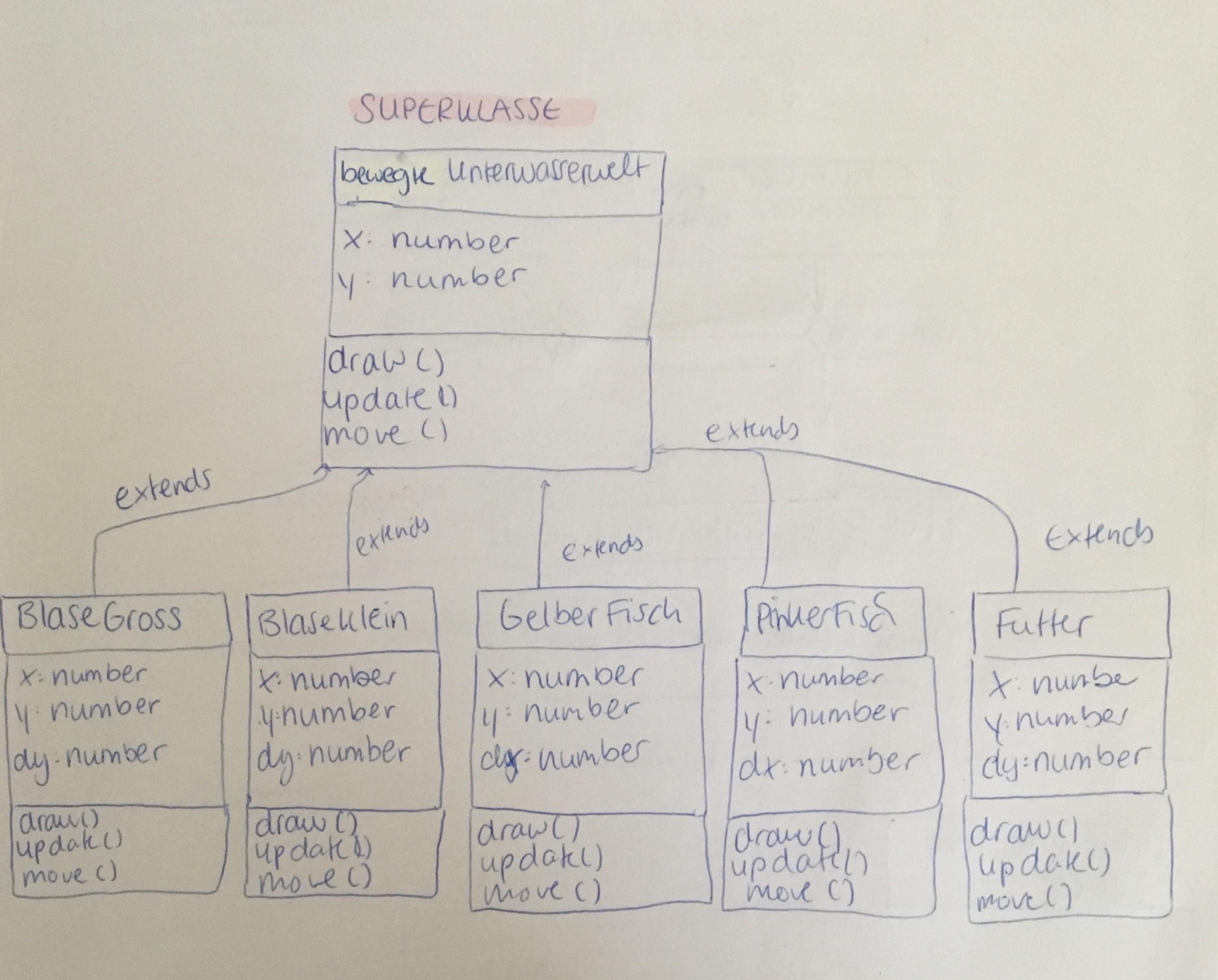
## KLASSENDIAGRAMME



AKTIVITATODIAGRAMME - event: Mouse Event futterVerteilen let x = event clientx let y = event clienty leti: number = 0 1-et. futter: Futter-neufutter(x,y) bewegkunker push (Futter) Futter move click Cthisyc= 5007 Futter Verkillen m (This dy-0) this. Y= + his.de