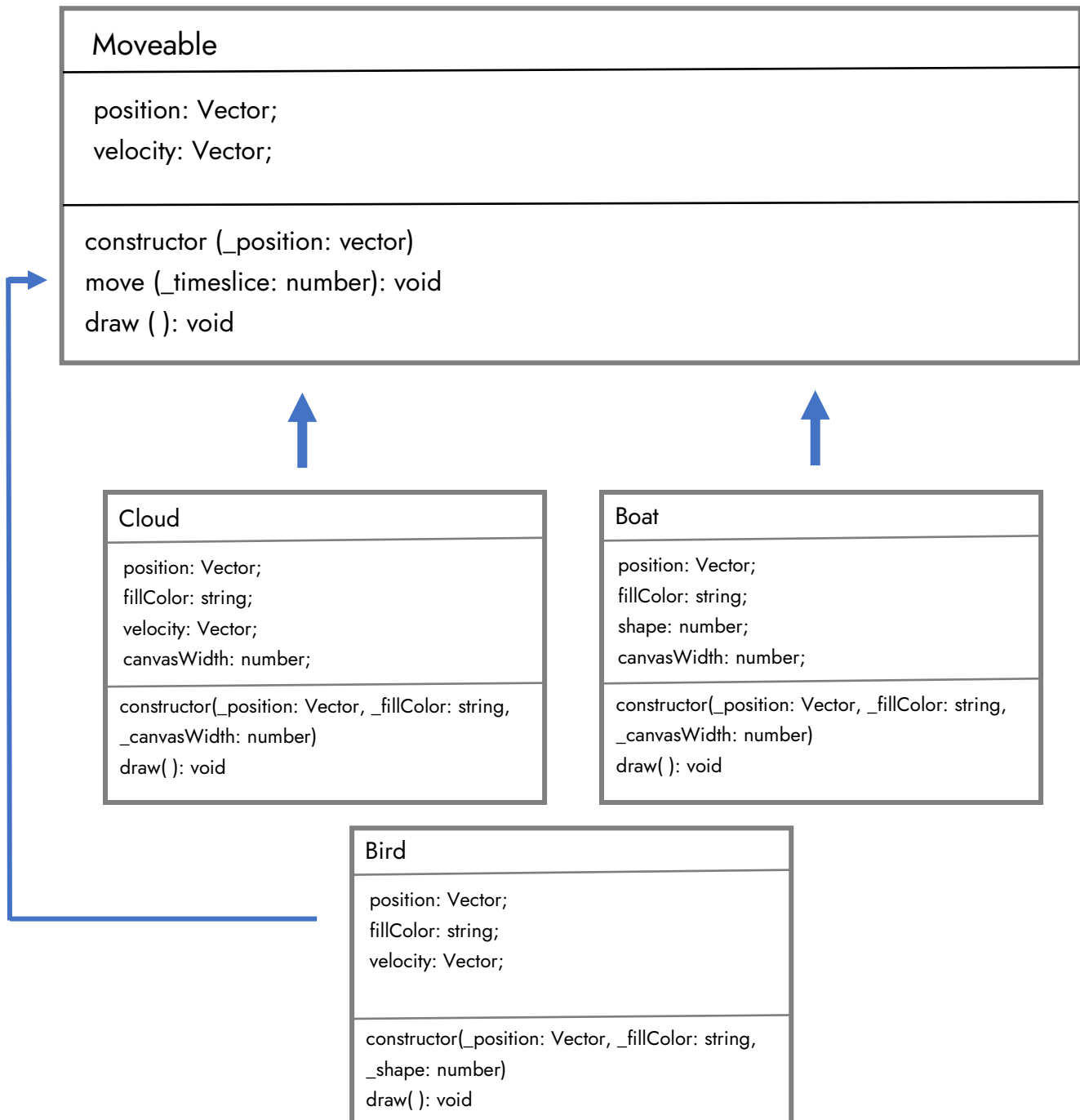
