

CanvasRenderingContext

Mountains
position: Vector; min: number; max: number; colorLow: string; colorHigh: string;
constructor(_position: Vector, _min: number, _max: number, _colorLow: string, _colorHigh: string) drawMountains()

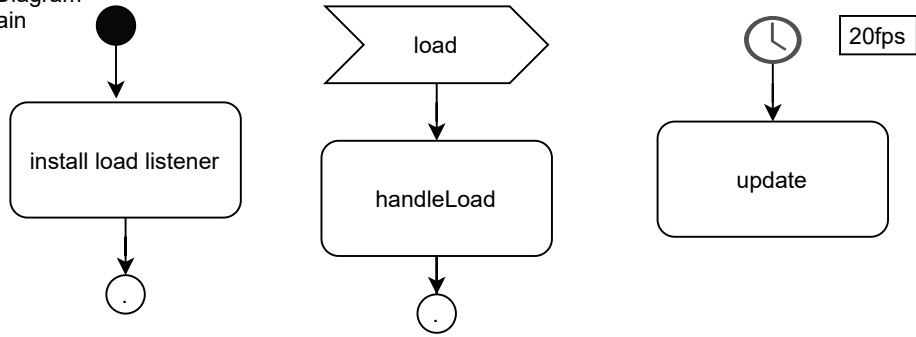
Trees
numberTrees: number; position: Vector;
constructor(_numberTrees: number, _position: Vector) drawTrees()

Flower
position: Vector; color: string CanvasGradient CanvasPattern; velocity: Vector;
constructor(_position: Vector, _color: string CanvasGradient CanvasPattern) drawFlower1() drawFlower2()

