)	)	)
Class Dagram		
	- Canvas Rendering Context -	
Squime	Leaf	Cloud
position : vector	position. vector	POSHION: VECTOT
velocity: vector	velocity: vector	relocity: rector
Size: number	+upe: number	constructor () word
constructor(): void	Size: number	move (-timeslice number) : wid
move (-timeslice: number): void	Constructor (): void	draw (): void
draw (): void	move(_timeslice:number): void	
	dlaw(): void	
	Robote (): void	
	Vector	
	X: Number	
	4: Number	
	set (_x: number, _y: number): void	
	scare(-factor number) void	
	add(-addend: vector): void	
	random (-min:number, max:number):void	0.0