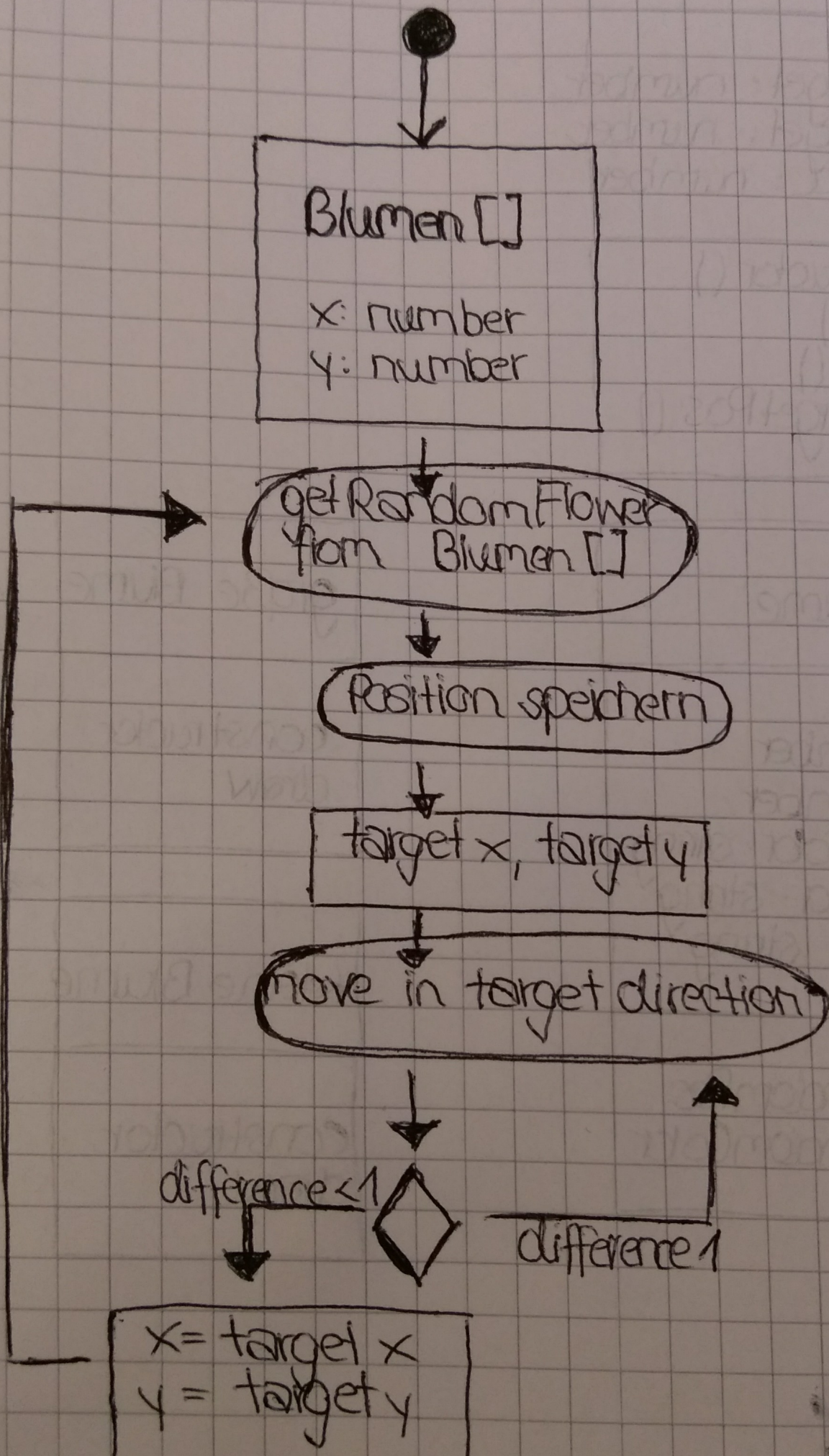


# AKTIVITÄTSDIAGRAMM





Honigbiene

Subklasse

x Target: number  
y Target: number  
Speed: number

// constructor ()  
draw ()  
move ()  
setTargetPos ()

Blume

große Blume

constructor  
draw

Subklasse

x: number  
y: number  
centerColor: string  
petalColor: string  
fillColor: string

set RandomPos  
set RandomColor

kleine Blume

constructor  
draw

Subklasse

Superklasse