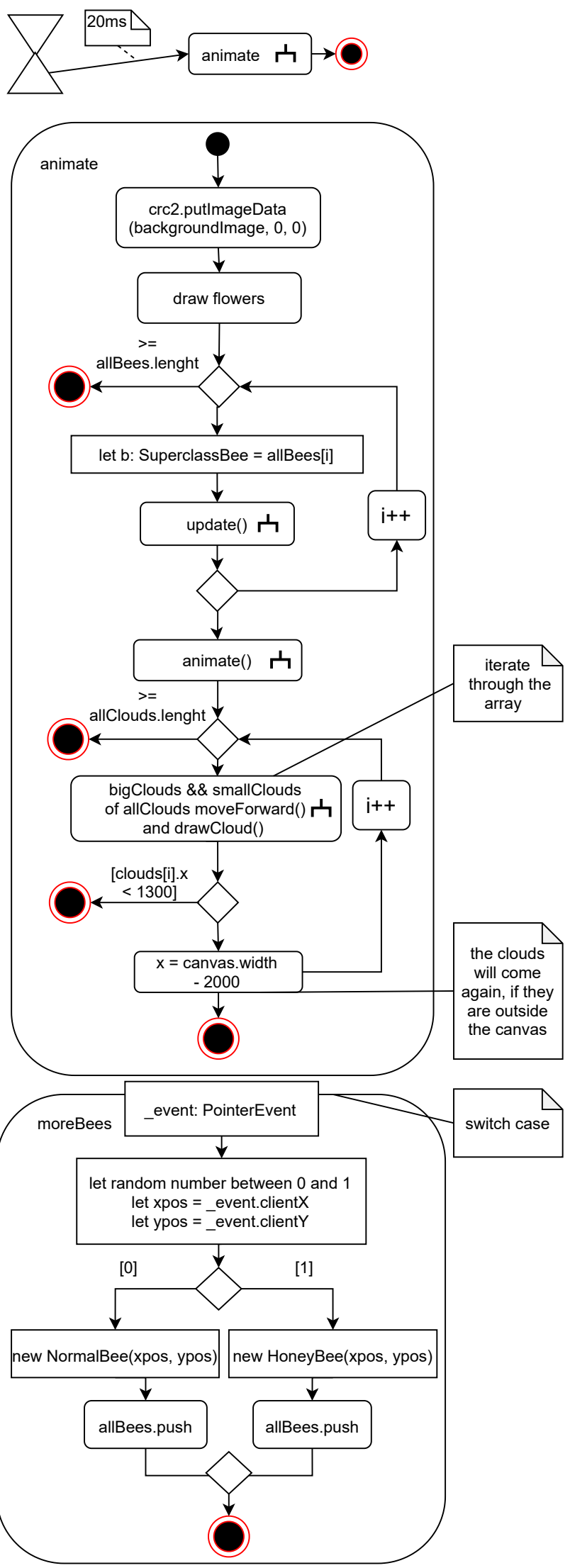
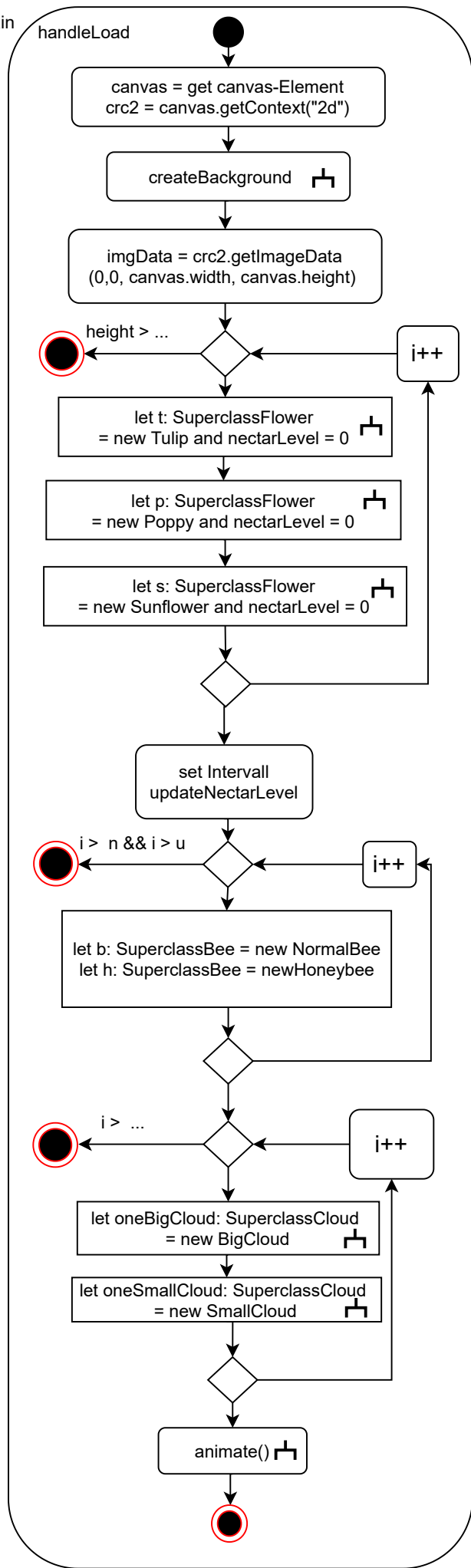
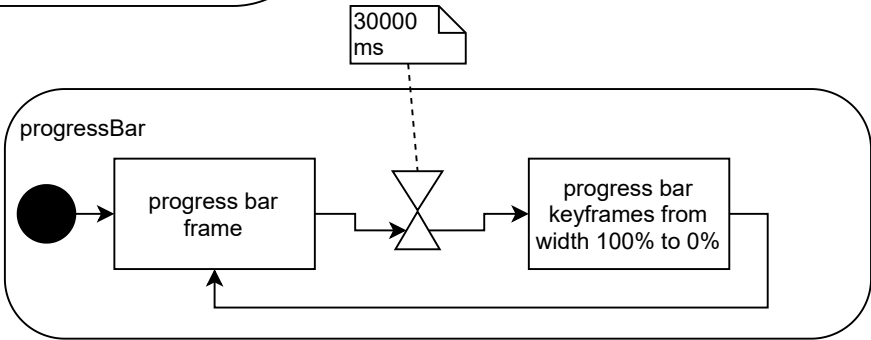
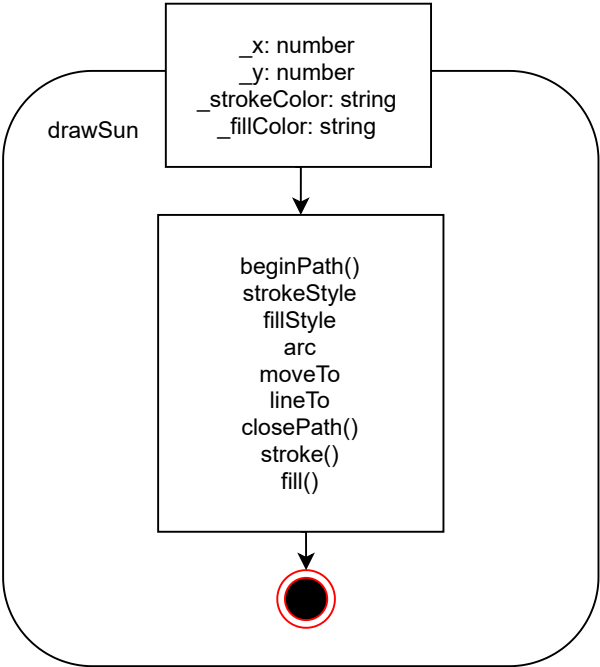
