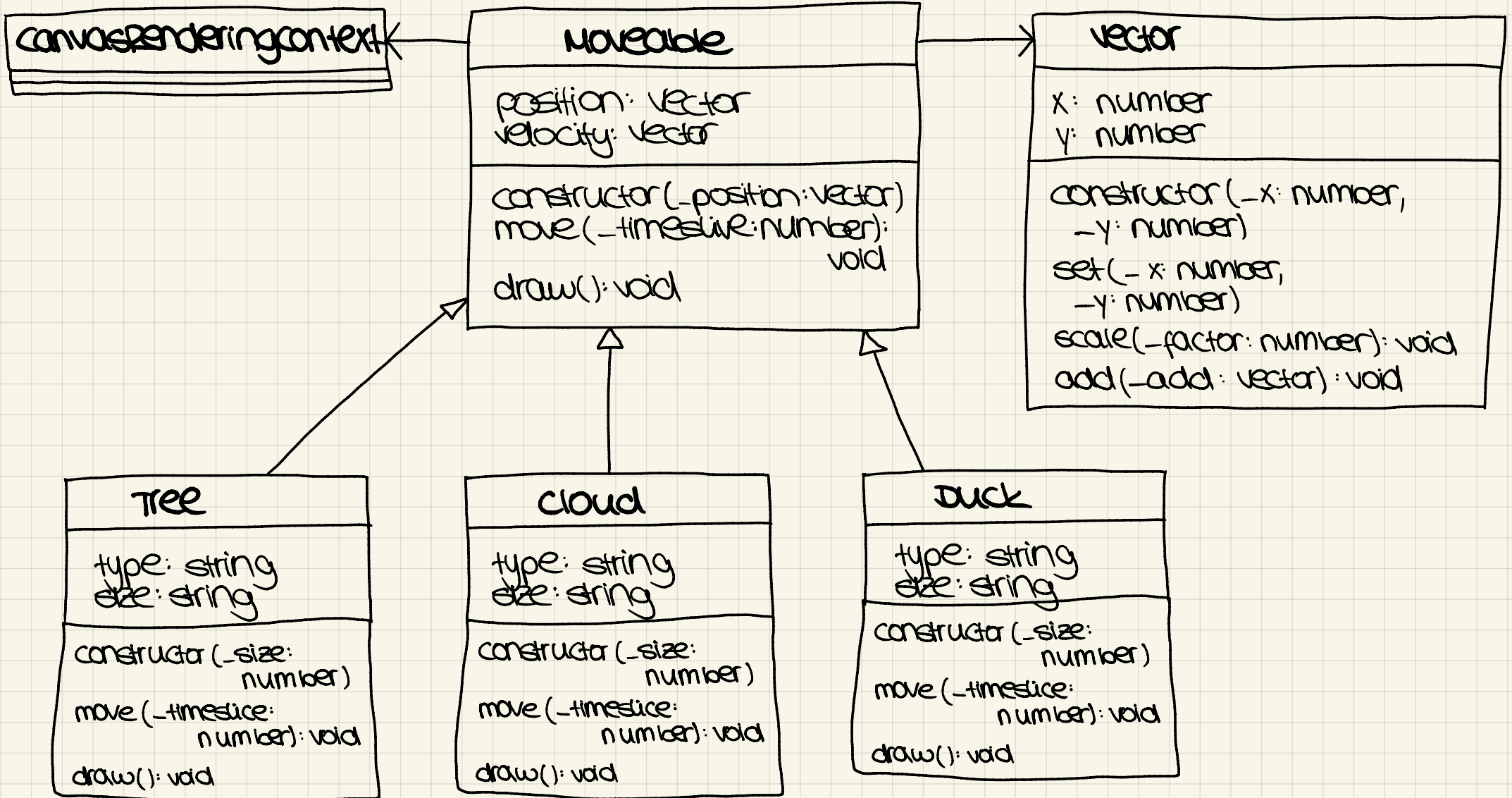
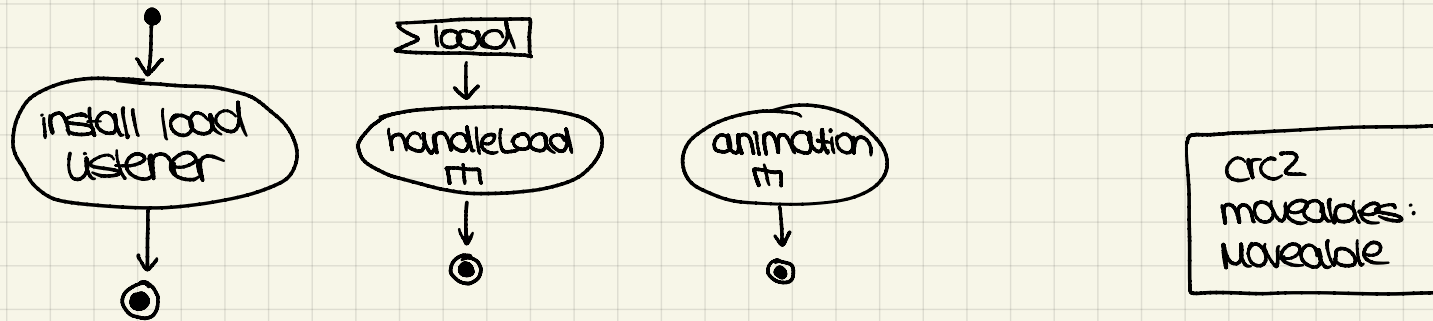


# Klassendiagramm



# Aktivitätsdiagramm



## handleLoad

```
get canvas
get crc2
drawBackground()
drawMountain()
drawMeadow()
drawPond()
get ducks: Duck[]=[]
get trees: Tree[]=[]
get bees: Bee[]=[]
get clouds: Cloud[]=[]
get birds: Bird[]=[]
```

## animation

```
ducks[0].draw()
ducks[1].draw()
bees[0].draw()
bees[1].draw()
clouds[i].draw()
```



draw moveables



move moveables