

Soversche Akadamie Tohans

Konzept Aufgabe 10

Fish

X: number

y: stamber

type: string

color: String

move (): wid

olrau(): void

Bubbles

X: number

y: number

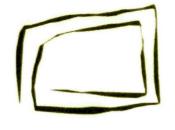
type: String

chrow (): woid

move (): ucid



Od, salingfully a granes



BAF

Bayersche Akademie für Fernsehen e.V.

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