# KONZEPT 10.05.17

# AUFGABE 7 BLOCKDIAGRAMME

### >> Interface << Biene

x: number
y: number
size: number

xspeed: number
yspeed: number

#### Biene

x: number
y: number
size: number
xspeed: number
yspeed: number

draw()
move()
update()
setRandomStyle()

## >> Interface << Blume

x: number
y: number

strokeColor: string
fillColor: string

#### Blume

x: number
y: number
size: number

strokeColor: string
fillColor: string

draw()
move()
setRandomPosition()