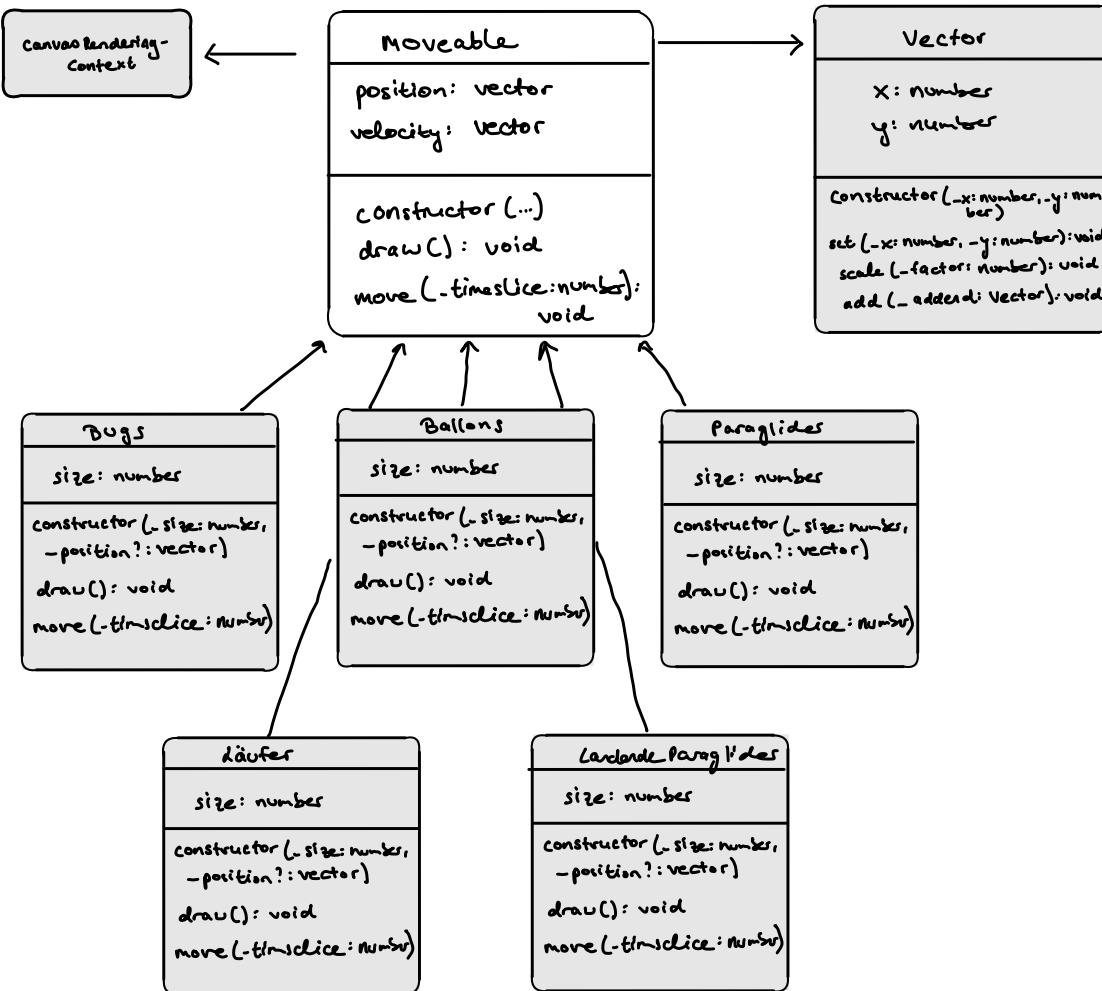
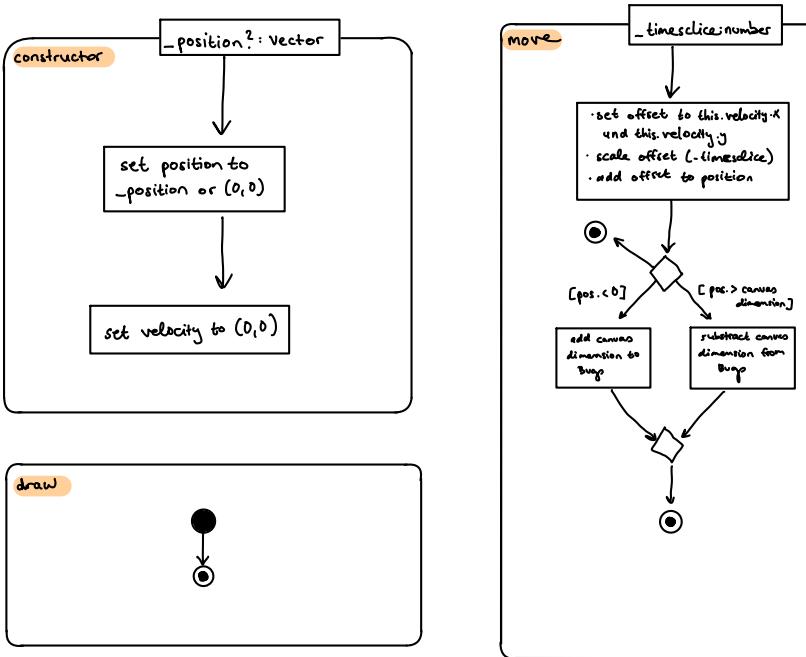