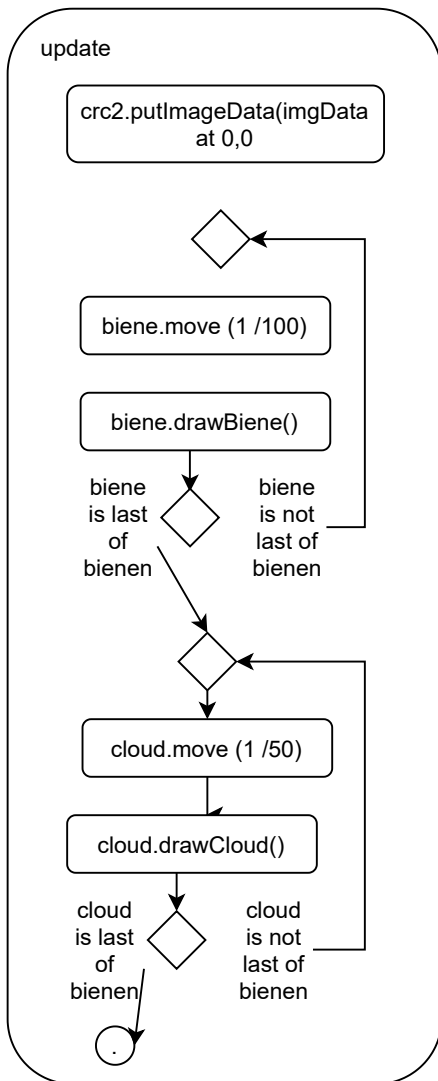
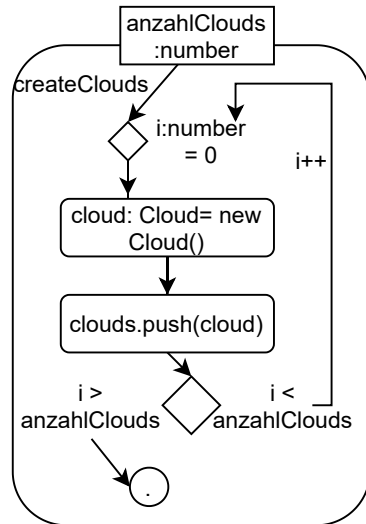
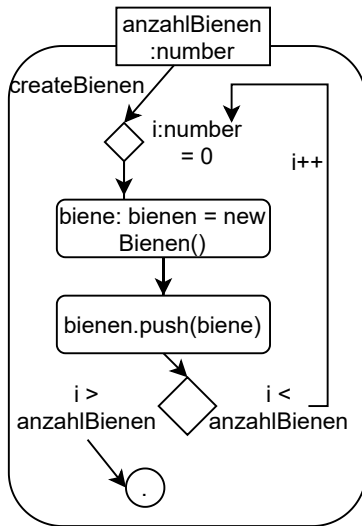
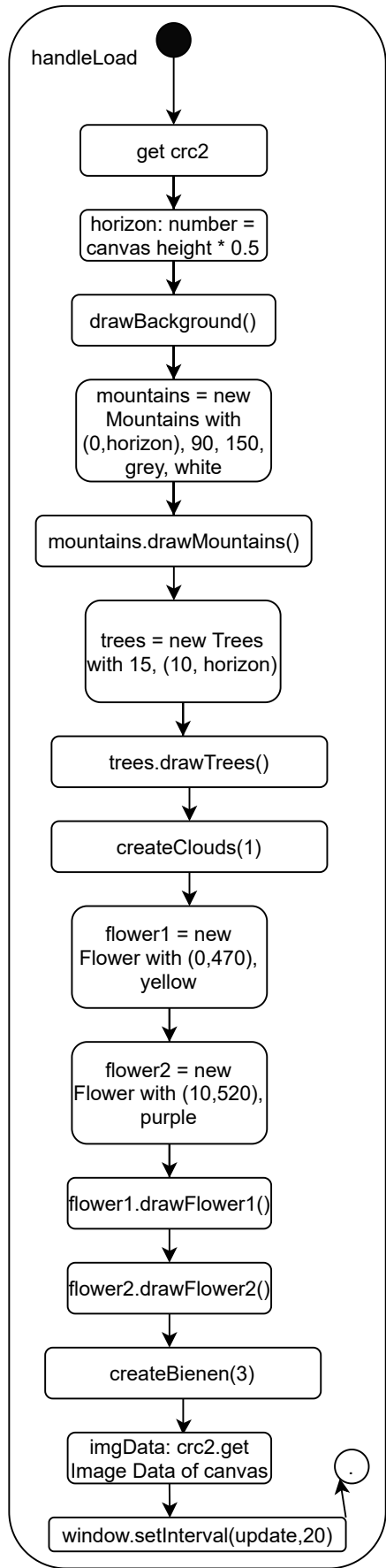
Bienen
velocity: Vector; position: Vector;
constructor() drawBiene() move(_timeslice)