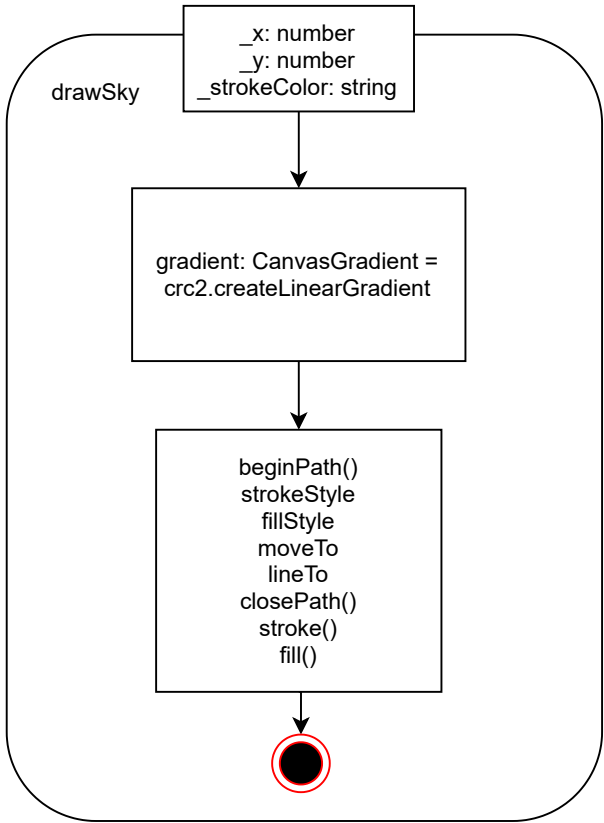
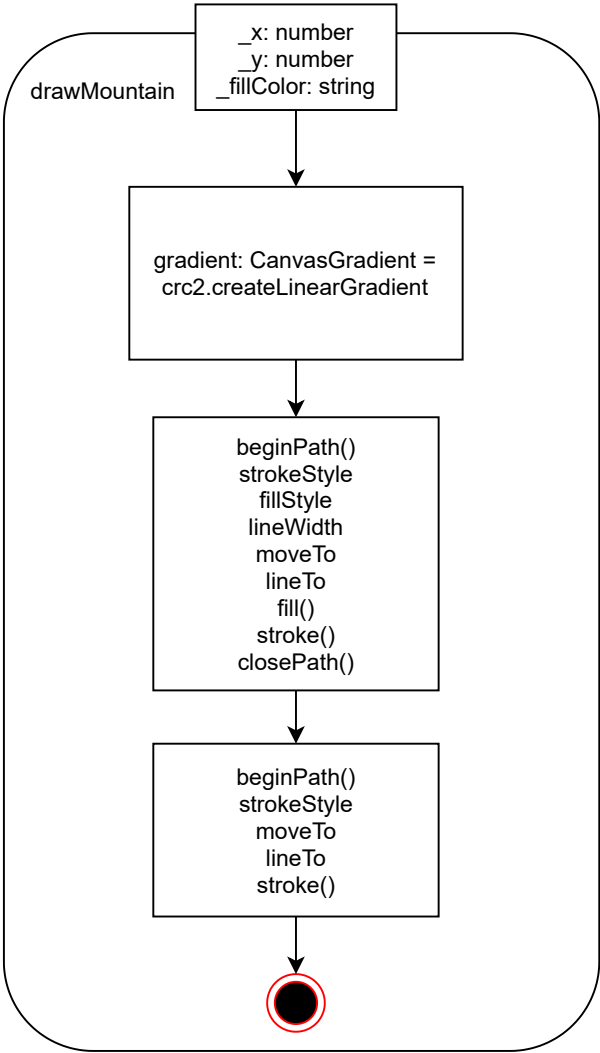
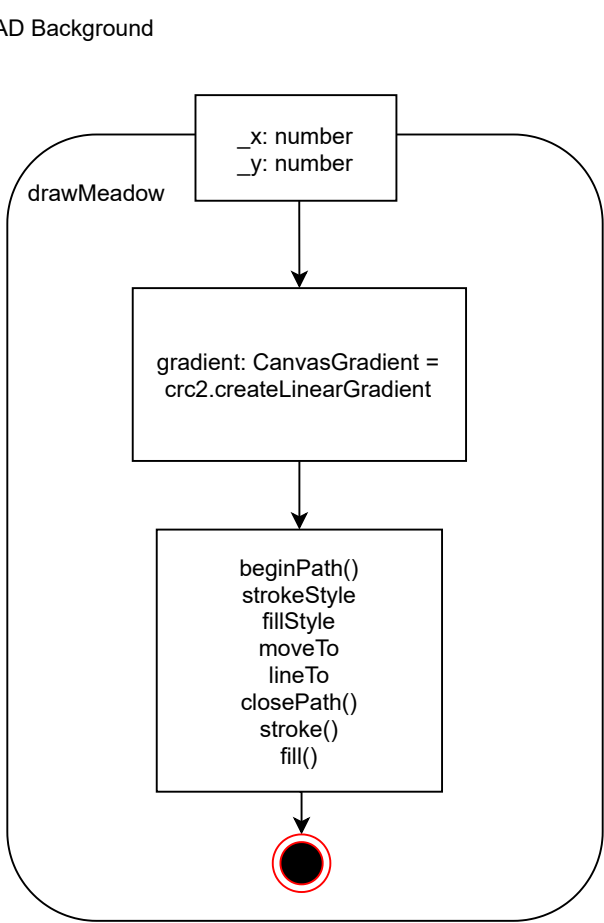
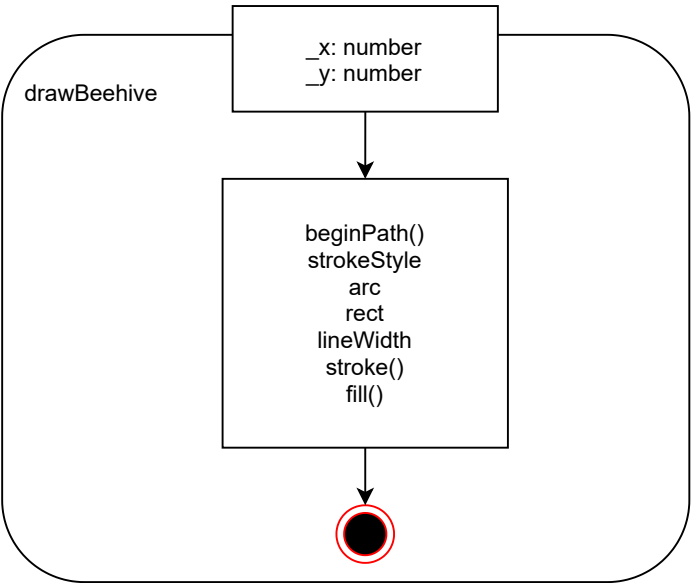