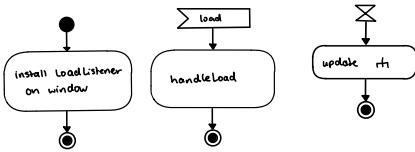
## 10.2 Class diagram



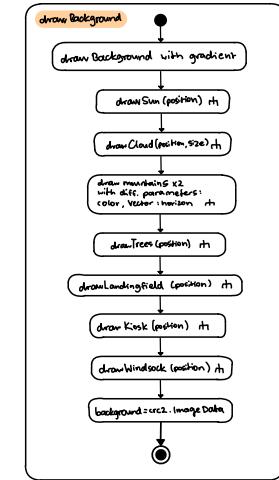
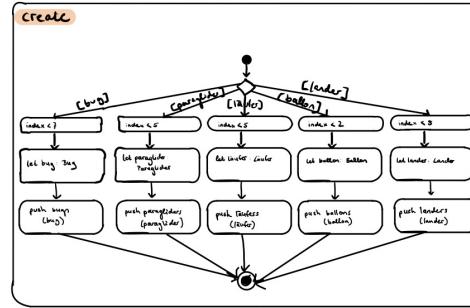
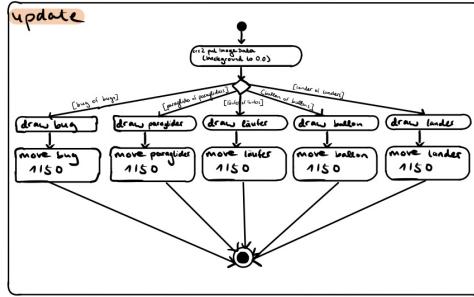
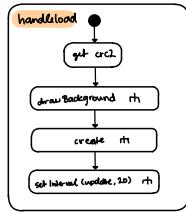
## 10.2 activity diagram - moveable

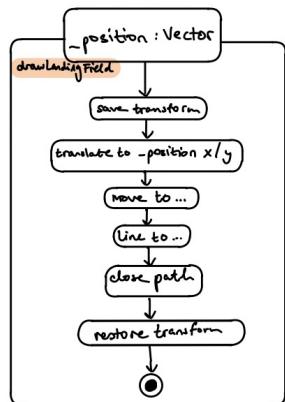
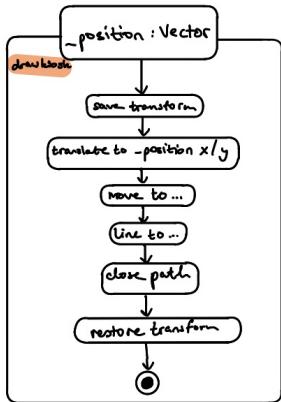
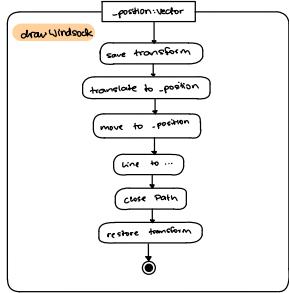
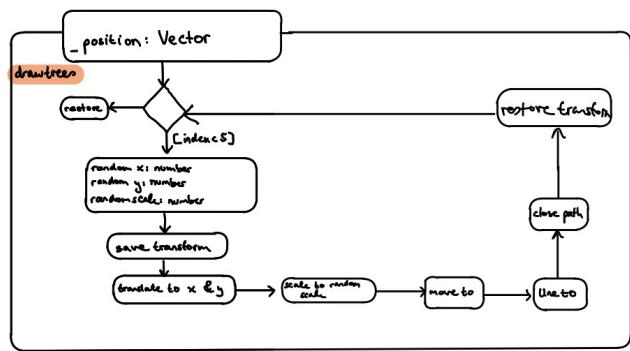
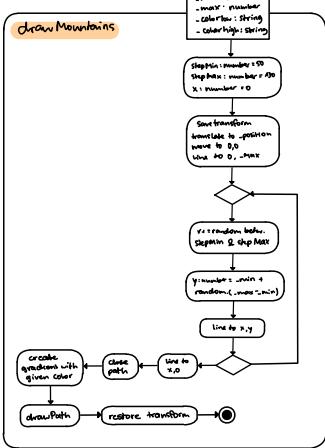
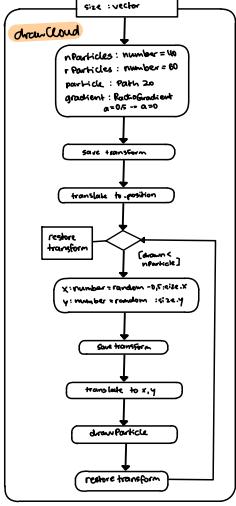
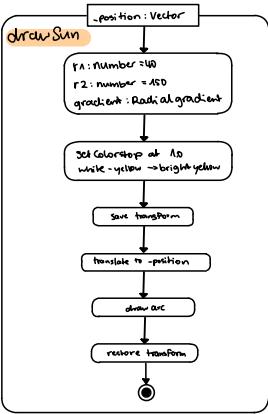