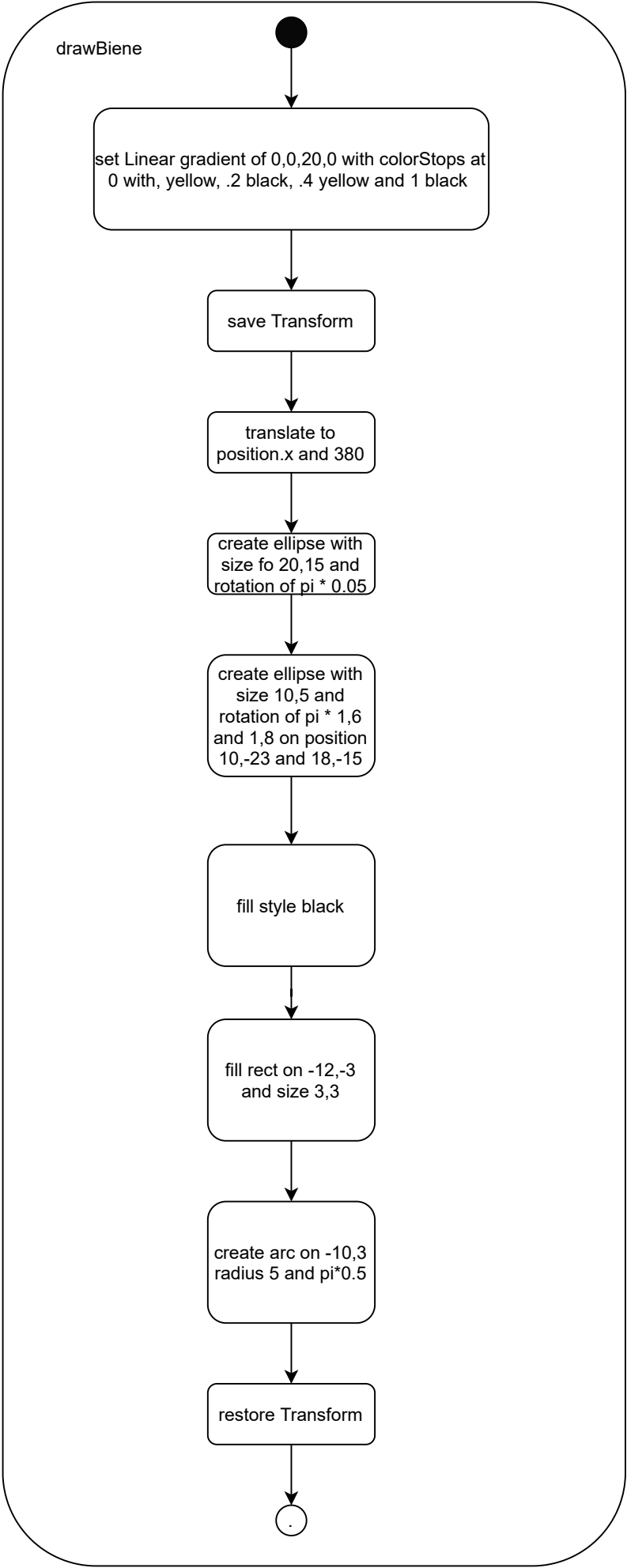
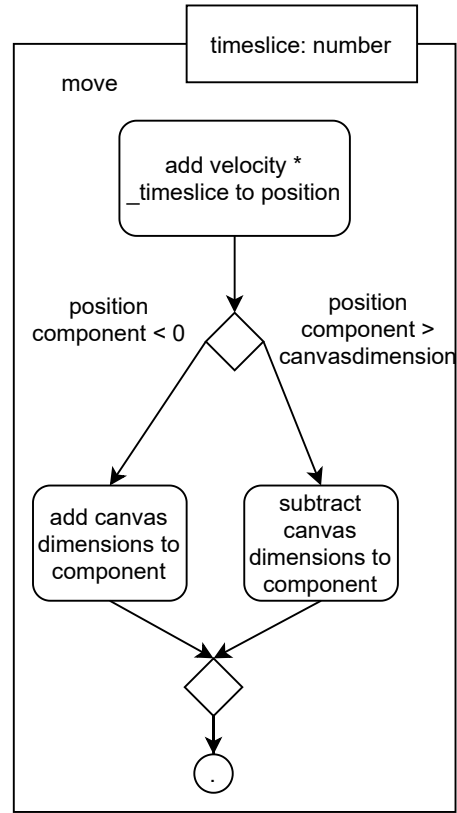
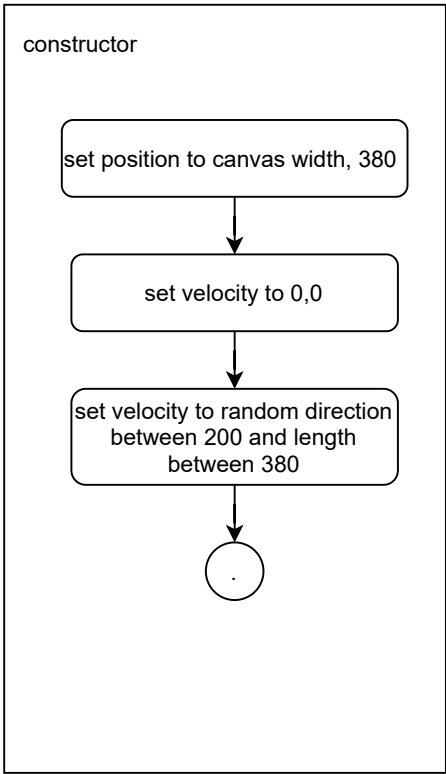
Cloud
velocity: Vector; position: Vector; size: Vector;
constructor() drawCloud() move(_timeslice)