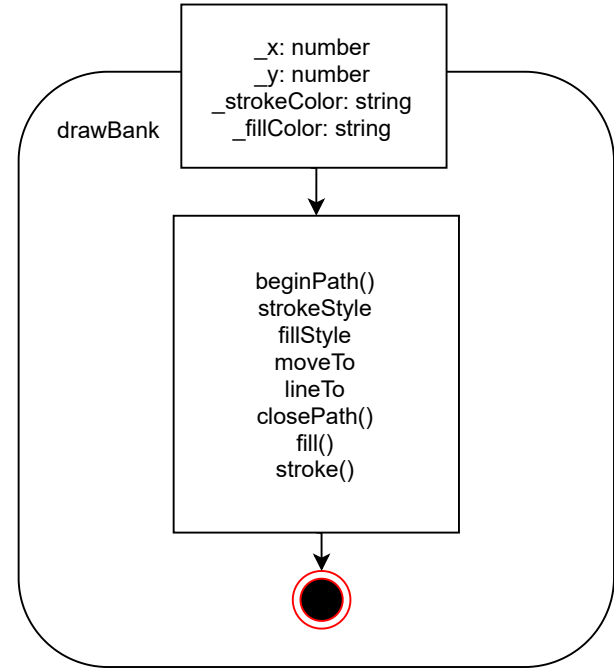
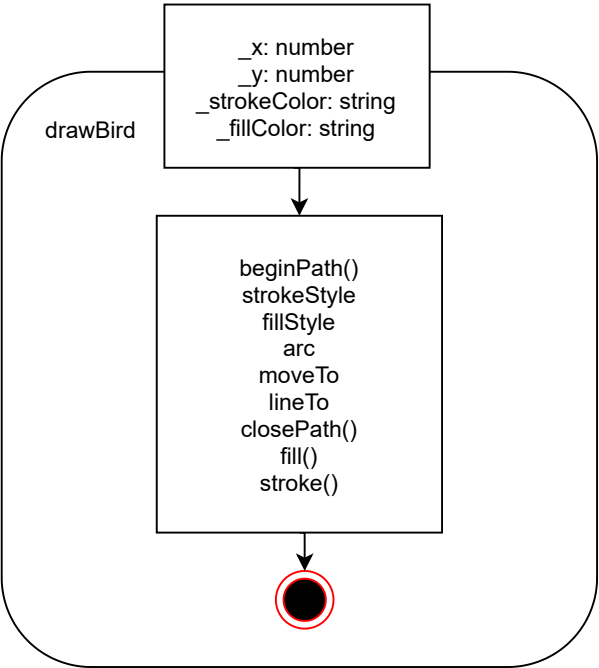
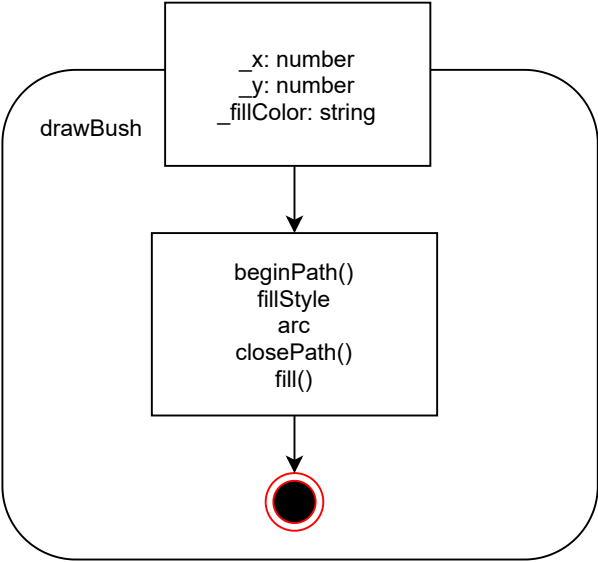
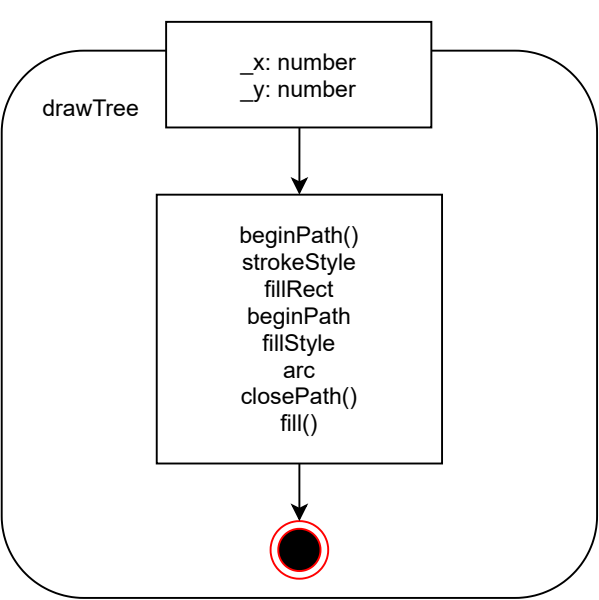


