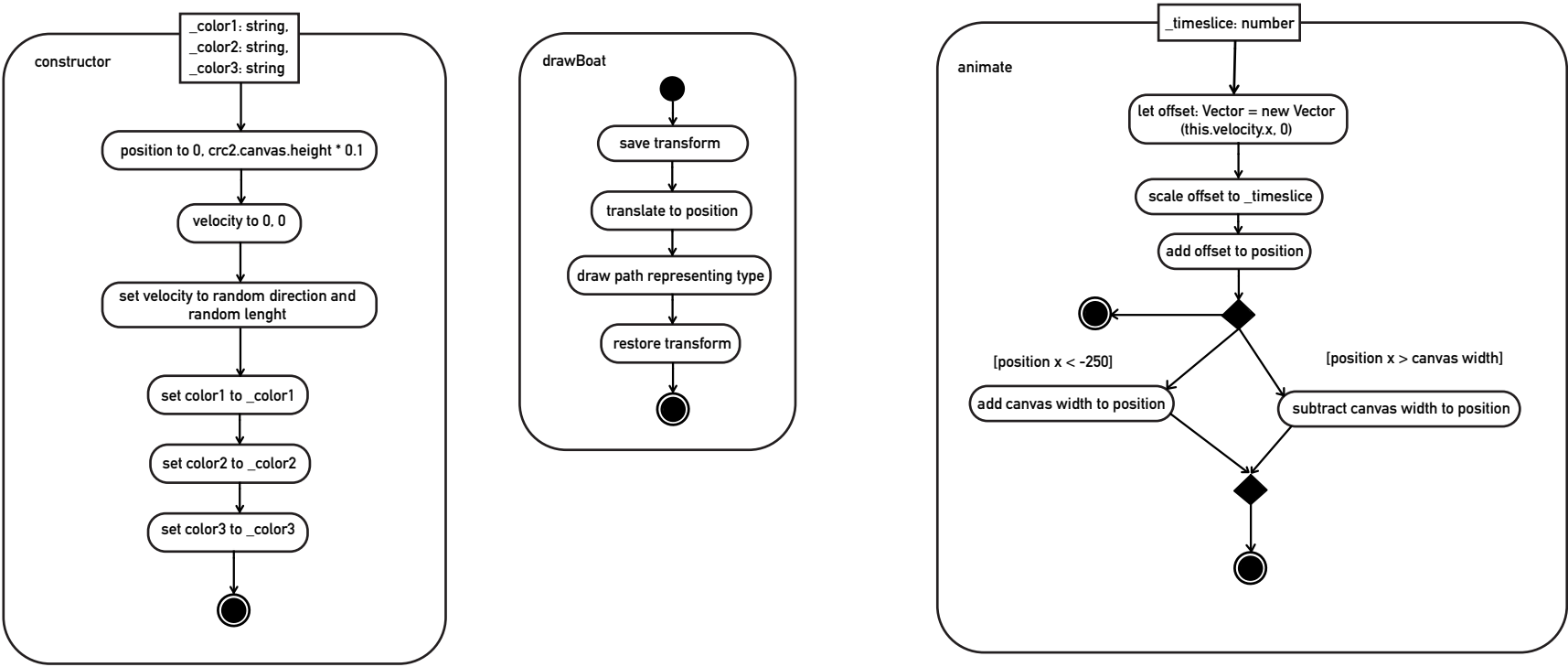




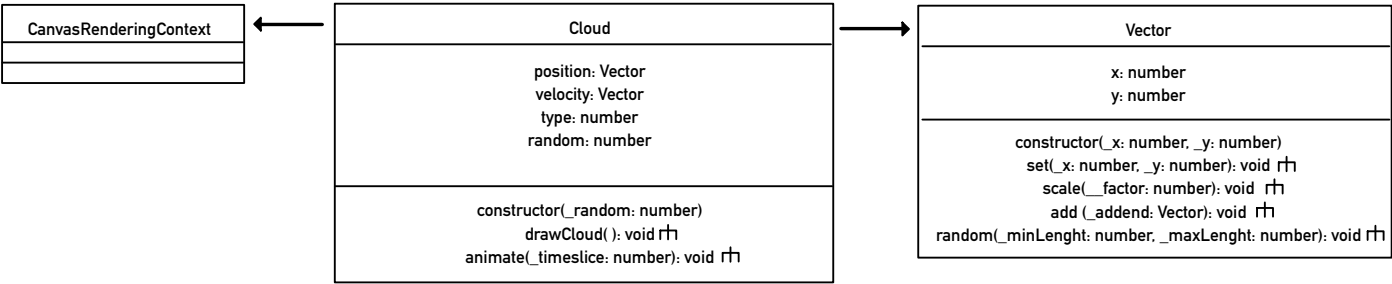
Boat: Class Diagramm



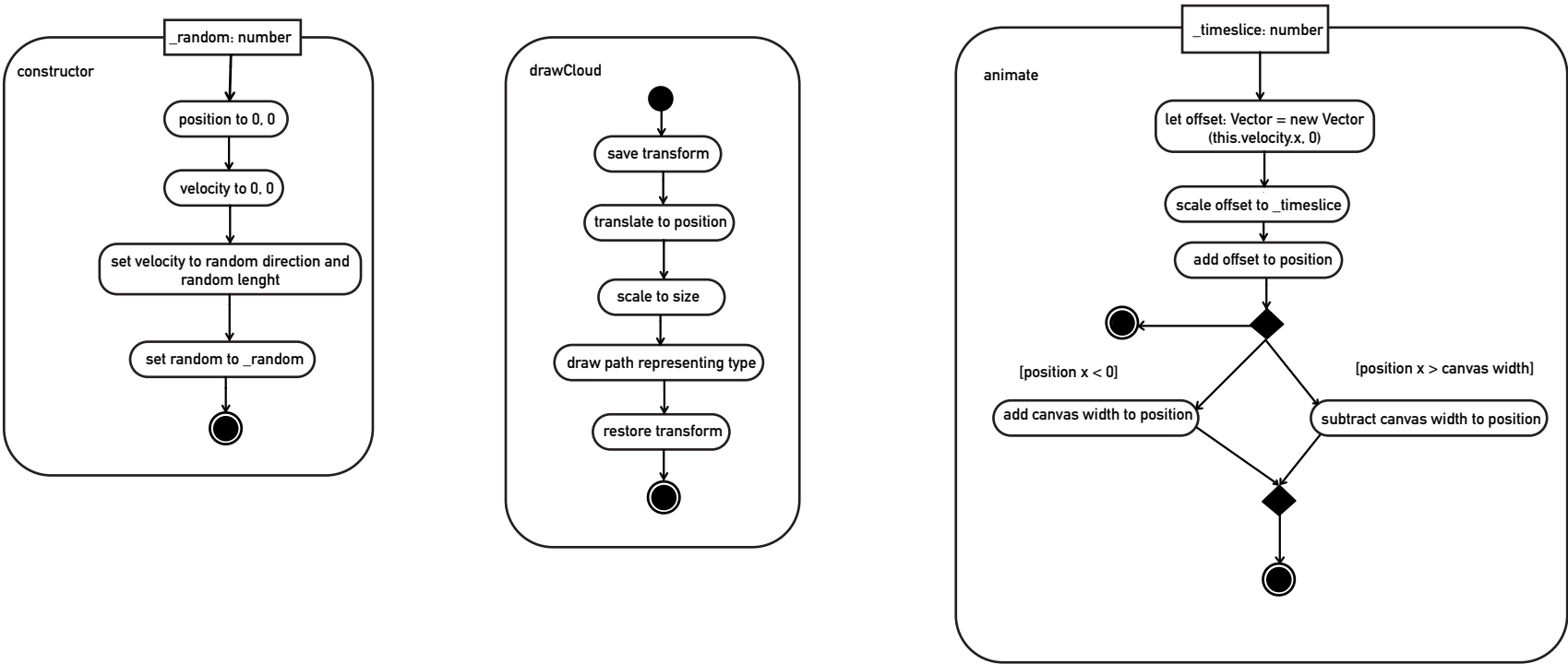
