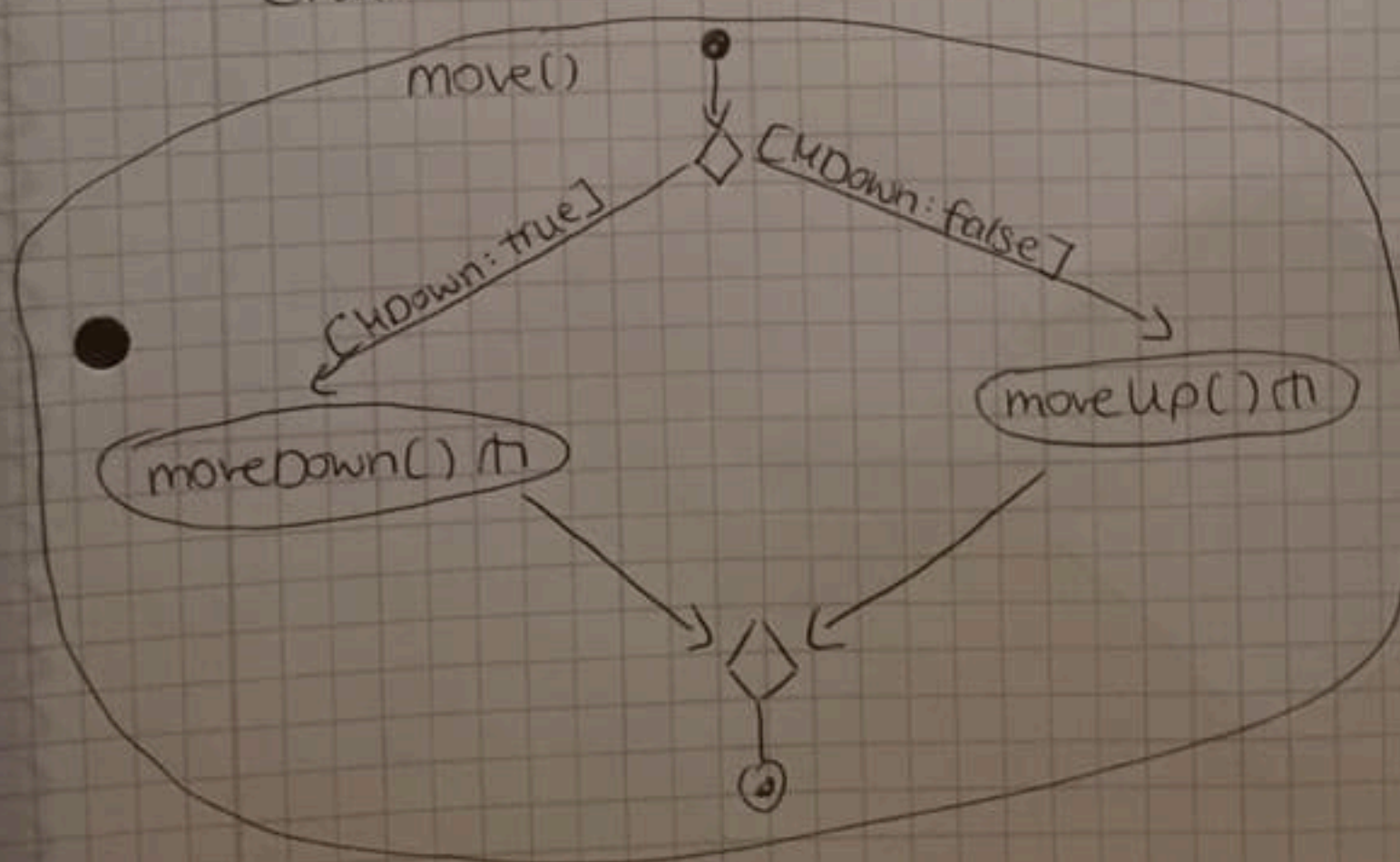


Child



moveDown()

yDir = 2
xDir = 5

xPos += xDir
yPos += yDir

[yPos > 100]

MDown = false

moveUp()

xDir = (-5)
yDir = (-2)

yPos += yDir
xPos += xDir

[xPos < 0]

MDown = true

draw()

[MDown: true]

[MDown: false]

drawDown()

drawUp()