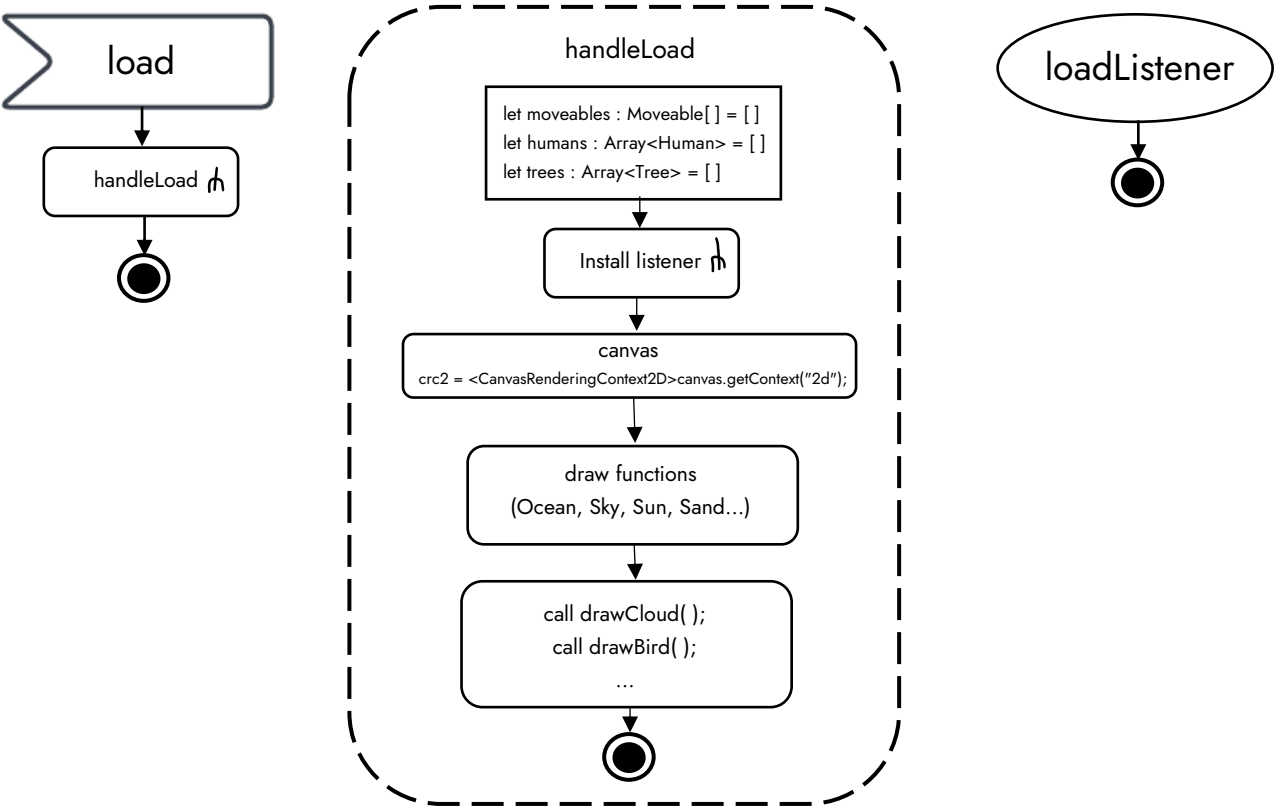