Boat: Aktivitätsdiagramm



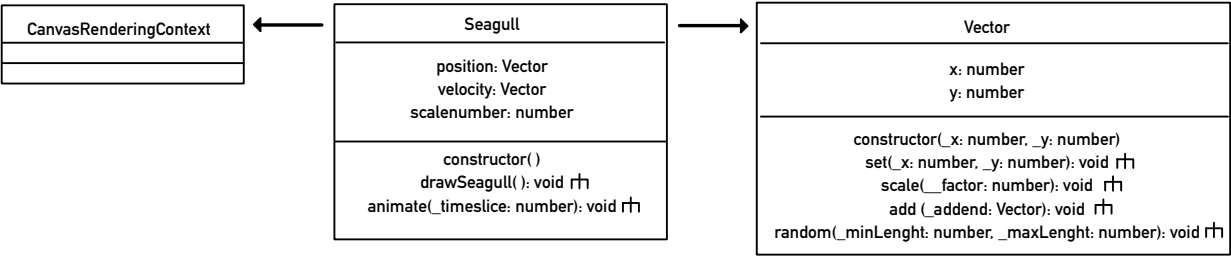
Cloud: Class Diagramm



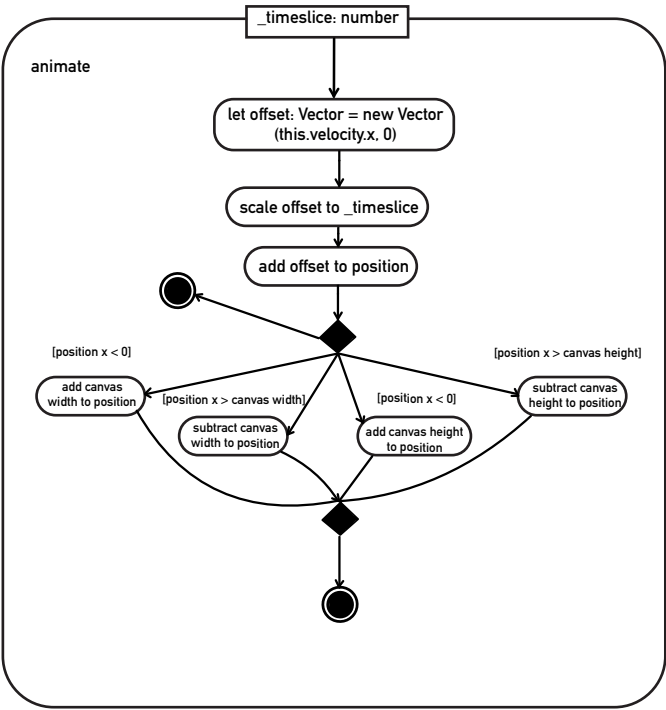
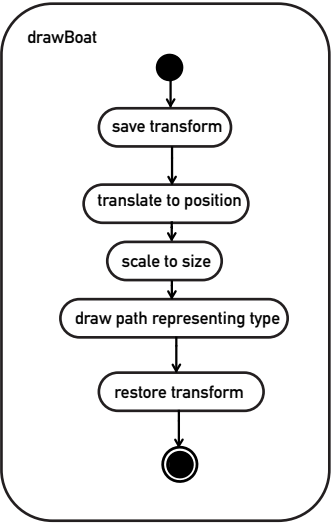
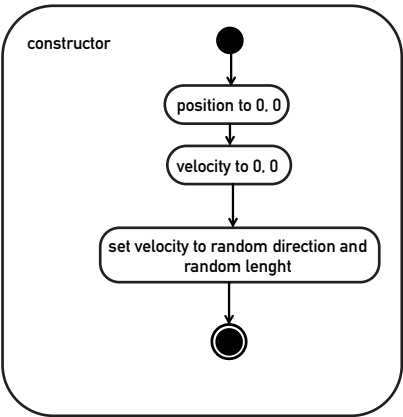
Cloud: Aktivitätsdiagramm