## 10.2 activity diagram - main

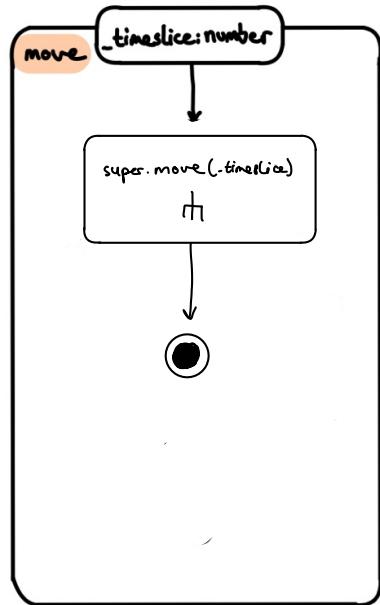
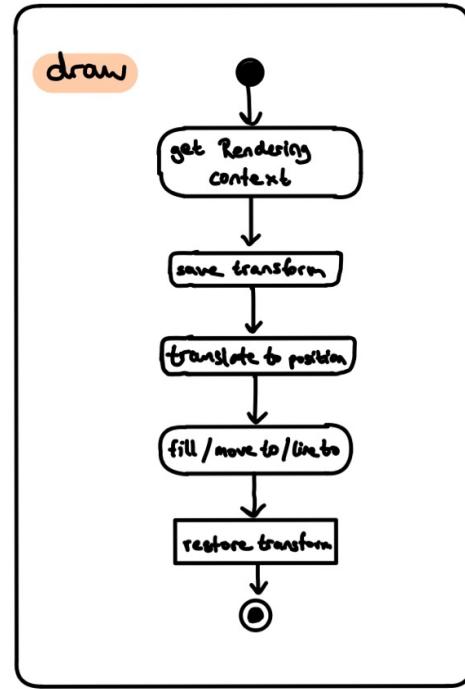
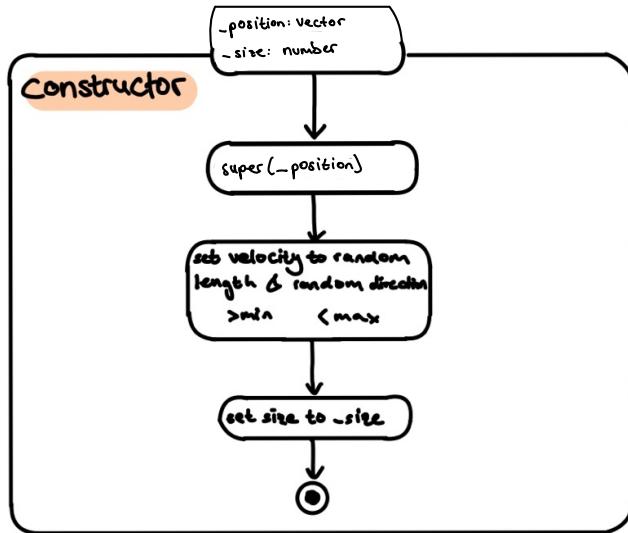


