

## Honey bee \*

- x Target: number - y Target number

- Speed: number

- nectar: number

- direction: boolean

- flower: Flower - task: Task

constructor () tokaw() tset Random Size ()

-get Nectar

- Set Target Beehive() - Set Random Flows(1)

Position ()

-absorb Nector ()

<<enumoration>> TASU

IDLE

FLY\_TO\_FOWER ABSORB\_NECTAR

FLY\_TO\_BEHIVE

EJECT - NECTAR

Superclass Bee \*

protected x. number profected y: number

-cdor : string

-sting: boden protected xspeed: number

protected yspeed number

pictected xmax: number

protected ymin: number protected ymax: number

constructor ()

draw () typodate ()

protected set Random Expeed (
protected set Random Etyle ()

































