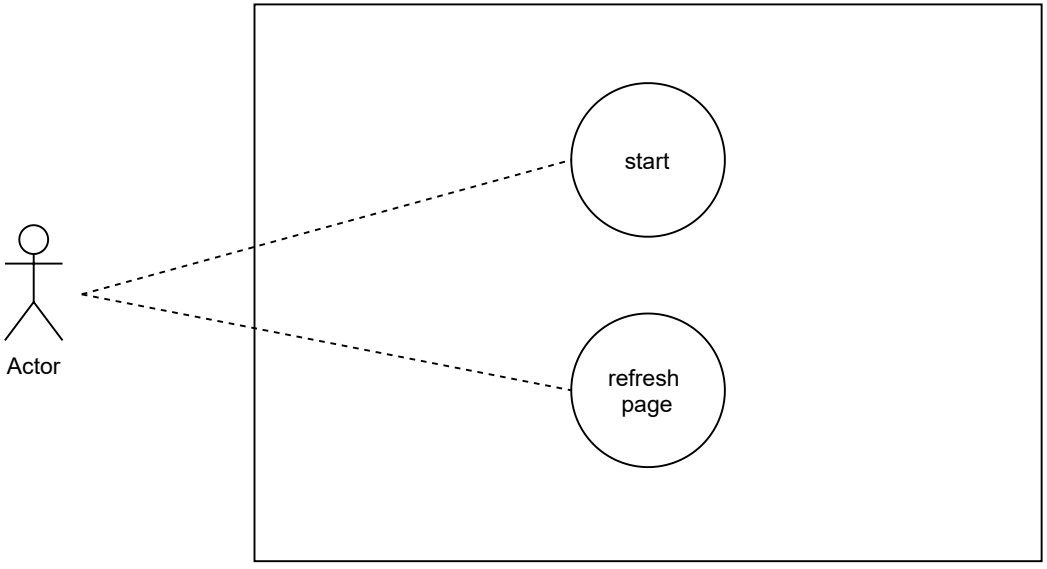
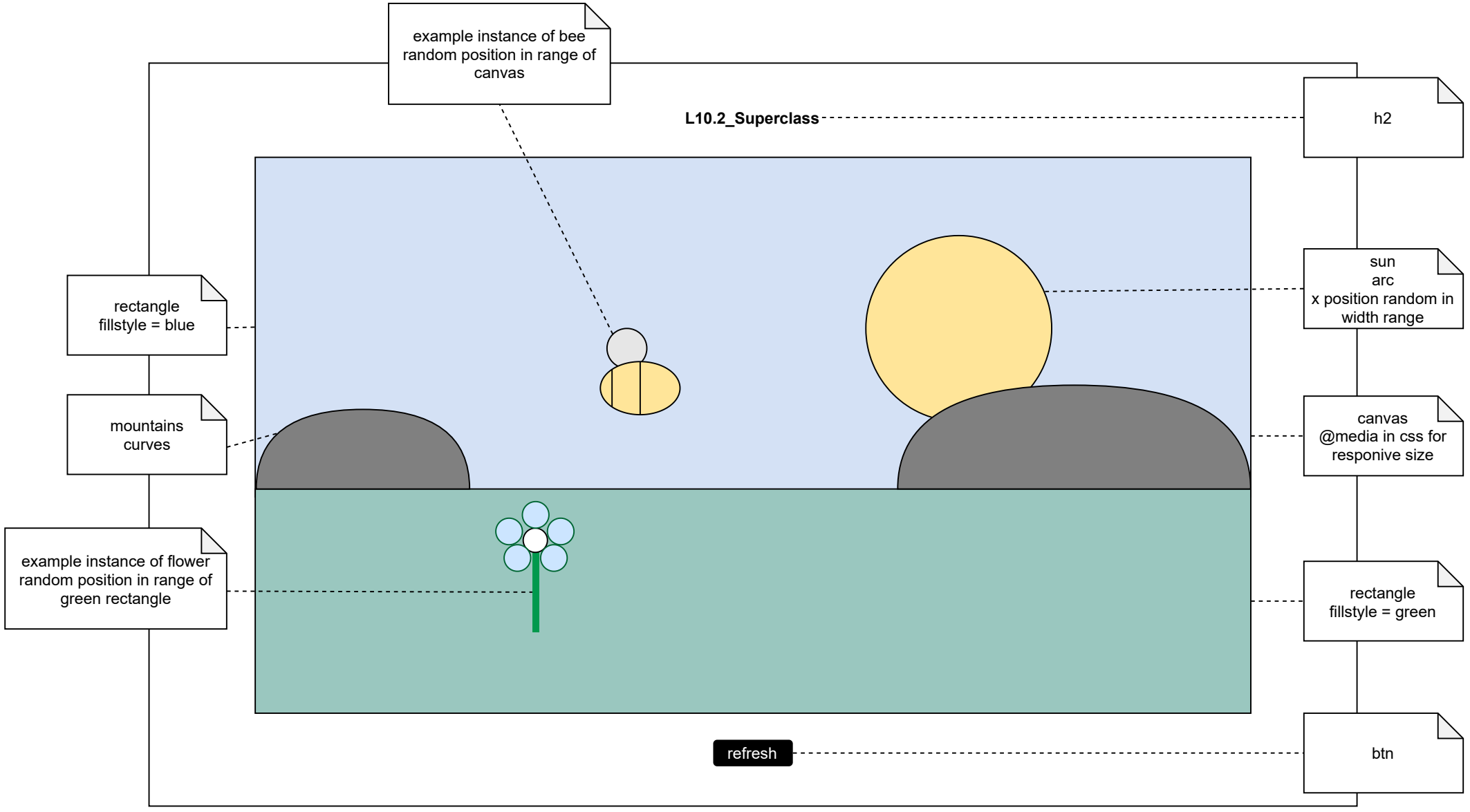
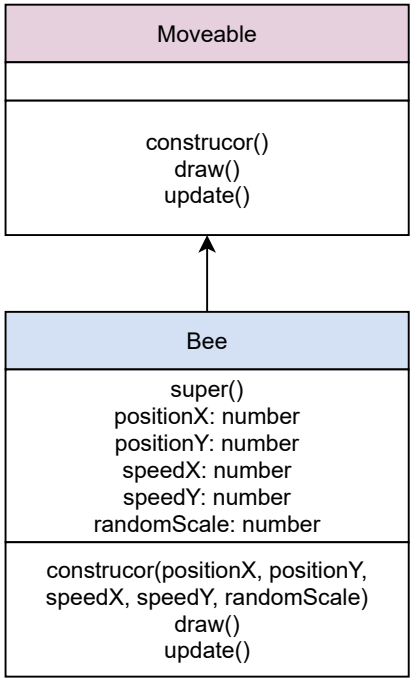
L10.2_Superclass

