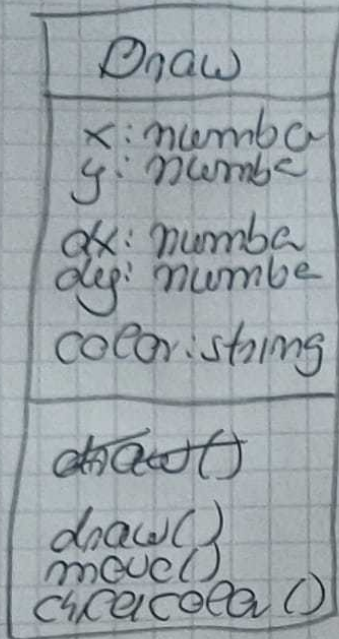


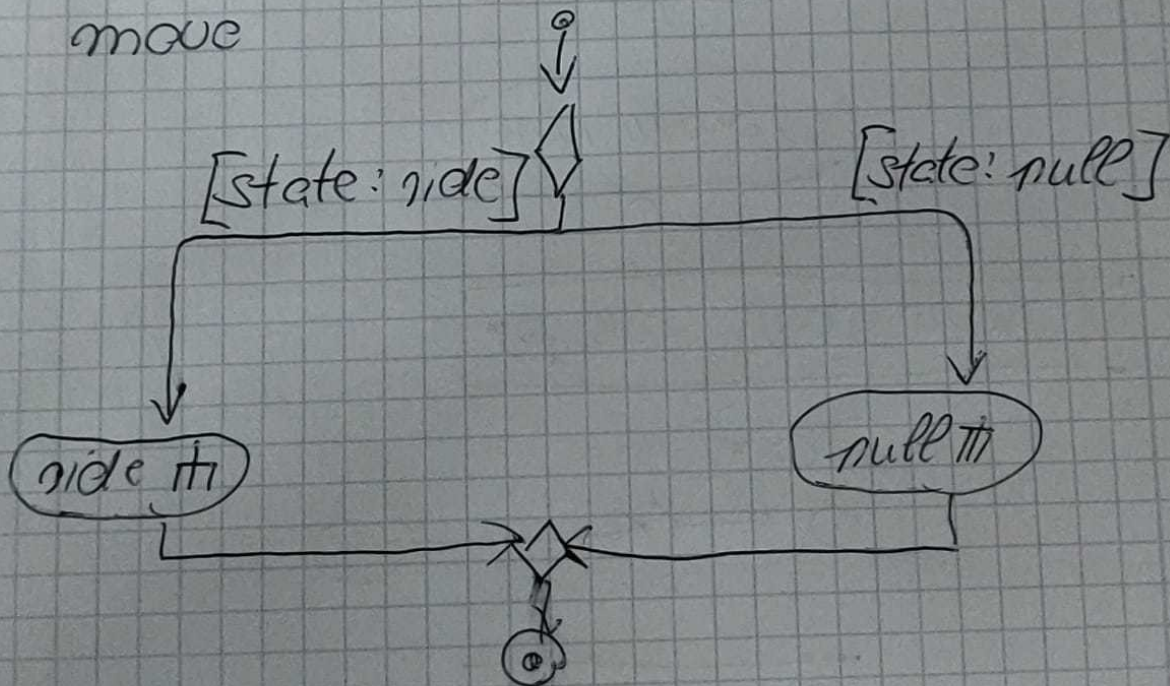
## Classes

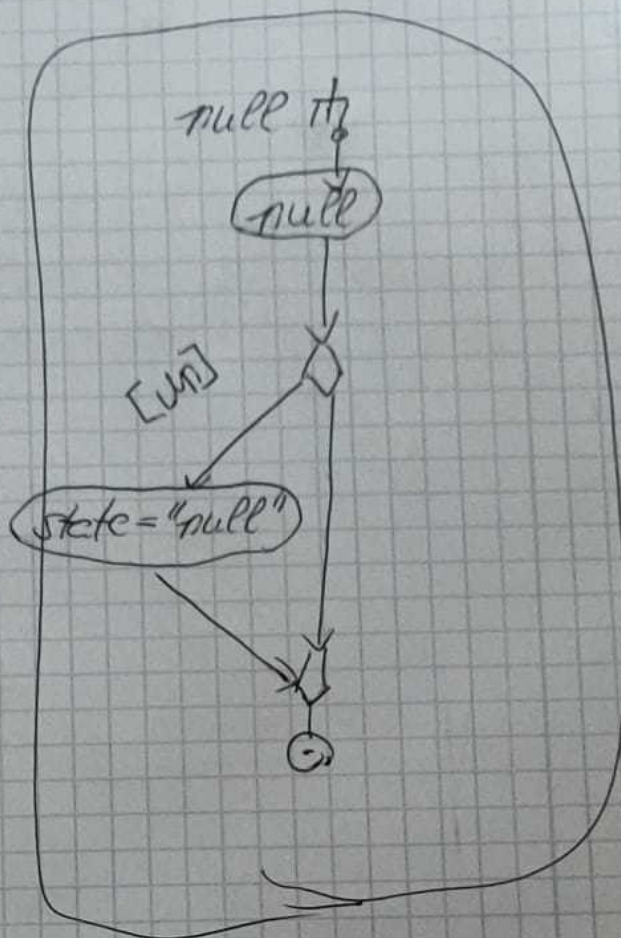
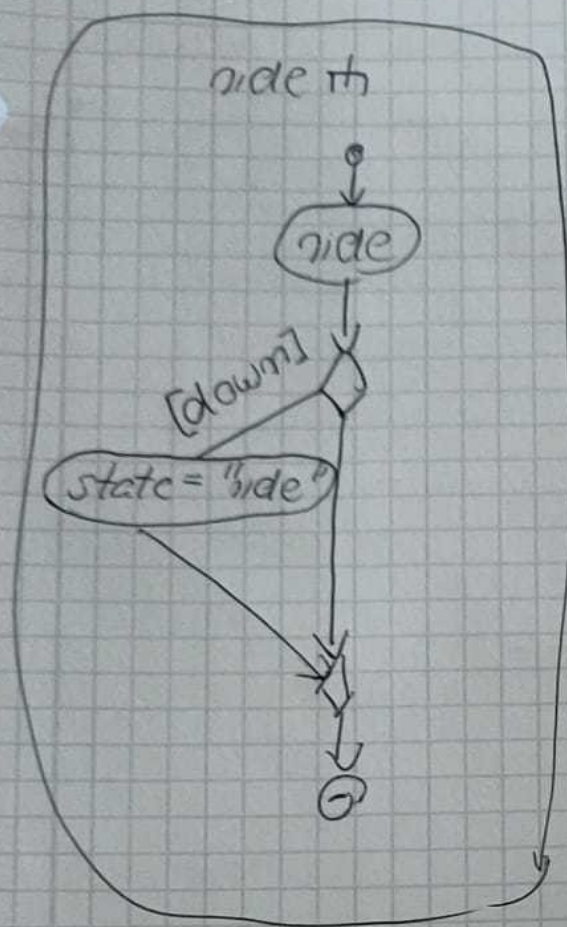


← gilt für alle Klassen  
Snowflake / Child / Tree / etc.,

← wird nur für Kinder verwendet

## move





ChildColor m

let  $x = \text{math.random}() \cdot 1$

switch (x)

case 1 =  $x > 0.2$  = red

case 2 =  $0.2 < x$  and  $0.4 < x$  = blue

case 3 =  $0.4 < x$  "  $0.6 > x$  = green

case 4 =  $0.6 < x$  "  $0.8 > x$  = yellow

case 5 =  $0.8 < x$  = purple