ClassDiagramm:

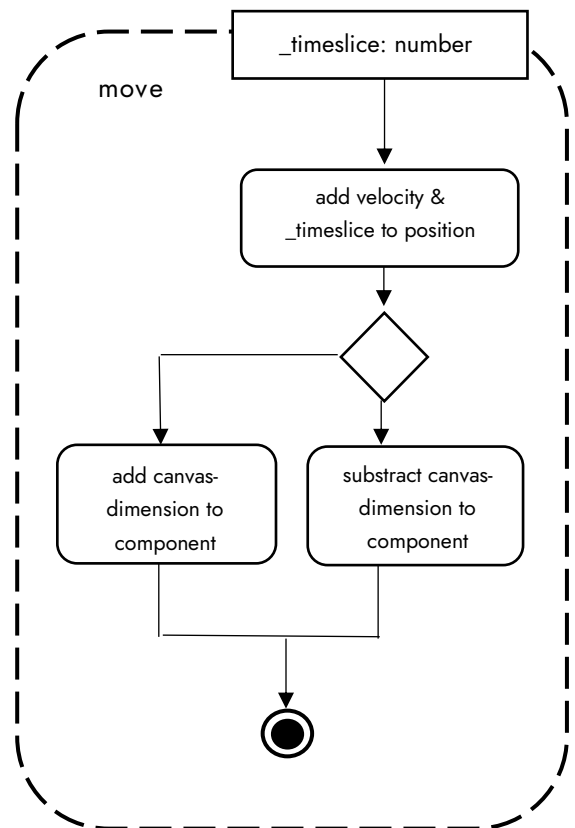
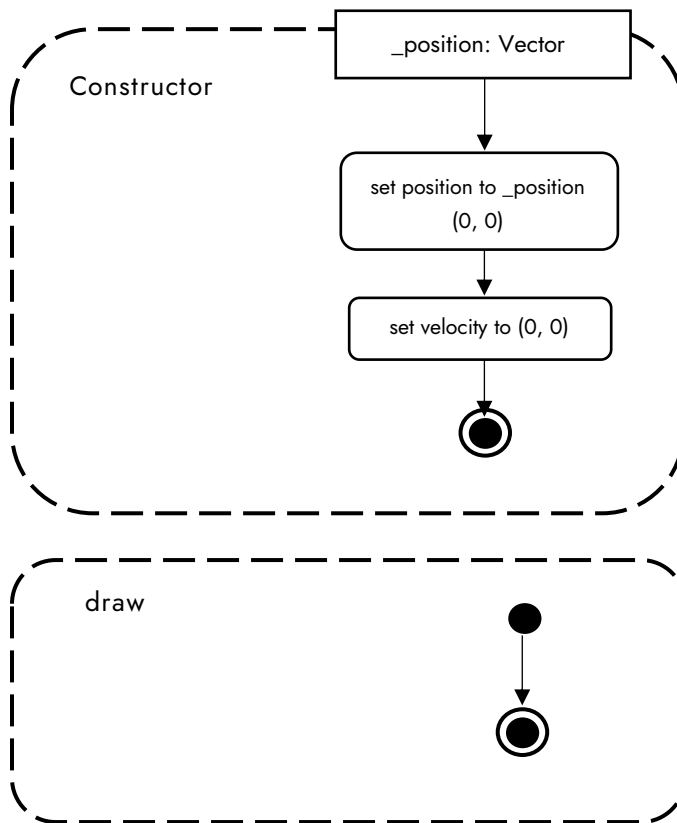


Vector
x: number; y: number;
constructor(_x: number, _y: number) set(_x: number, _y: number): void scale(_factor: number): void add(_addend: Vector): void random(_minLength: number, _maxLength: number) copy(): Vector

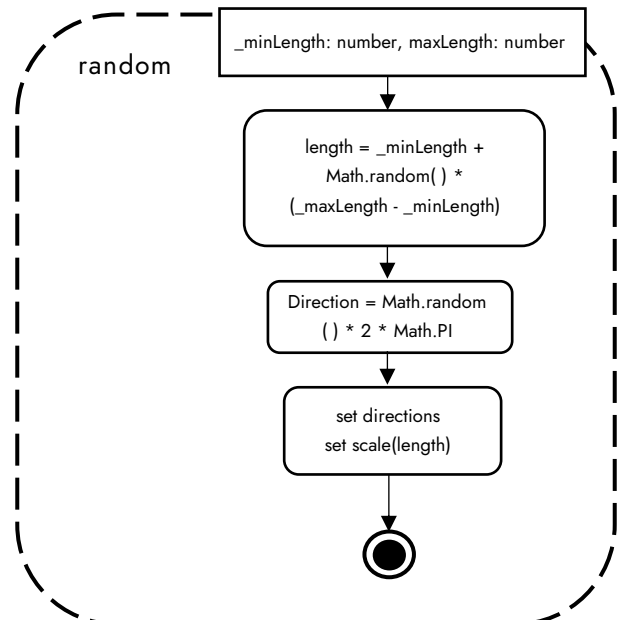
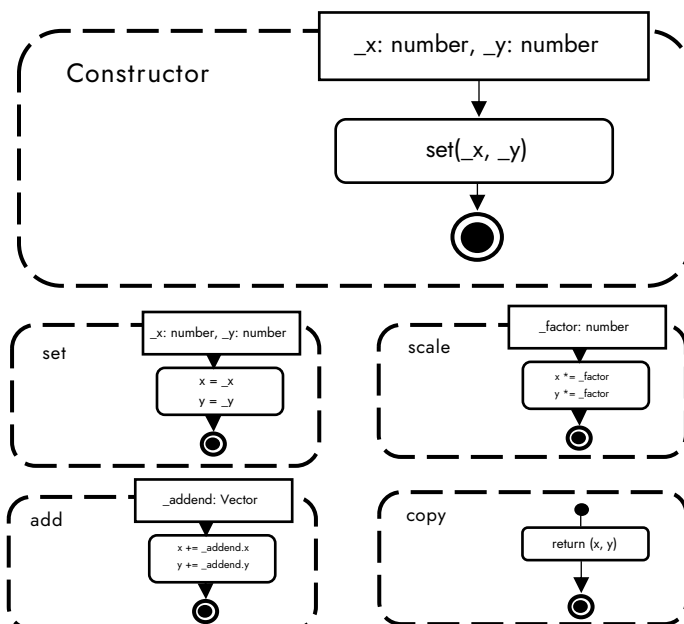
AD – Main:



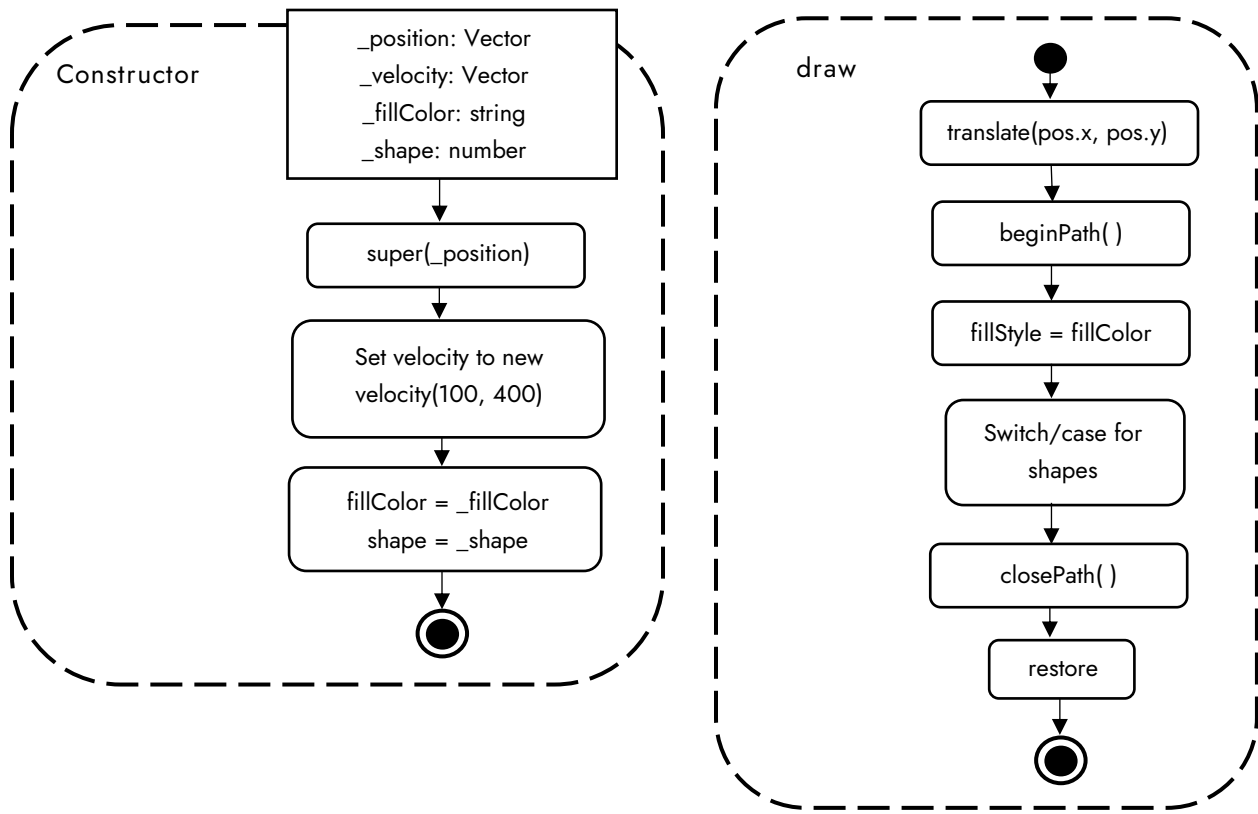
AD – Moveable:



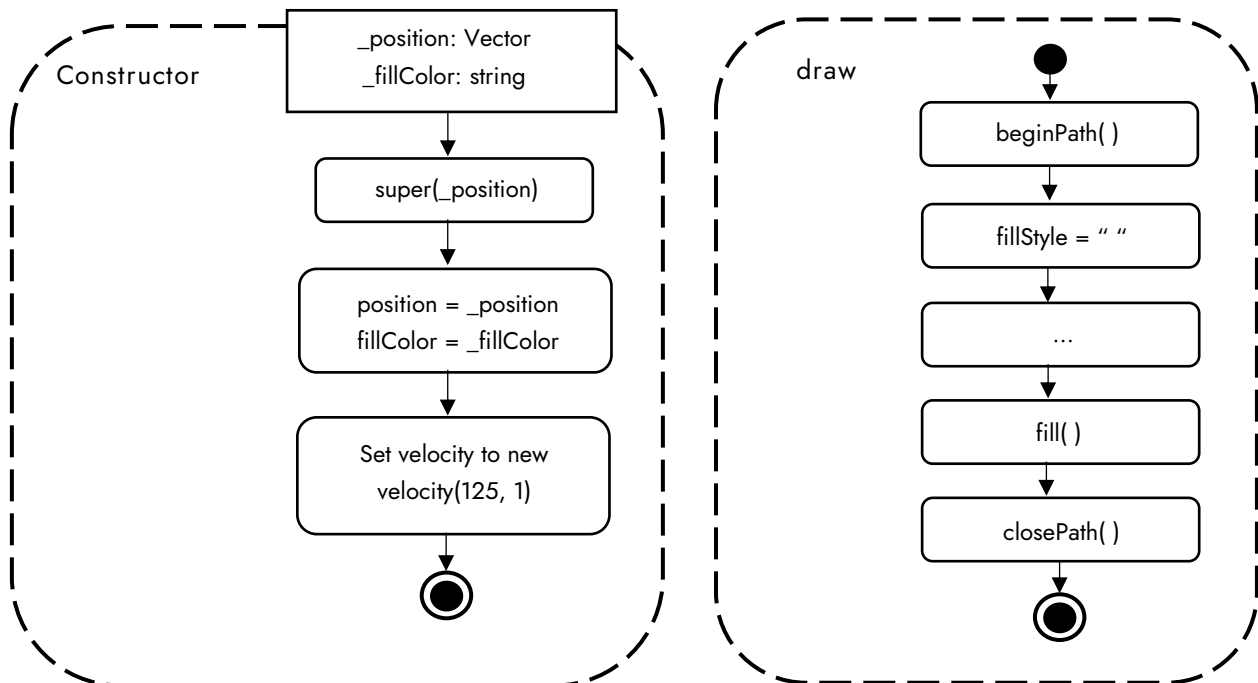
AD – Vector:



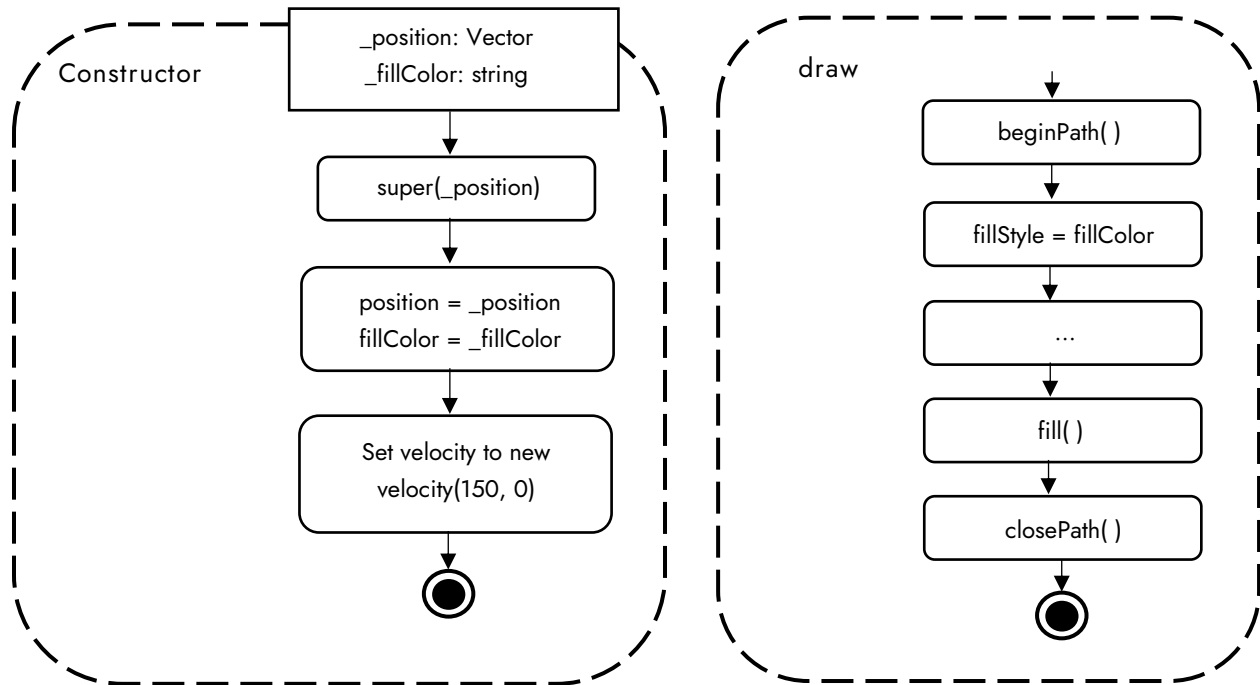
AD – Bird:

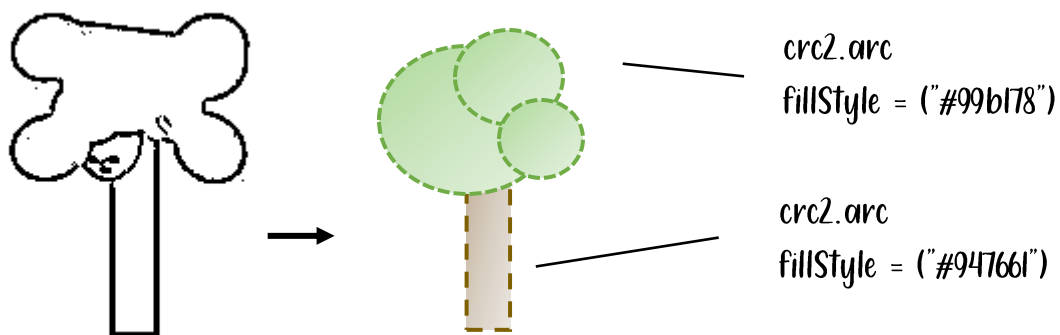
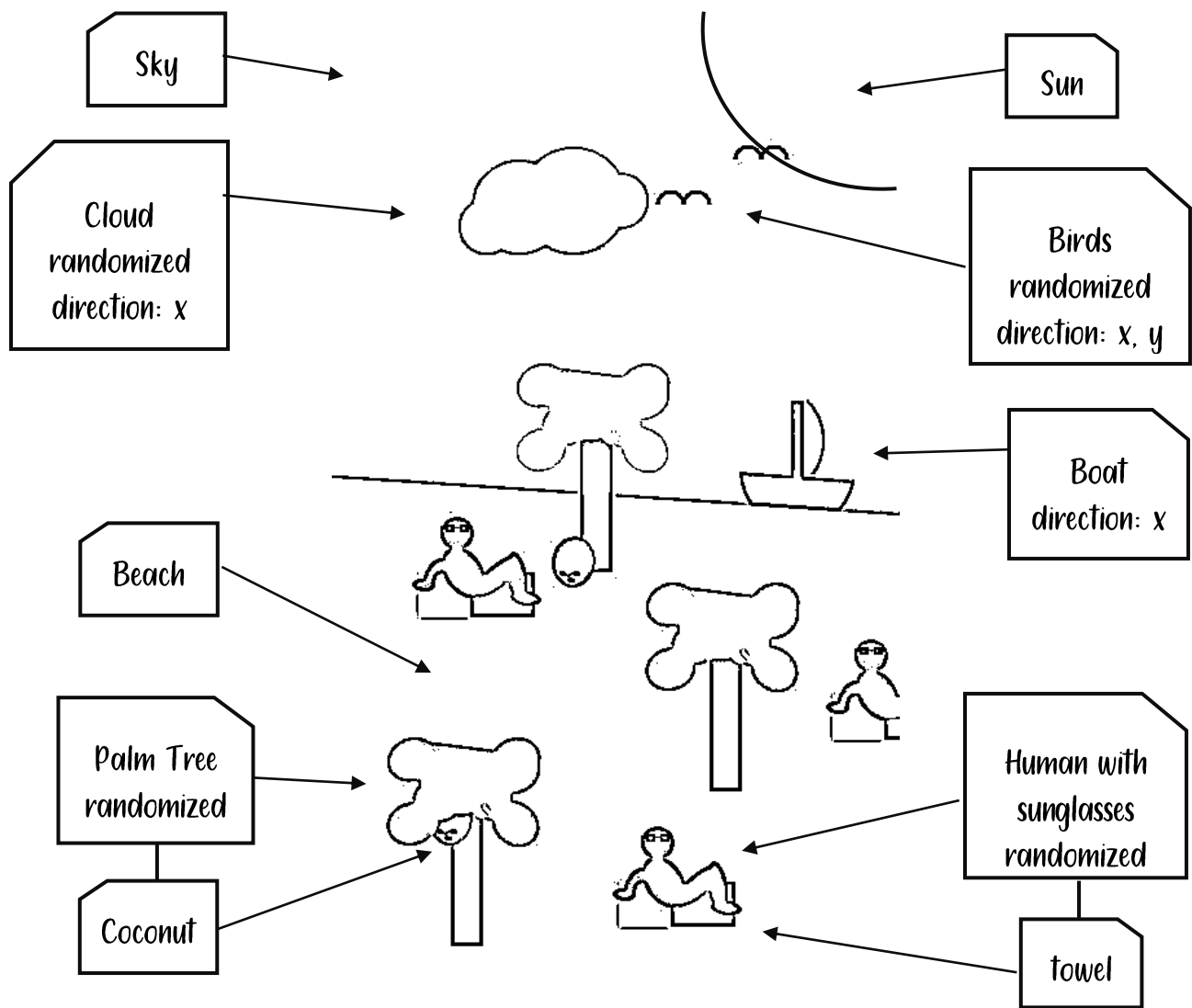


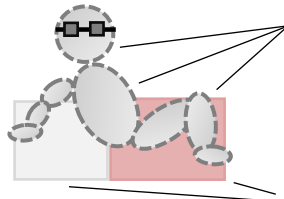
AD – Boat:



AD – Cloud:





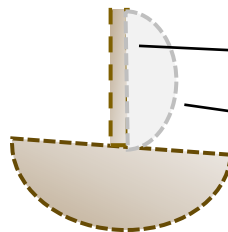


crc2.ellipse
fillStyle = "_fillColor"

crc2.rect
fillStyle = ("#b34f5a")
fillStyle = ("#fcfbfa")



crc2.rect
fillStyle = ("#1C1C1C")

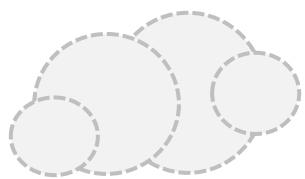


crc2.rect
fillStyle = ("#795644")

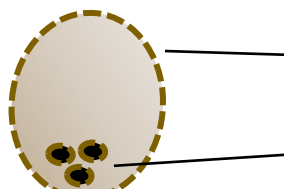
crc2.arc(_pos.x + ..., _pos.y + ..., ..., 18, ...);
fillStyle = ("#ffffff")
fillStyle = ("#795644")



2x crc2.arc(x, y, 10, 0, Math.PI * 1, true)
crc2.lineWidth = 3
crc2.stroke()
crc2.strokeStyle = "#000000"



4x crc2.arc
crc2.fillStyle = "#ffffff"



crc2.ellipse
crc2.fillStyle = "#795644"
3x crc2.ellipse
crc2.fillStyle = "#362204"