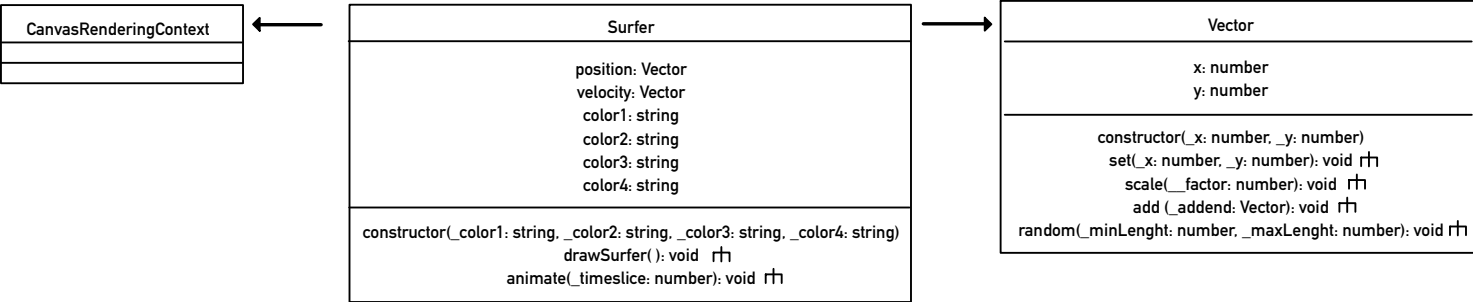
Seagull: Class Diagramm



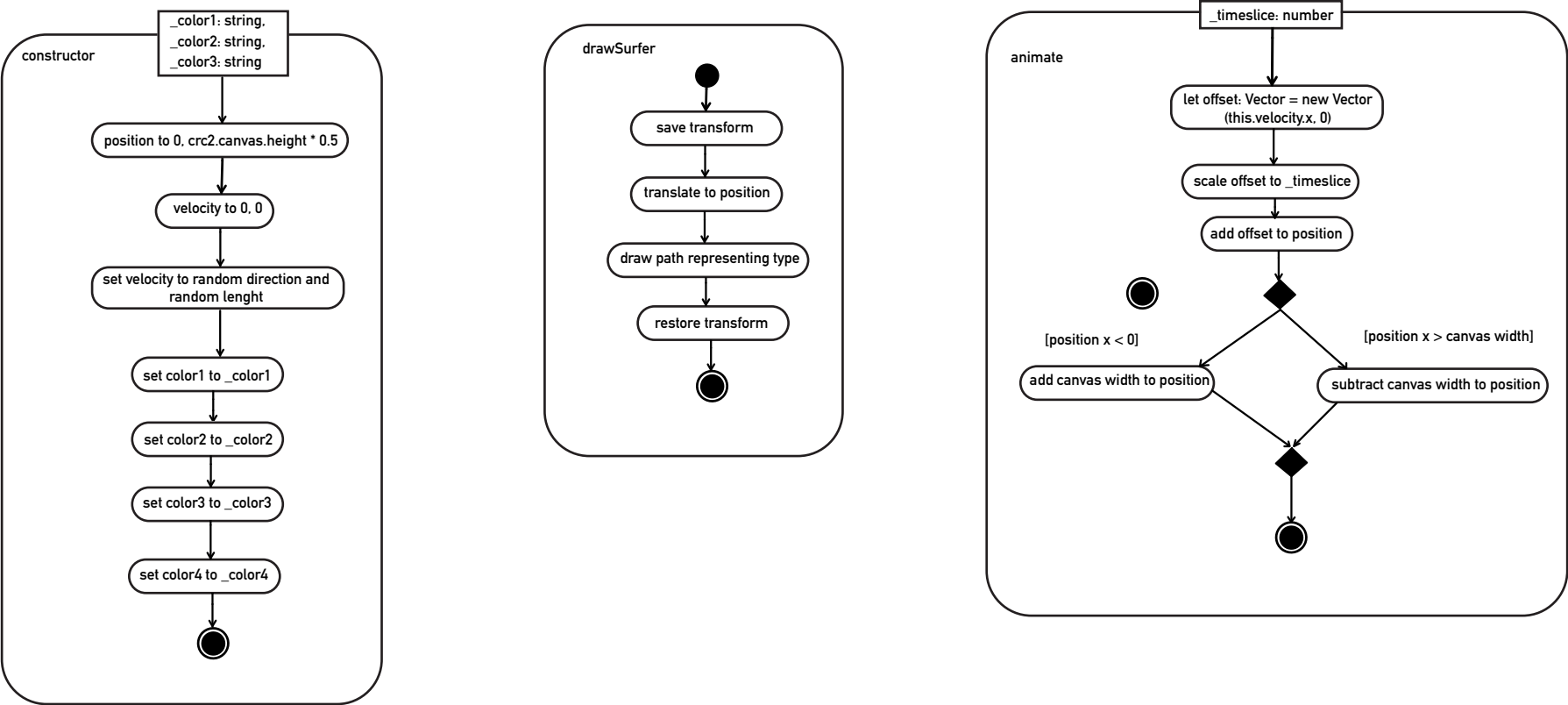
Seagull: Aktivitätsdiagramm



Surfer: Class Diagramm

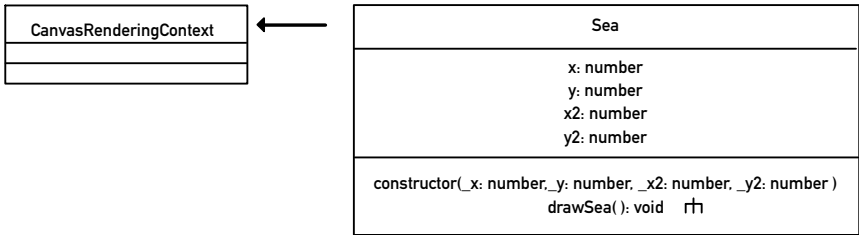


Surfer: Aktivitätsdiagramm