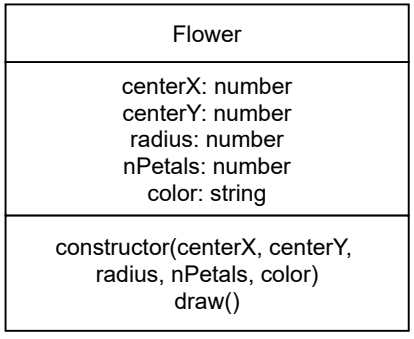


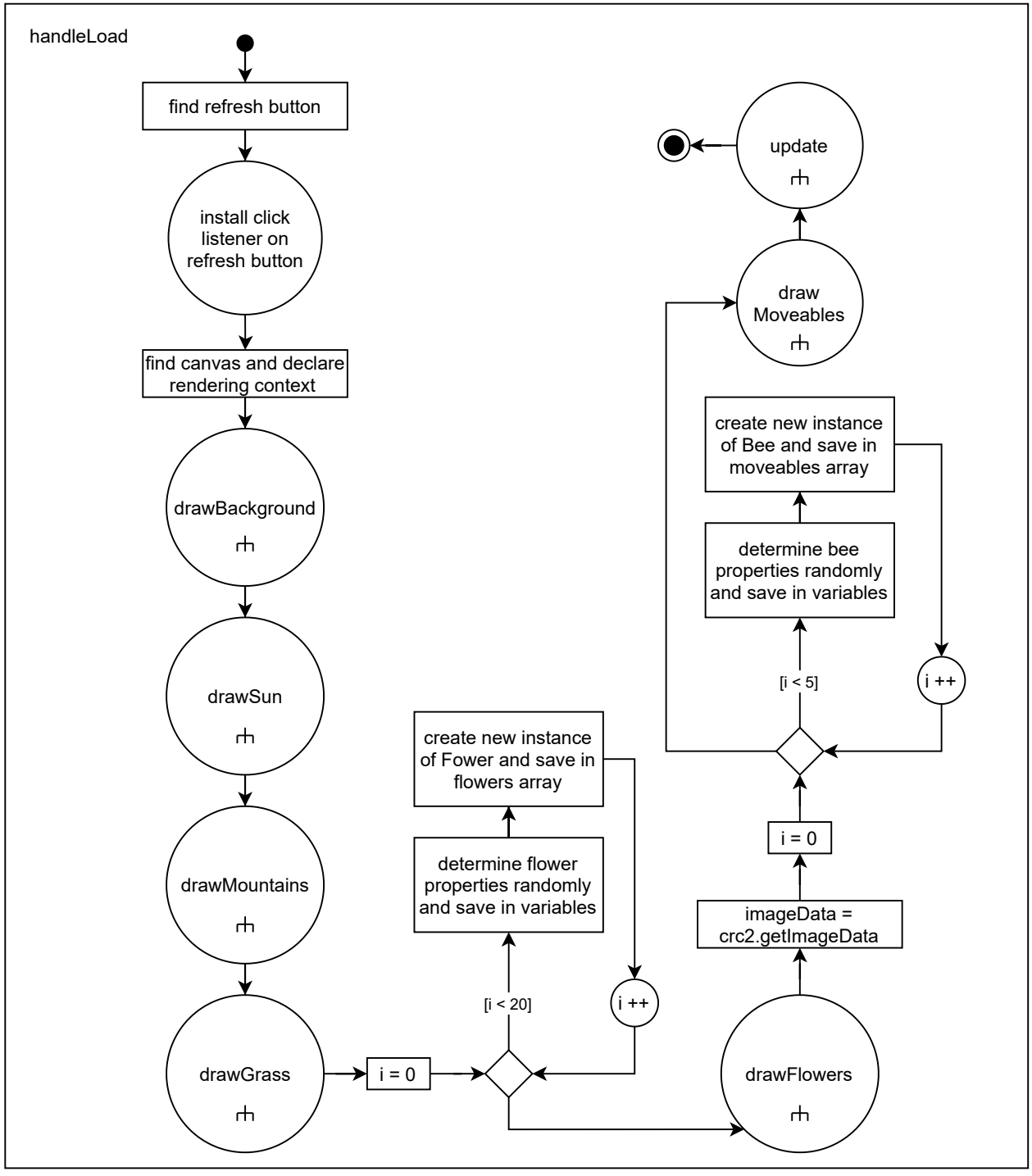
L10.2_Superclass

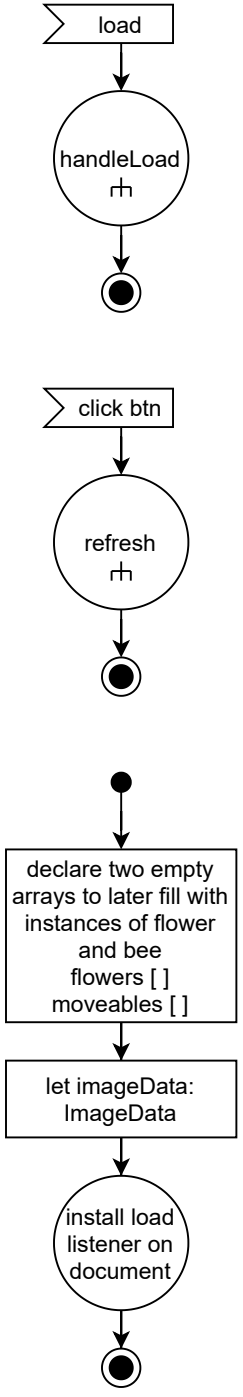


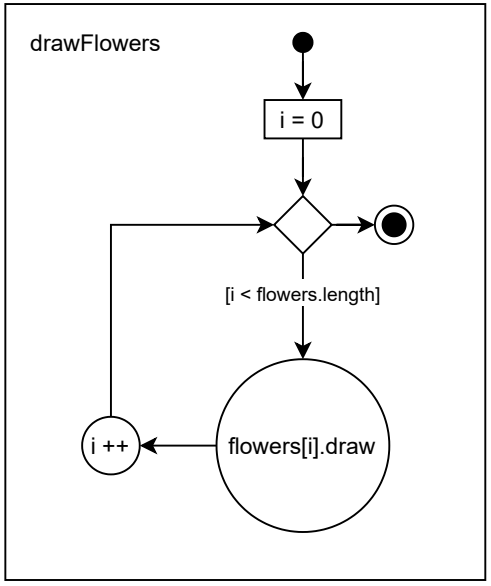
L10.2_Superclass

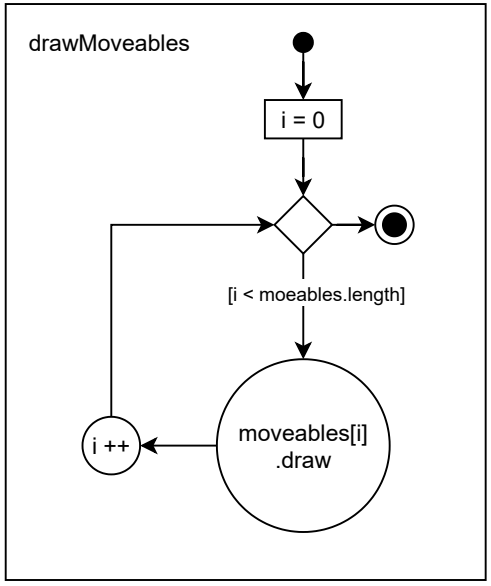


