

ClassDiagram

Bird
<pre>position: Vector; motion: Vector; fillColor: string; shape: number;</pre>
<pre>constructor (_position: Vector, _fillColor: string, _shape: number, _motion: Vector) move (_timestamp: number): void draw (): void</pre>

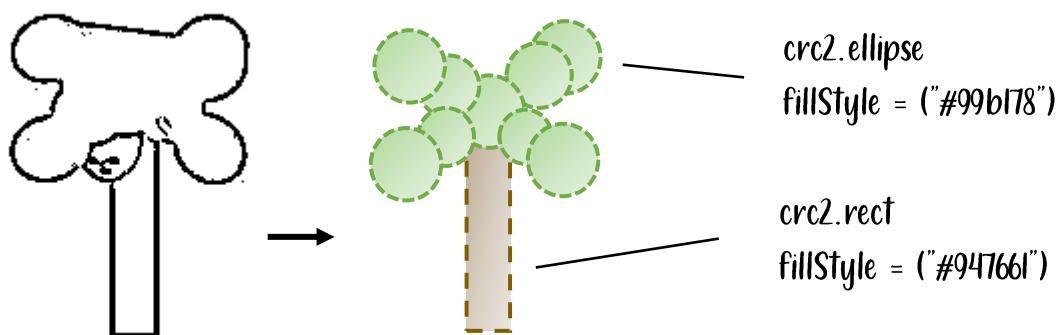
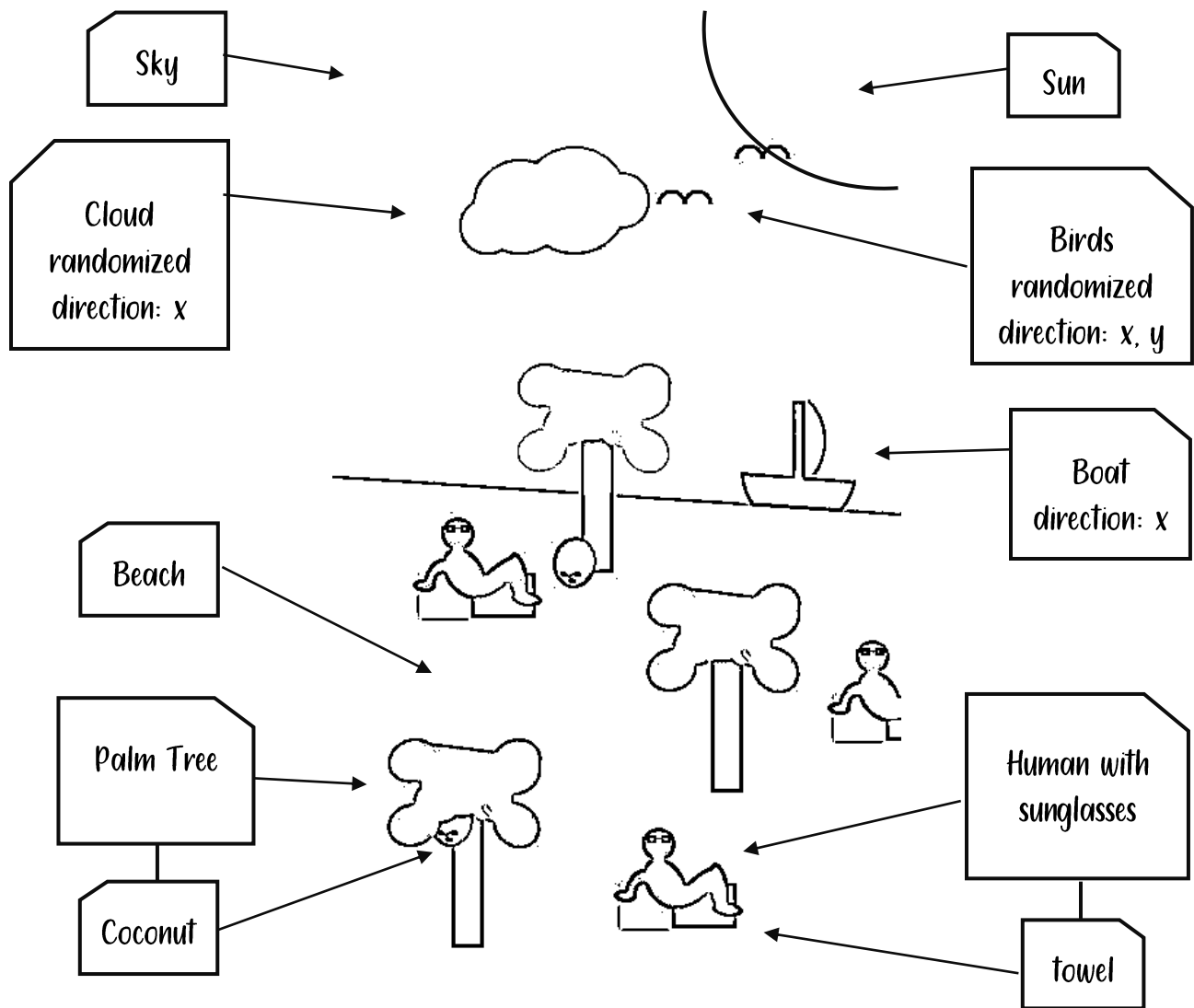
Boat
<pre>position: Vector; motion: Vector; fillColor: string;</pre>
<pre>constructor (_position: Vector, _fillColor: string, _motion: Vector) move (_timestamp: number): void draw (): void</pre>

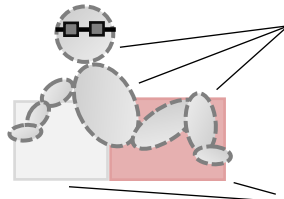
Cloud
<pre>position: Vector; motion: Vector; fillColor: string;</pre>
<pre>constructor (_position: Vector, _fillColor: string, _motion: Vector) move (_timestamp: number): void draw (): void</pre>

Vector

x: number;
y: number;

constructor (_x: number, _y: number)
set (_x: number, _y: number): void
factor (_factor: number): void
add (_addend: Vector): void
random (_minLength: number, _maxLength: number): void



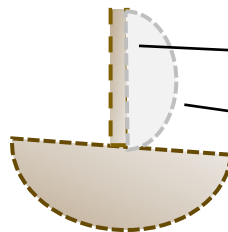


crc2.ellipse
fillStyle = "_fillColor"

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



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

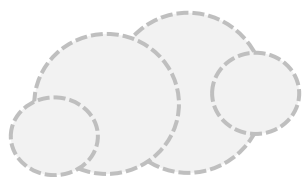


crc2.rect
fillStyle = ("#795644")

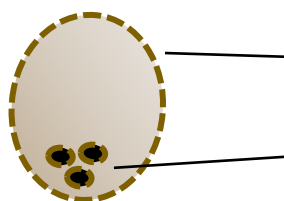
crc2.arc(_pos.x + ..., _pos.y + ..., ..., 18, ...);
fillStyle = ("#ffffff")
fillStyle = ("#795644")



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"

Activity Diagram