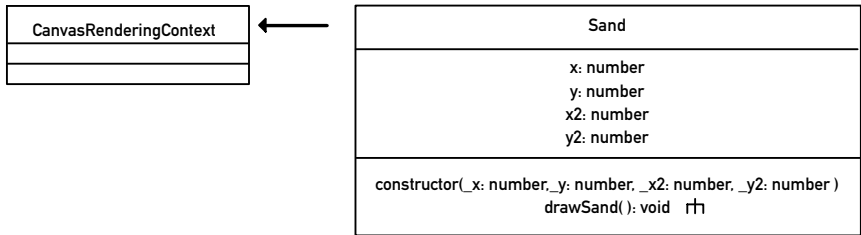




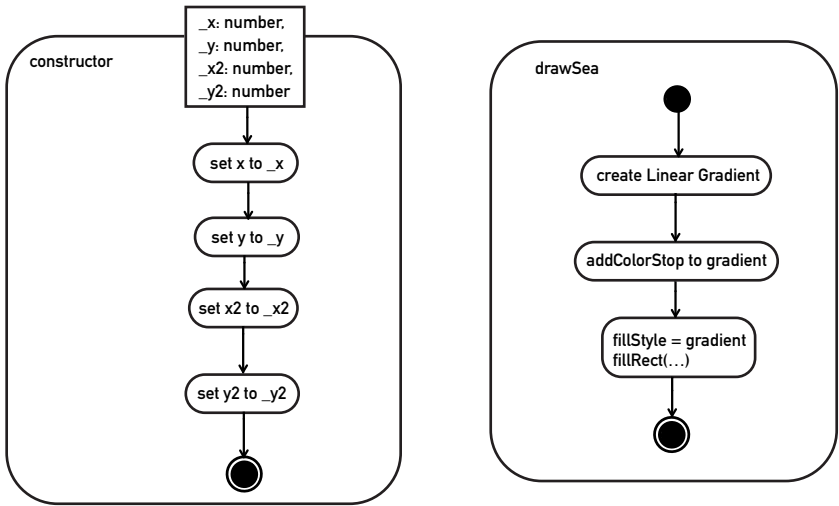
Sea: Class Diagramm



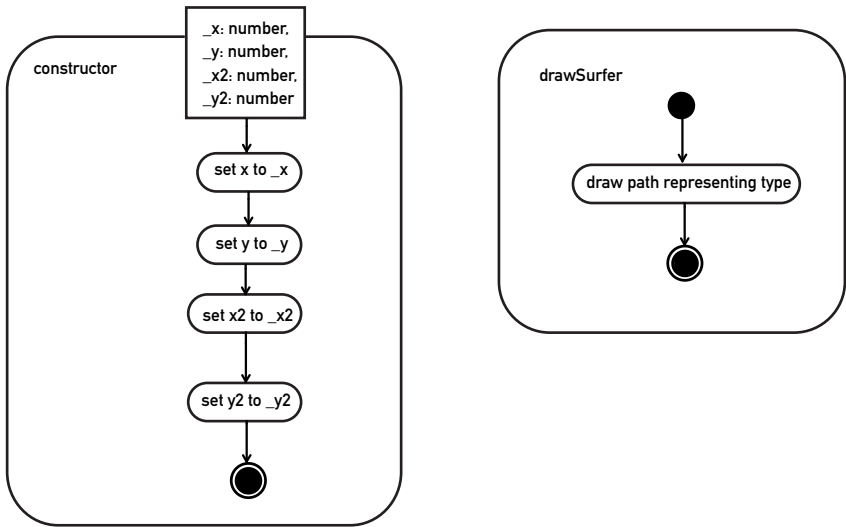
Sand: Class Diagramm



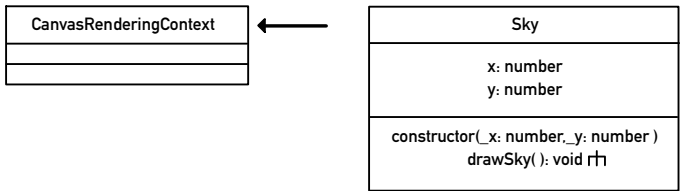
Sea: Aktivitätsdiagramm