**ACTIVITY-DIAGRAM MEADOW**

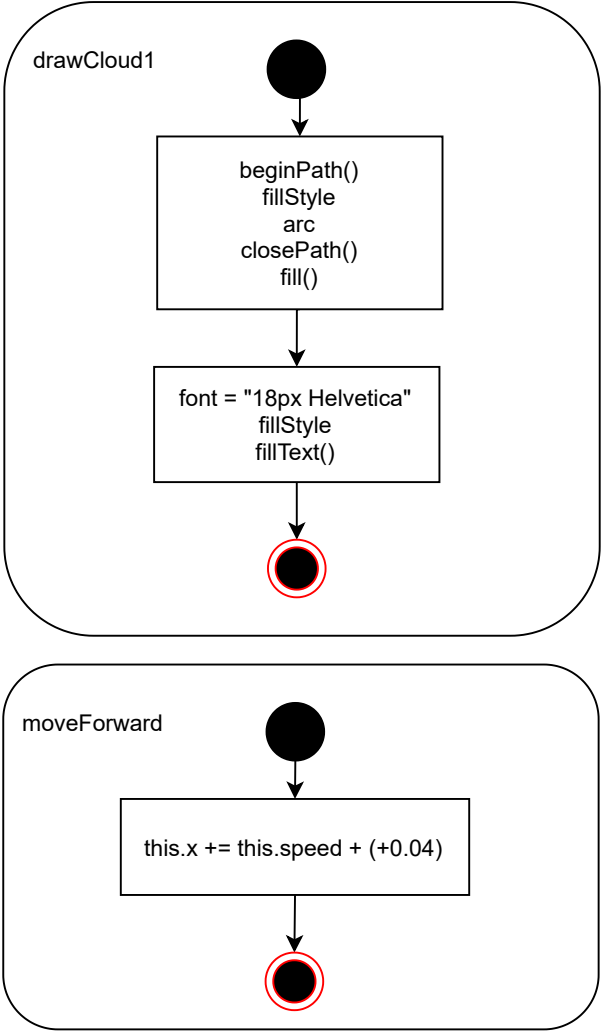




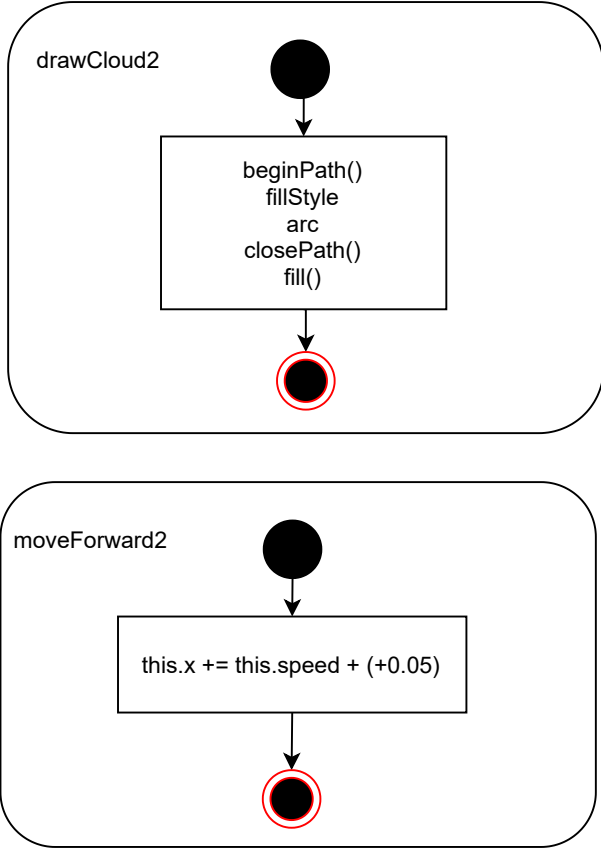
AD Background

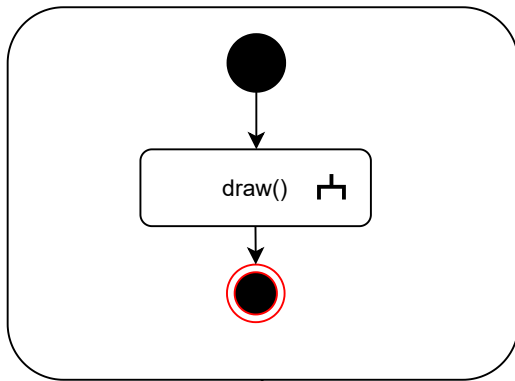


AD Subclass BigCloud

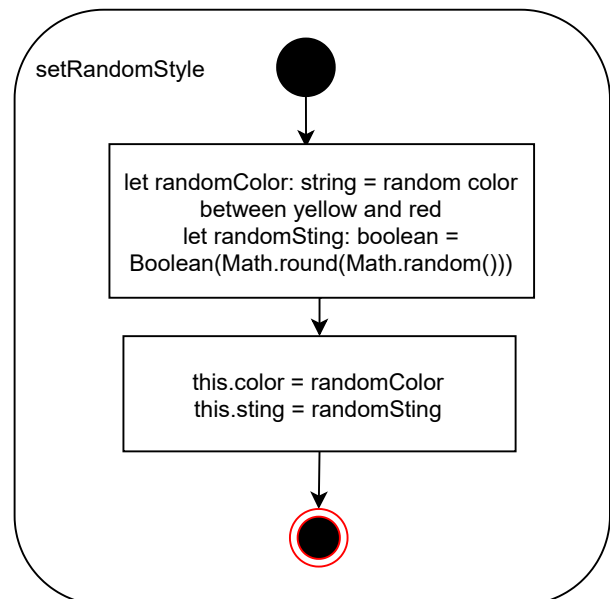
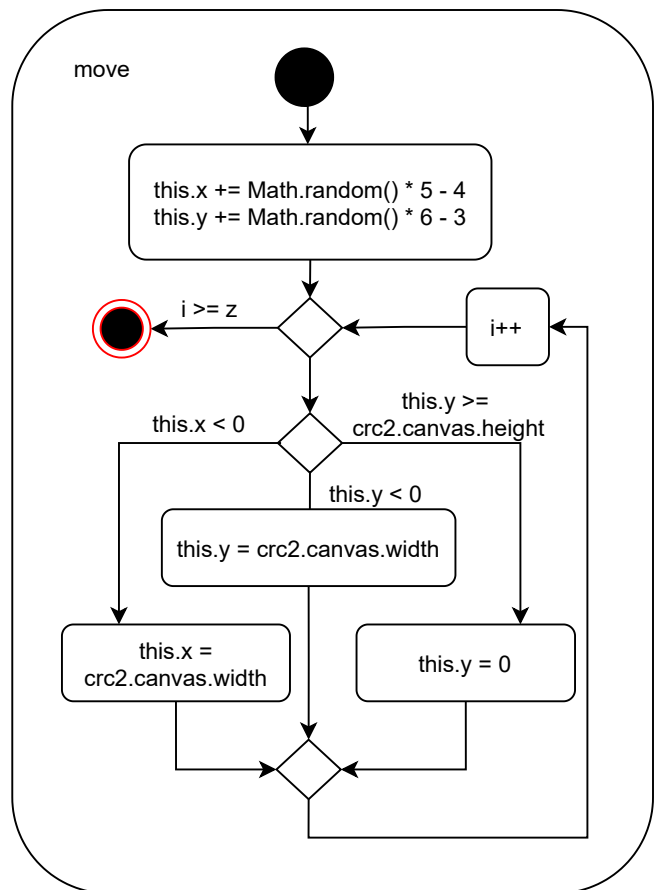
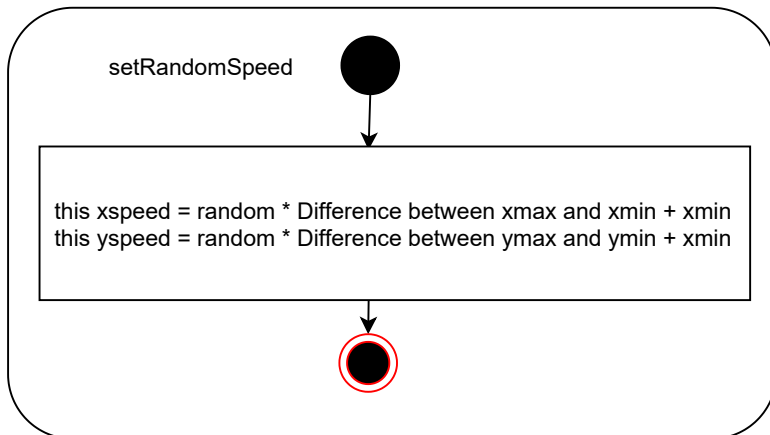
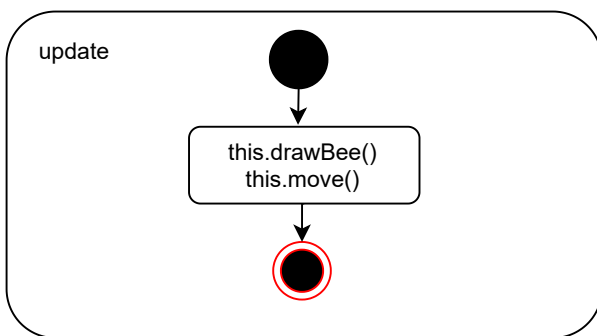