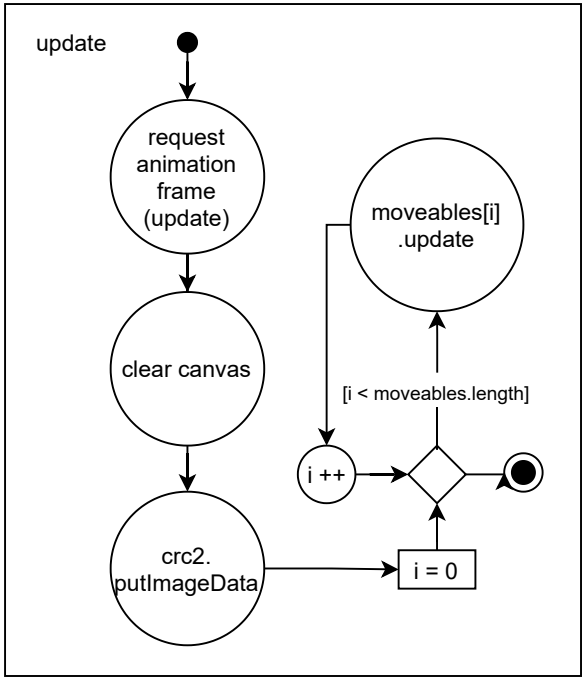


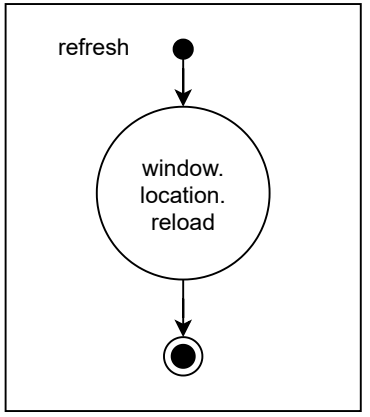


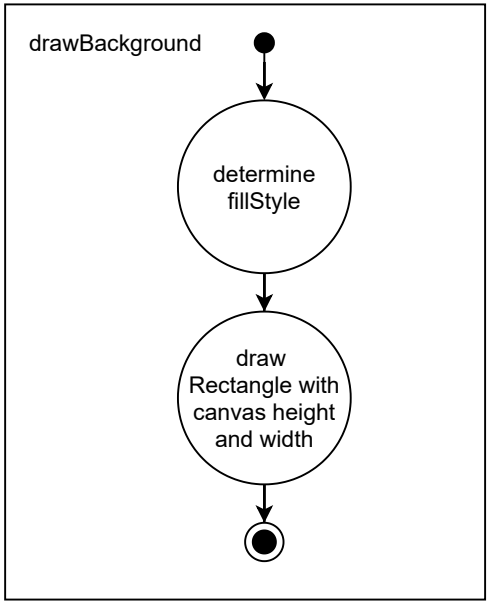


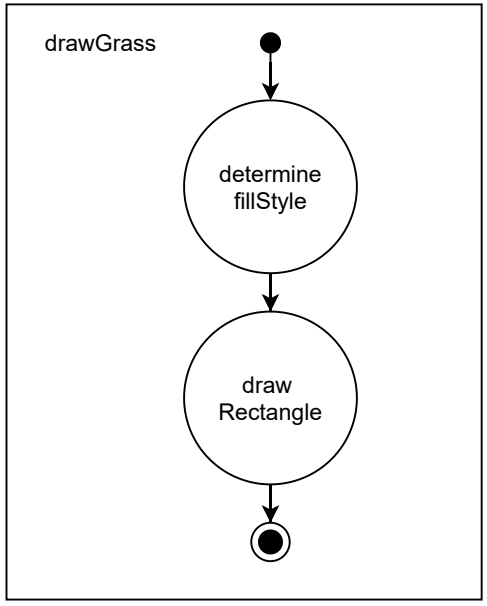

drawFlowers
i = 0
[i < flowers.length]
flowers[i].draw
i ++

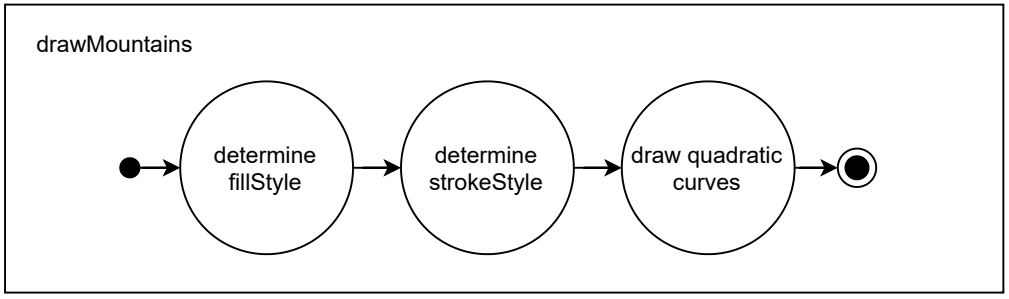

drawMoveables
i = 0
[i < moeables.length]
moveables[i]
.draw
i ++

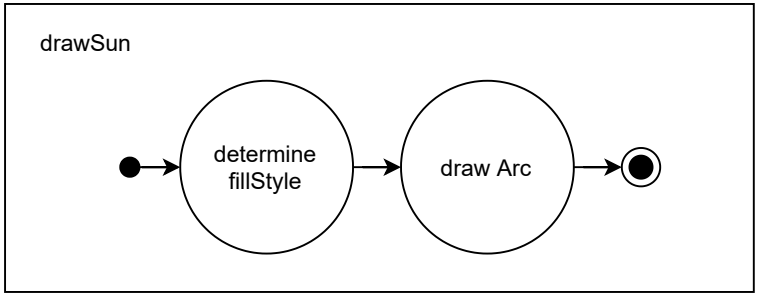

update
request
animation
frame
(update)
clear canvas
crc2.
putImageData
moveables[i]
.update
[i < moveables.length]
i ++
i = 0