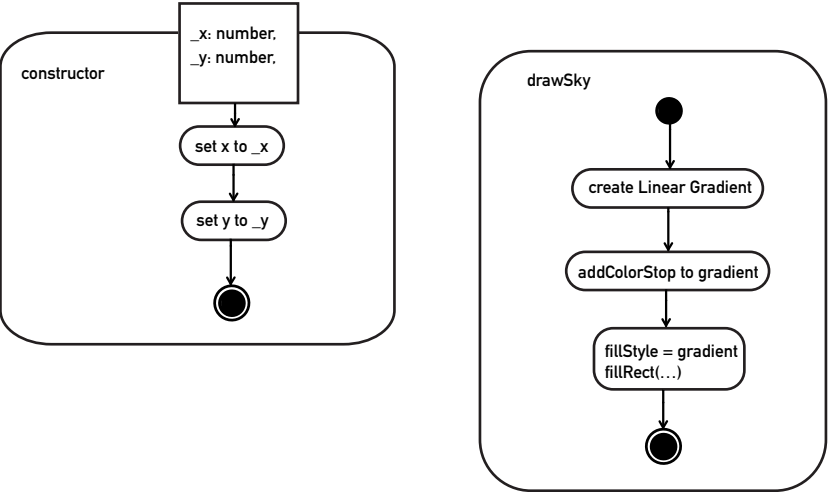
Sand: Aktivitätsdiagramm



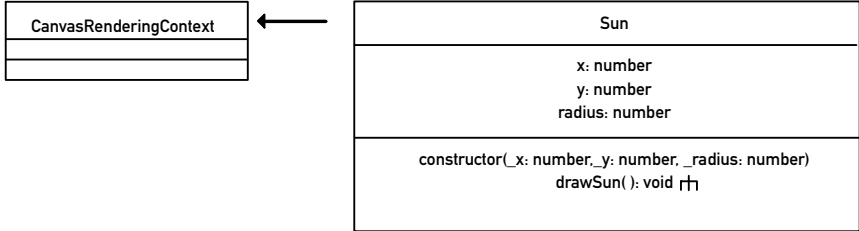
Sky: Class Diagramm



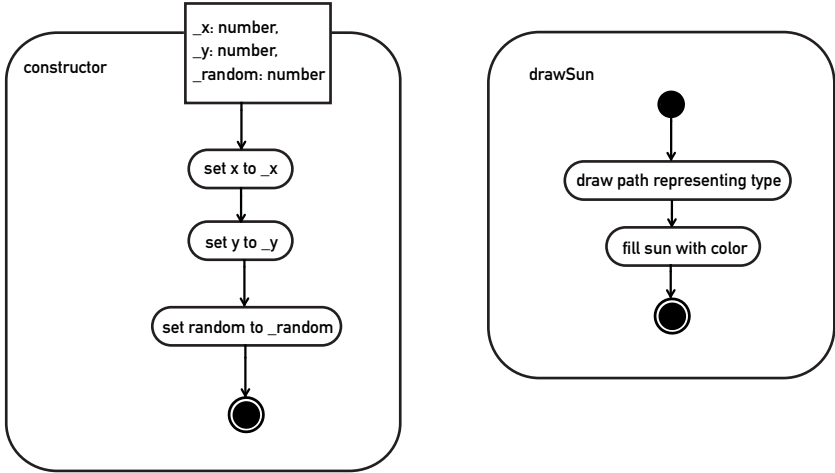
Sky: Aktivitätsdiagramm



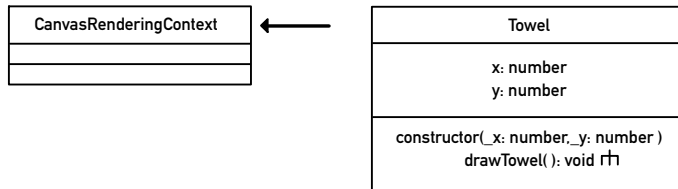
Sun: Class Diagramm