AD Subclass SmallCloud

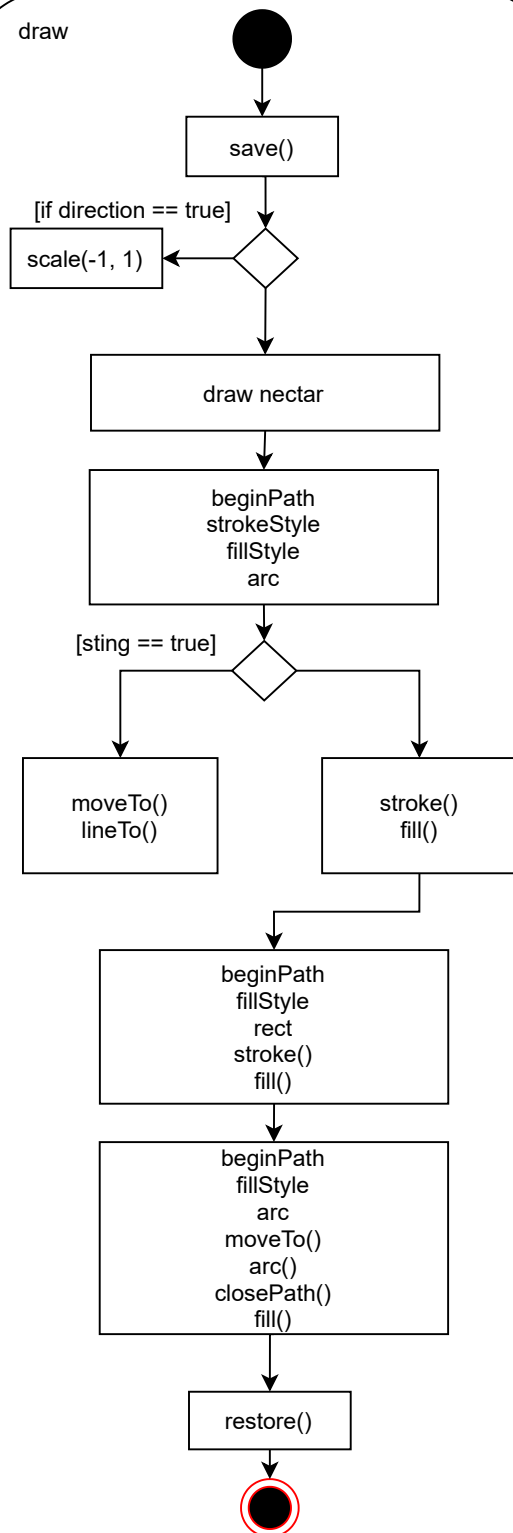




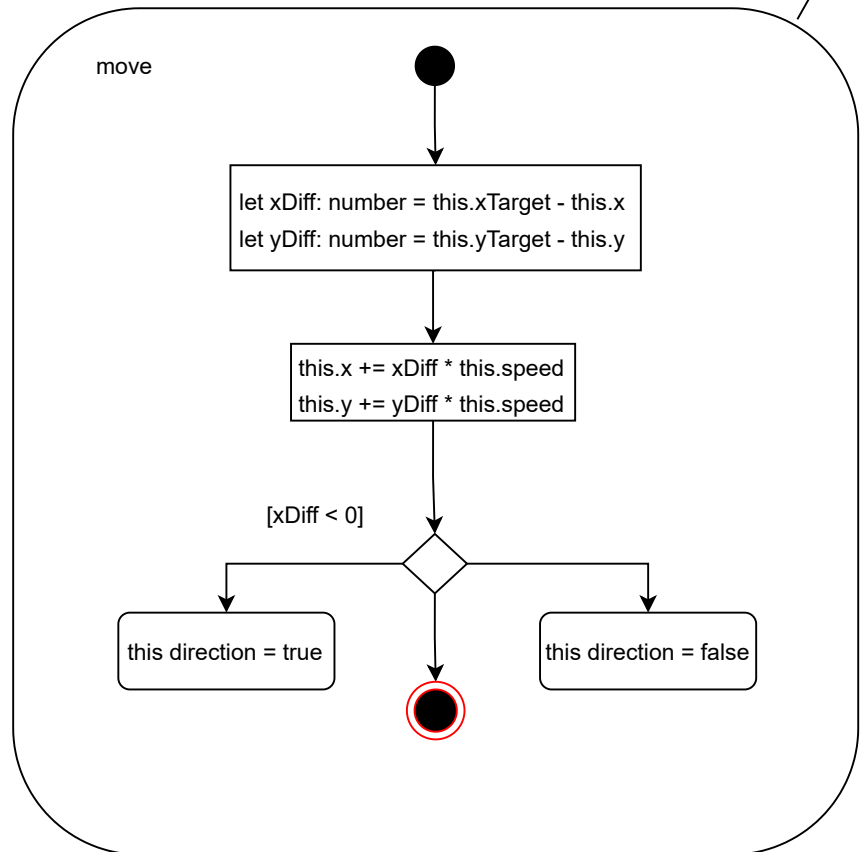
remember:  
abstract



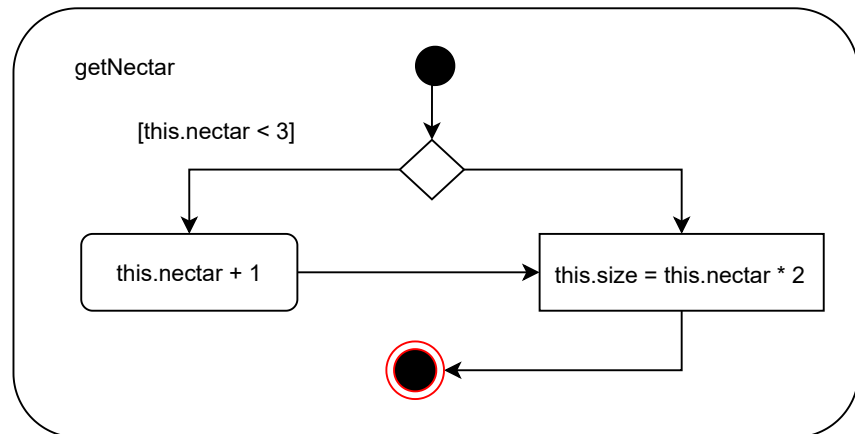
draw