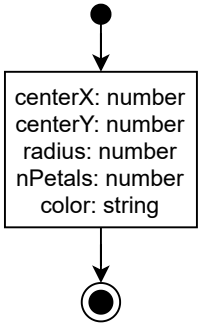

refresh
window.
location.
reload

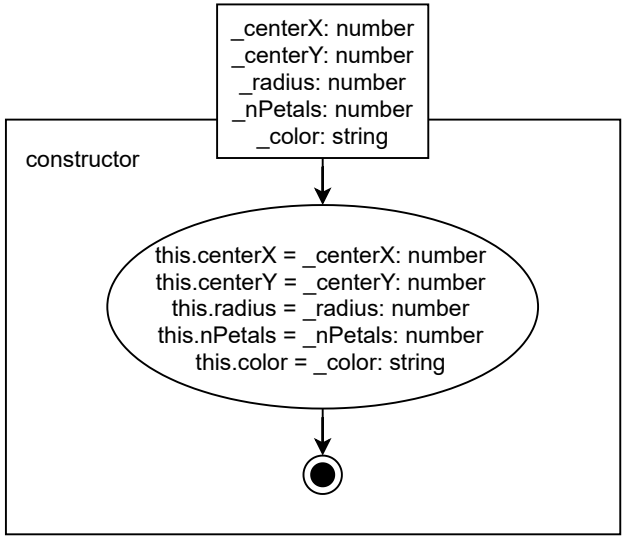

drawBackground
determine
fillStyle
draw
Rectangle with
canvas height
and width

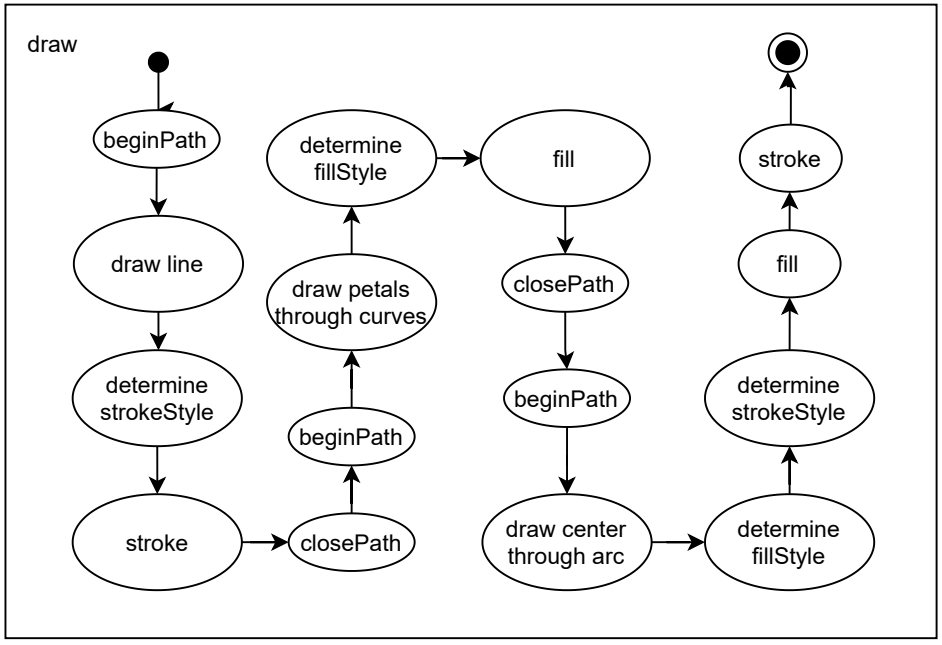
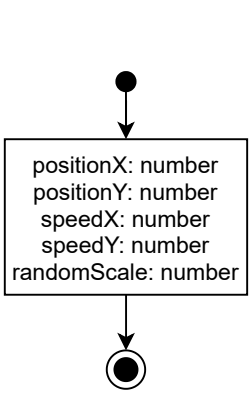
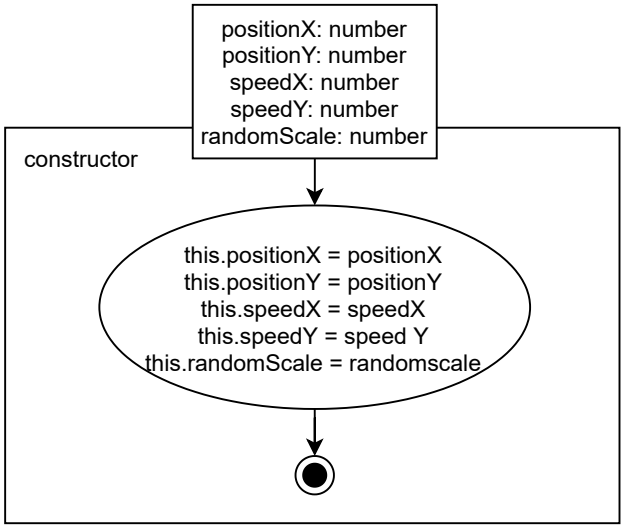
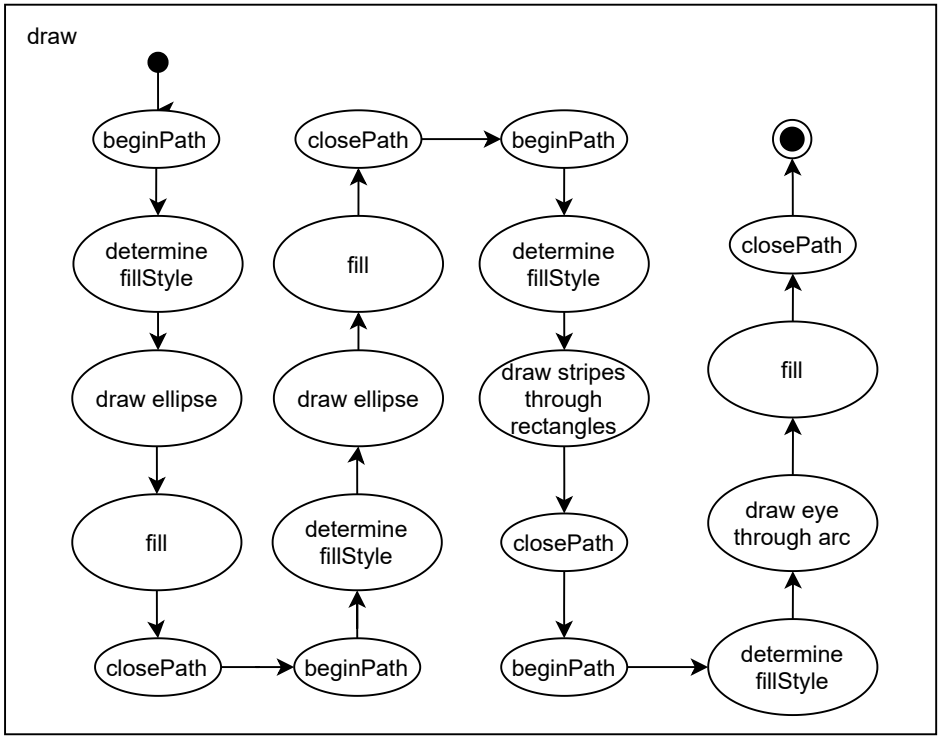
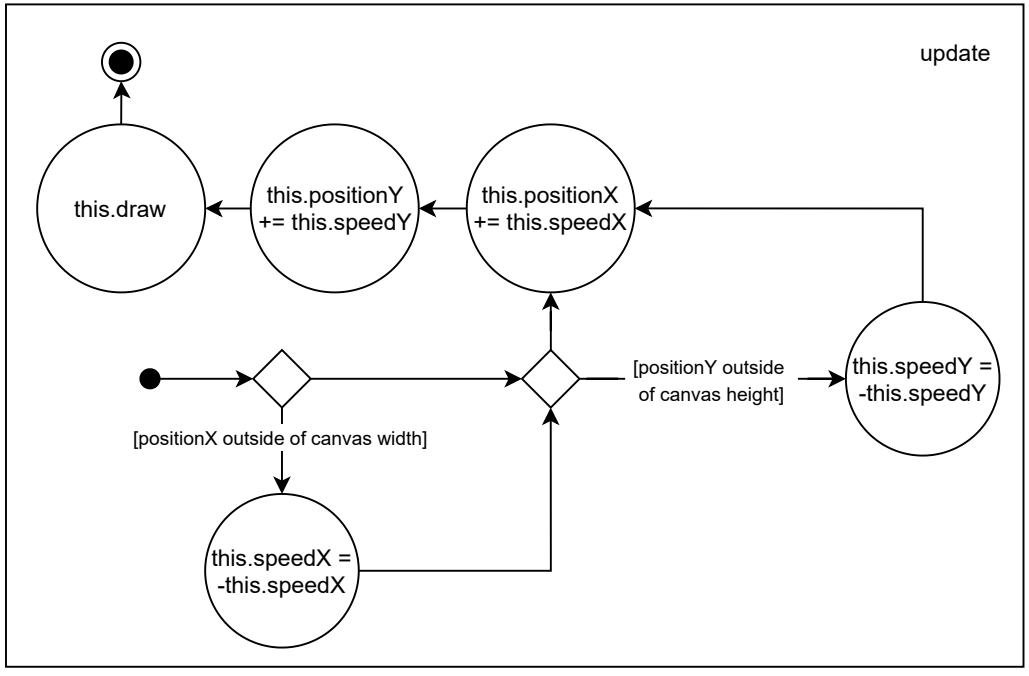

drawGrass
determine
fillStyle
draw
Rectangle


drawMountains
determine
fillStyle
determine
strokeStyle
draw quadratic
curves


drawSun
determine
fillStyle
draw Arc


centerX: number
centerY: number
radius: number
nPetals: number
color: string


_centerX: number
_centerY: number
_radius: number
_nPetals: number
_color: string
constructor
this.centerX = _centerX: number
this.centerY = _centerY: number
this.radius = _radius: number
this.nPetals = _nPetals: number
this.color = _color: string


draw
beginPath
draw line
determine strokeStyle
stroke
closePath
beginPath
draw petals through curves
determine fillStyle
fill
closePath
beginPath
draw center through arc
determine fillStyle
fill
stroke
determine strokeStyle

L10.2_Superclass Bee (subclass of Moveable)