Blockdiagramm

snowPlake

x: number; y: number; size: number; speed: number;

> update() draw()

Bird

x: number; y: number; size: number; speedx: number; speedy: number; color: string;

update()

draw()

getrandomcolor()

tree

x: number y: number height: number

ClOUd

x: number, y: number, scale: number

snowman

y: number

mountain

x: number y: number width: number height: number

Aktivitätsdiagramm