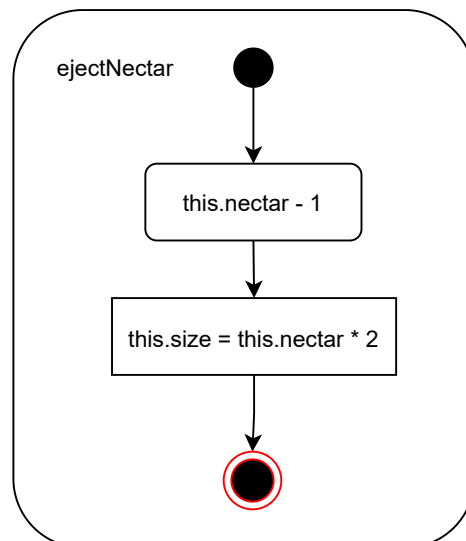
move



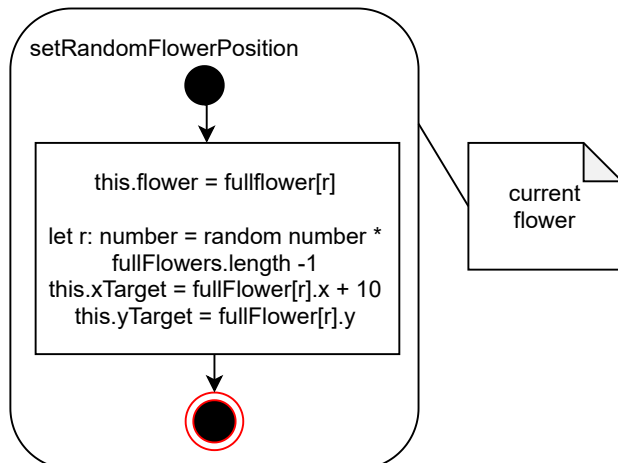
getNectar

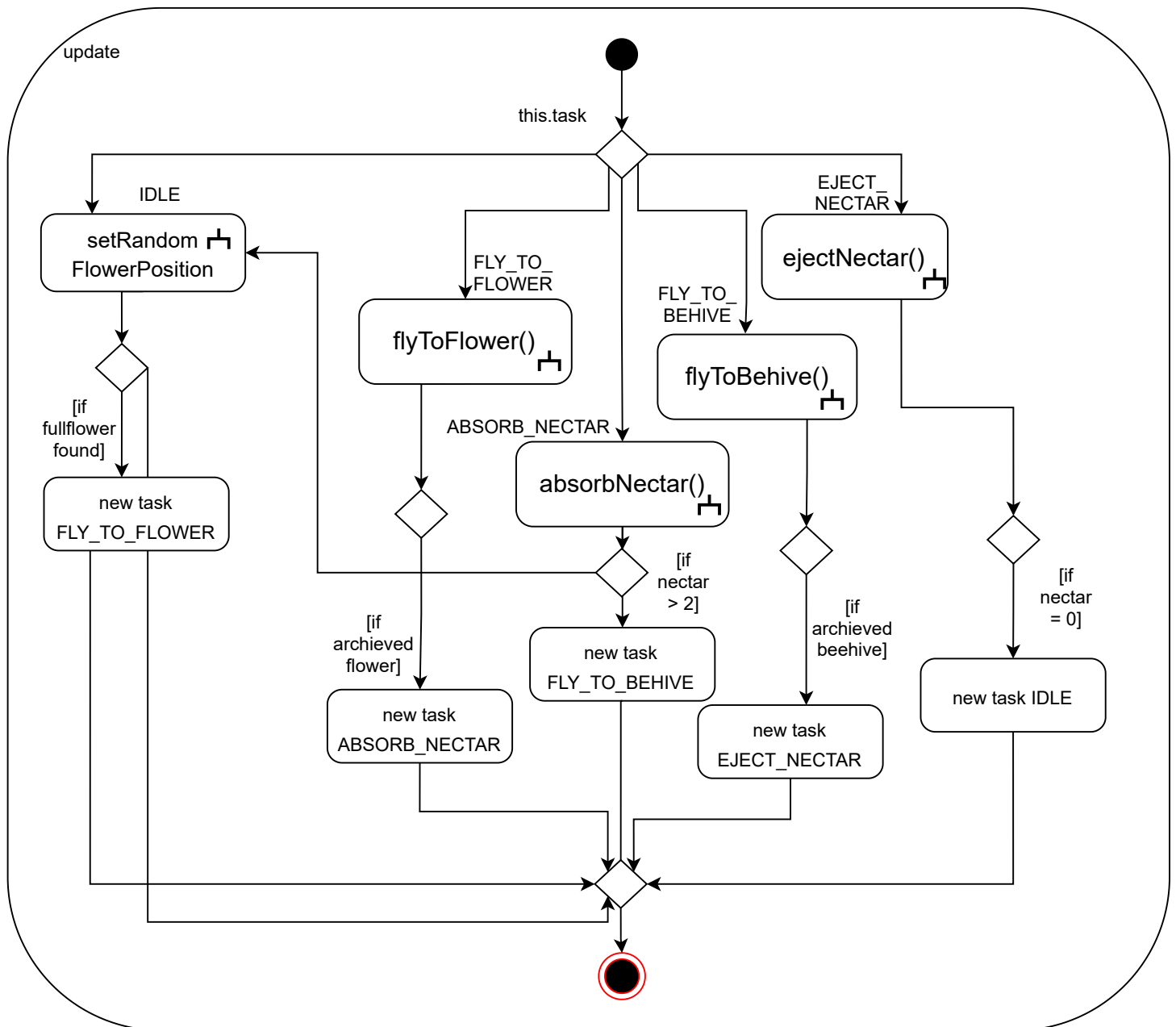
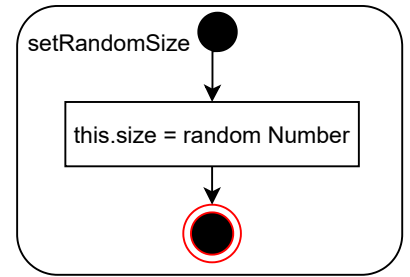