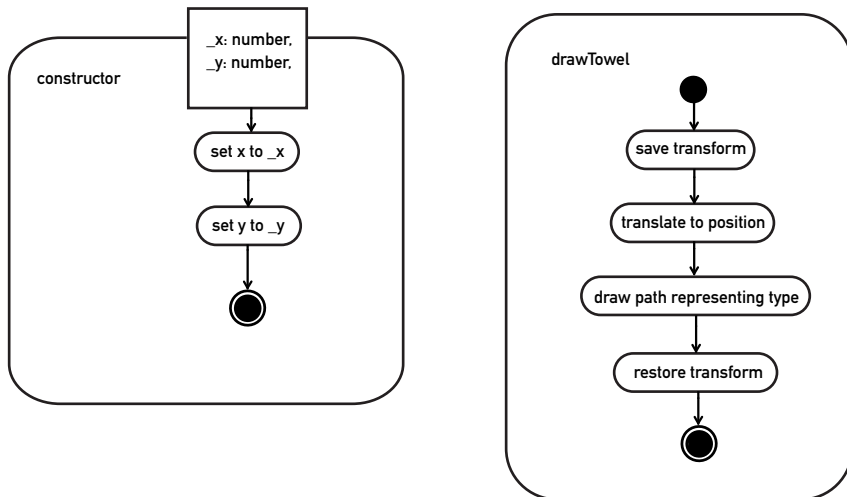
Sun: Aktivitätsdiagramm



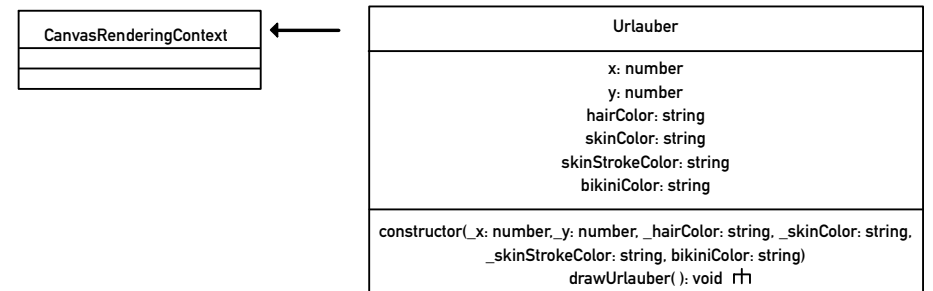
## Towel: Class Diagramm



## Towel: Aktivitätsdiagramm



## Urlauber: Class Diagramm



## Urlauber: Aktivitätsdiagramm