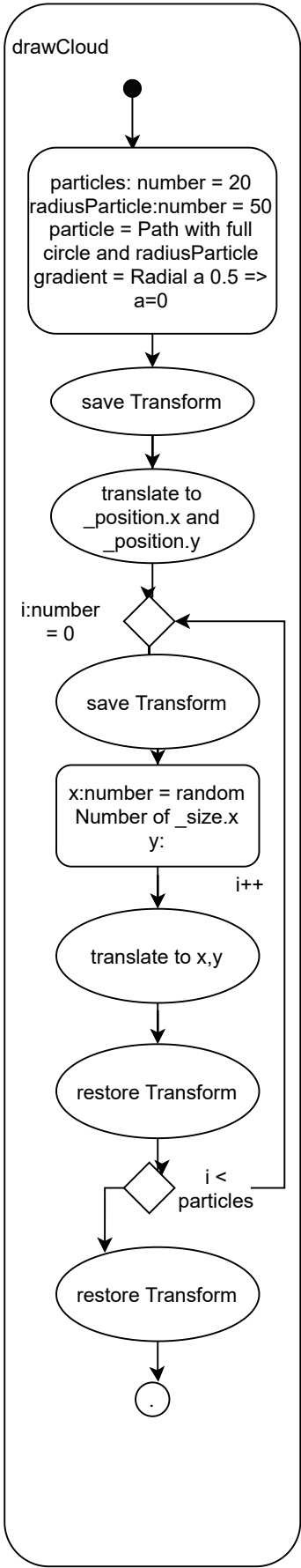
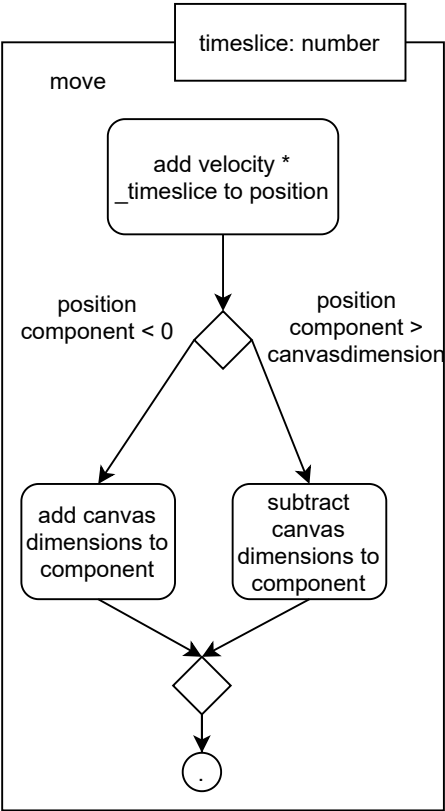
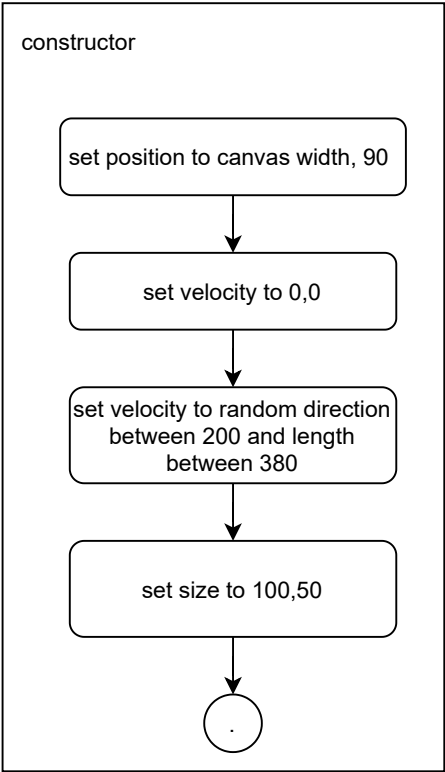
Vector
x: number y: number
constructor() constructor(_x: number, _y:number set(_x: number, _y:number) void scale(_factor: number) void add(_addend: Vector) void