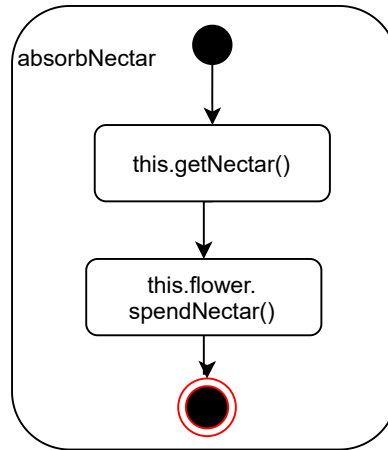
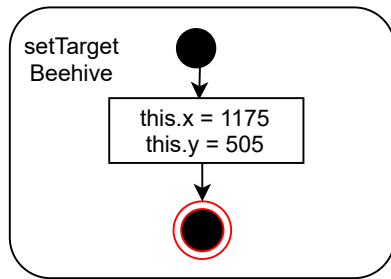


ejectNectar



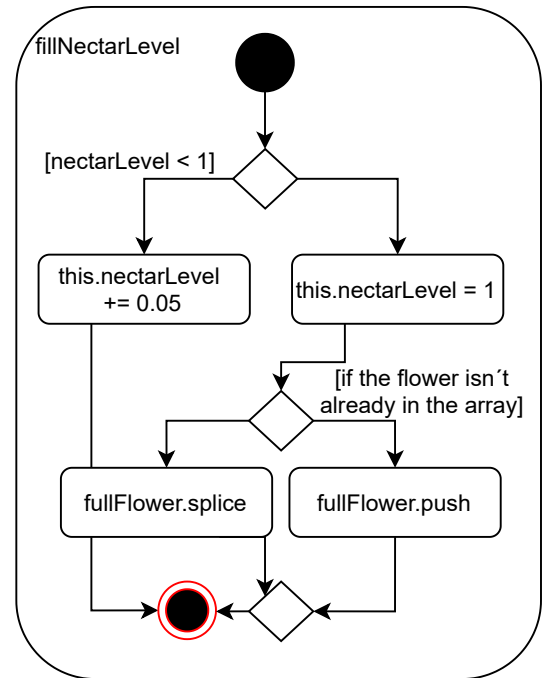
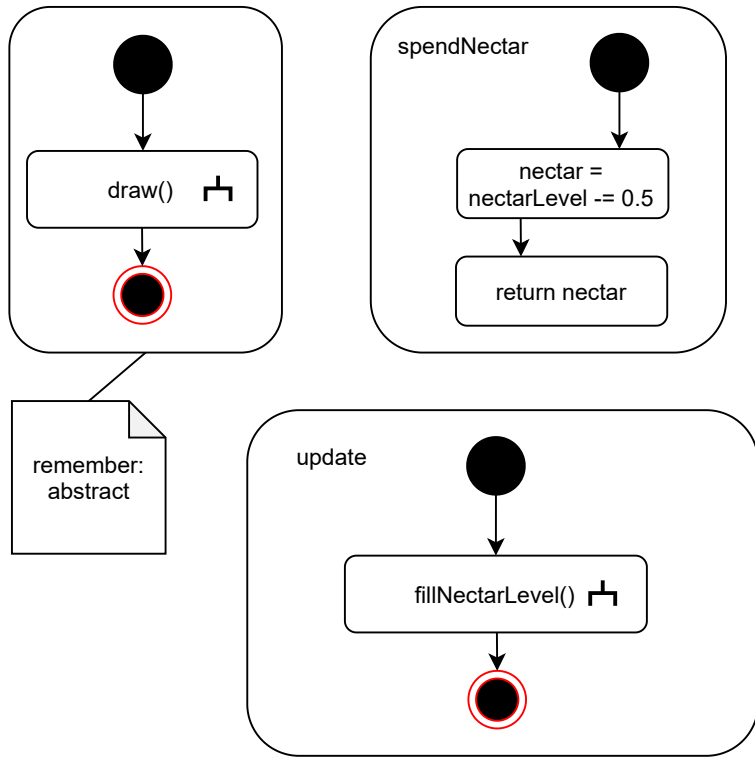
setRandomFlowerPosition