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crc2  
golden  
x: number  
y: number  
  
background: ImageData  
bugs: bug[]  
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laufer: laufber[]  
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landers: lander[]  
moveables: Moveable[] = []
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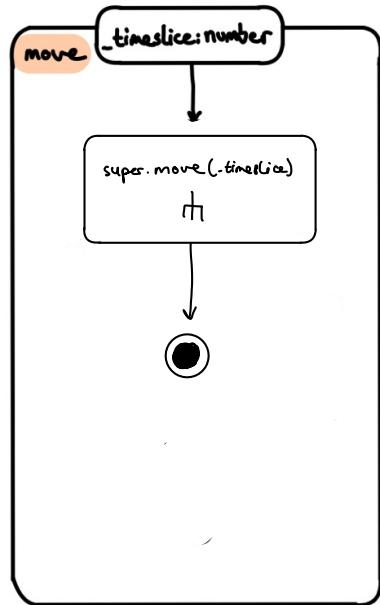
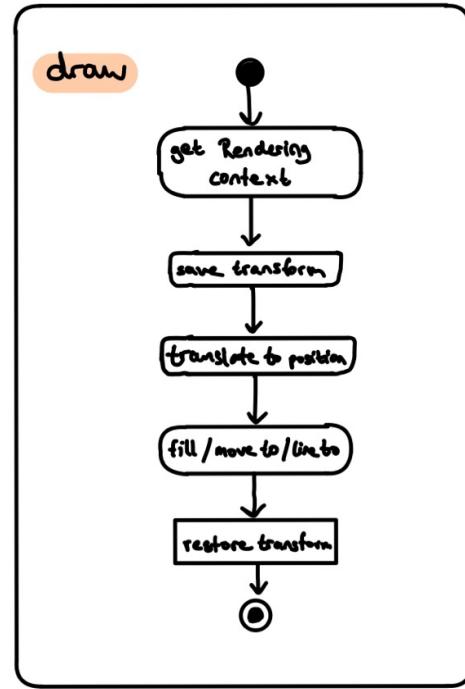
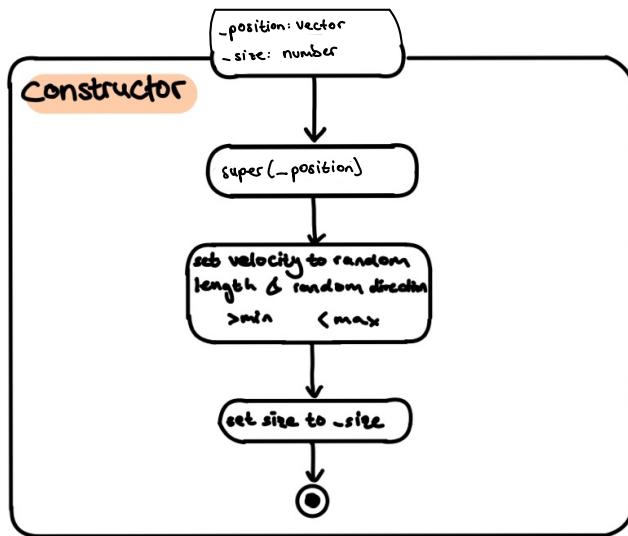




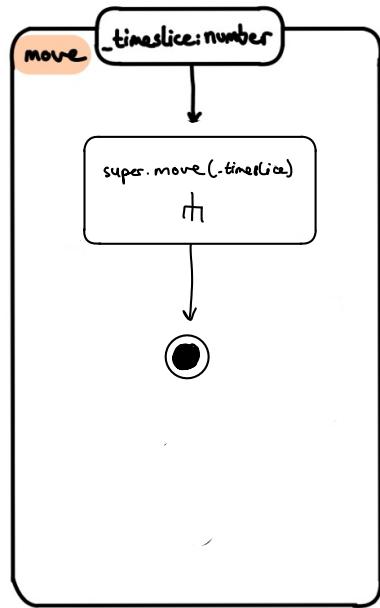
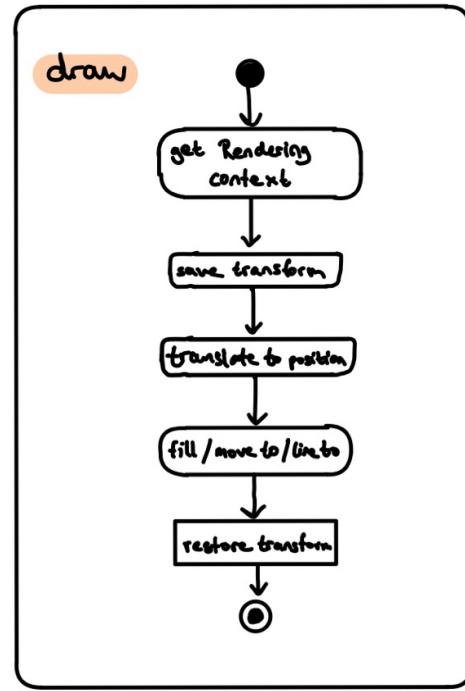
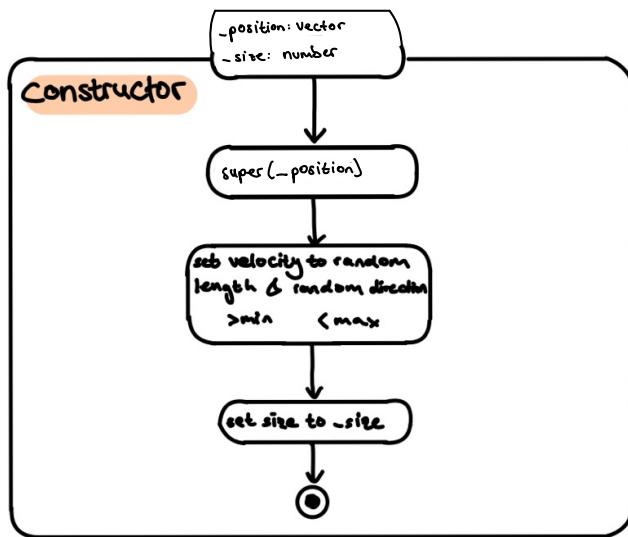
## 10.2 activity diagram - Bug