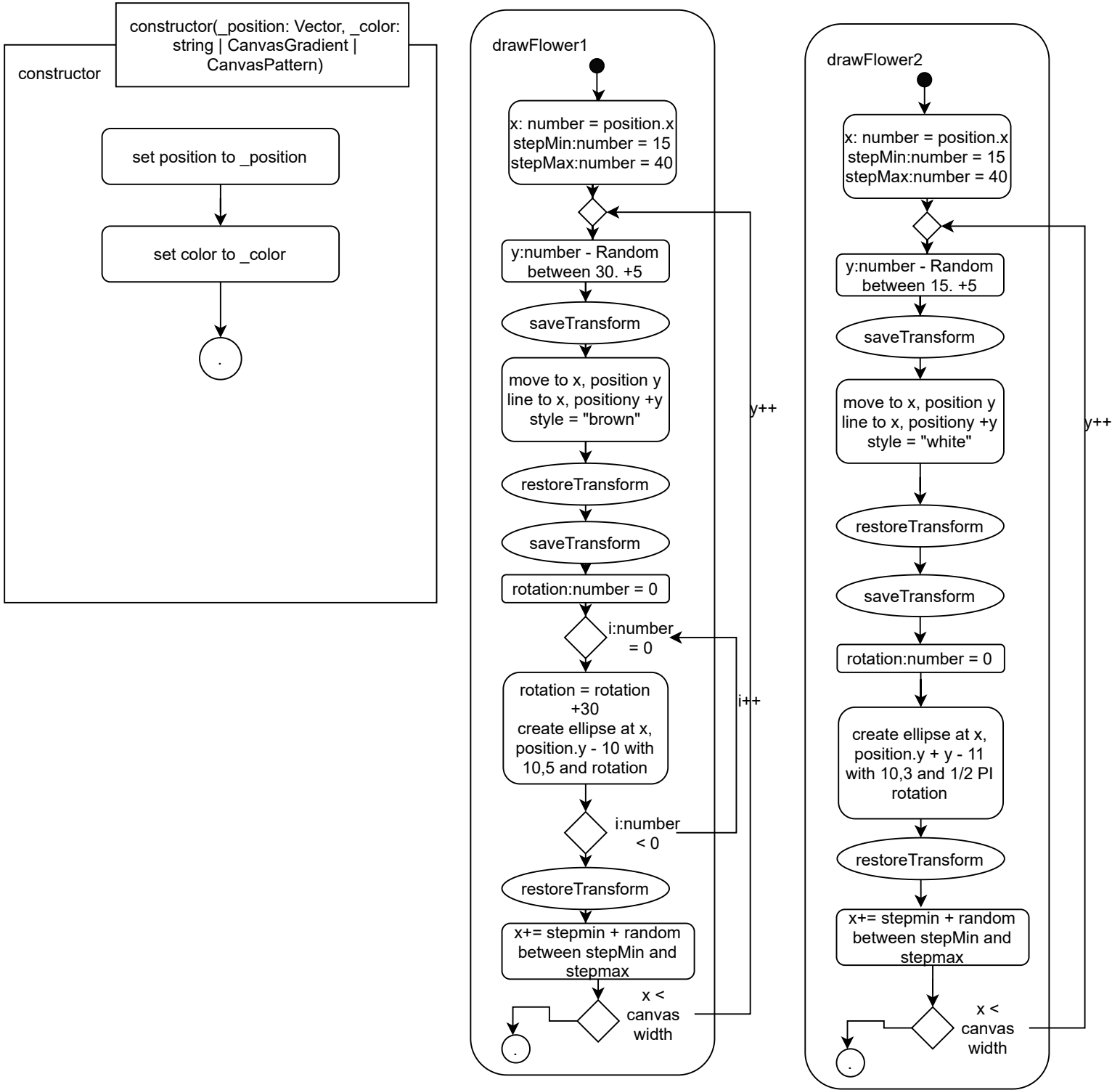
bienen: Bienen[]
clouds: Cloud[]
imgData: any
crc2: CanvasRenderingContext







ActivityDiagram
Flower



ActivityDiagram
Mountains