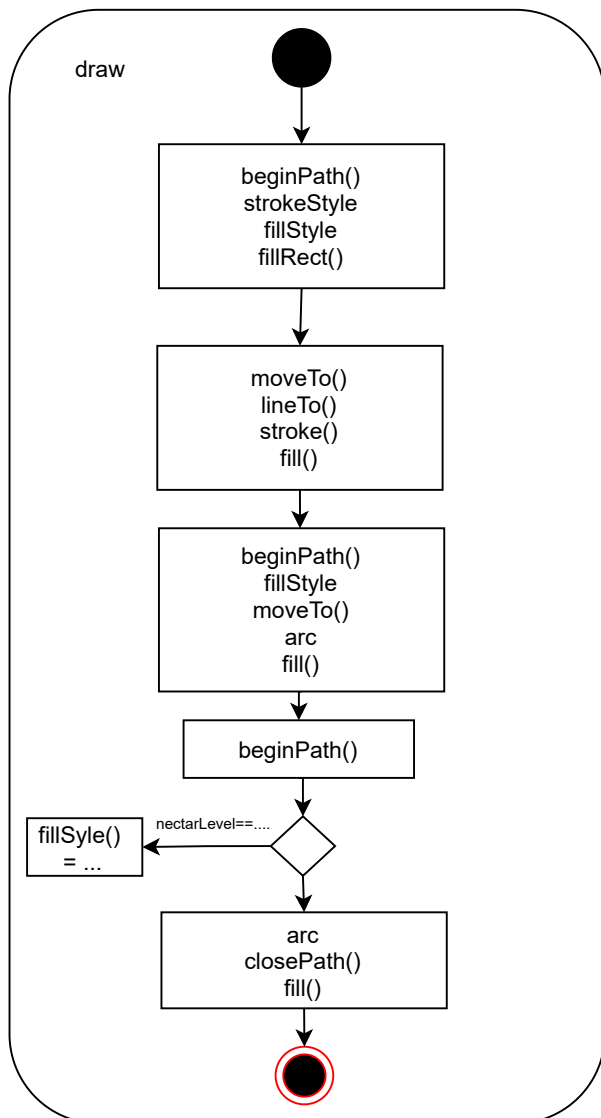




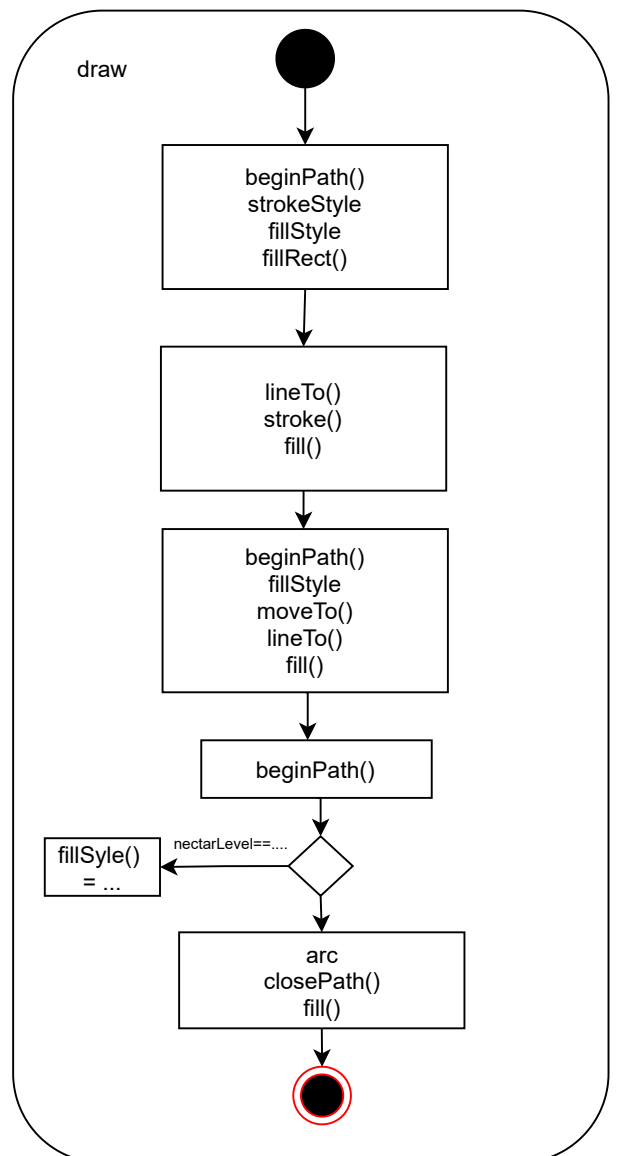
## AD Superclass Flower



## AD Subclass Poppy



## AD Subclass Sunflower



## AD Subclass Tulip