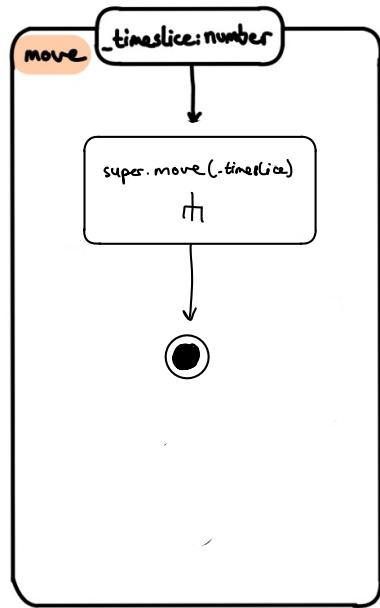
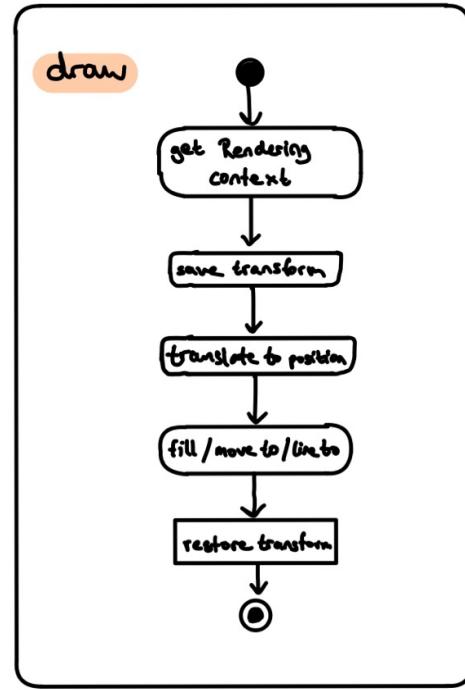
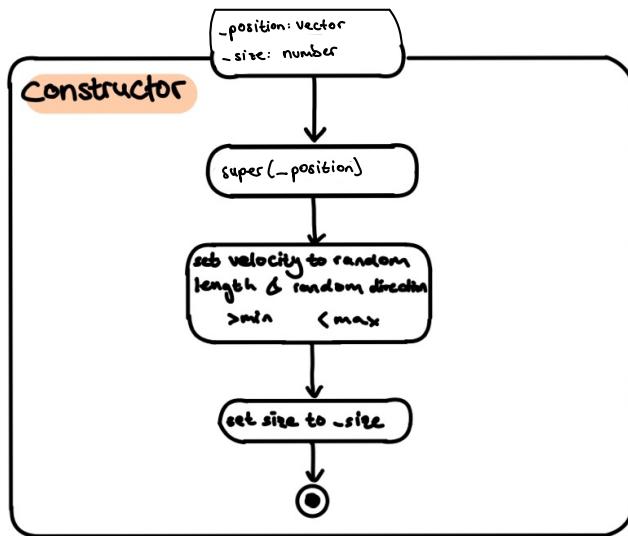
## 10.2 activity diagram - Lander



## 10.2 activity diagram - Paraglider



## 10.2 activity diagram - Läuter



## 10.2 activity diagram - Ballon

