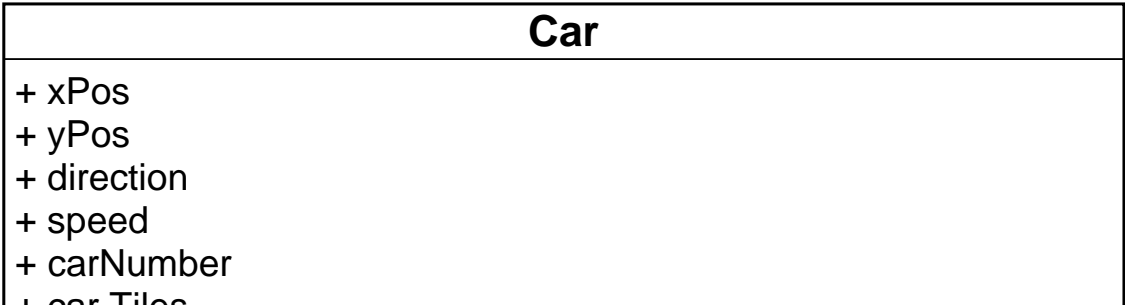## Time
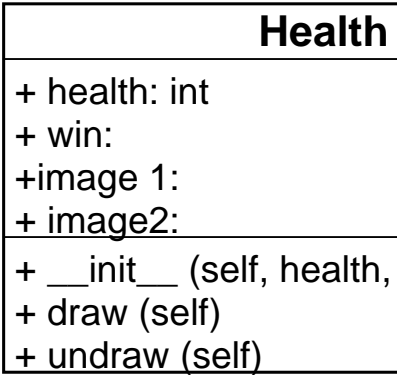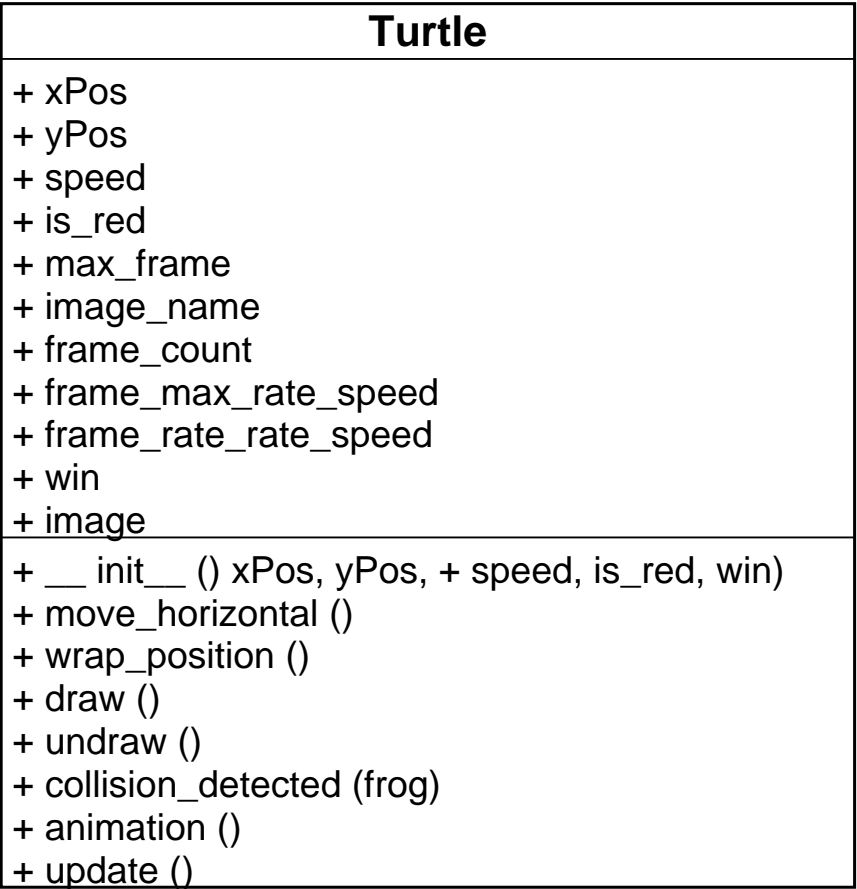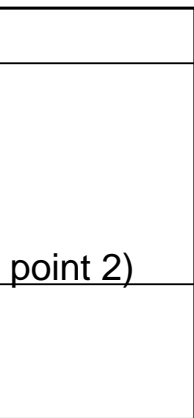
+ time
+ factor
+ win

+ draw text ()
+undraw ()
+ update ()
+ draw ()

Rect

+ point 1
+ point 2
+ color
+win
+ rectangle = Rectangle, poir

+ draw ()
+ setfill ()
+ setoutline ()

Point

+ widtch
+ height

point 2)	

Turtle

+ xPos
+ yPos
+ speed
+ is_red
+ max_frame
+ image_name
+ frame_count
+ frame_max_rate_speed
+ frame_rate_rate_speed
+ win
+ image

+ __ init__ () xPos, yPos, + speed, is_red, win)
+ move_horizontal ()
+ wrap_position ()
+ draw ()
+ undraw ()
+ collision_detected (frog)
+ animation ()
+ update ()

Health

+ health: int
+ win:
+image 1:
+ image2:

+ __init__ (self, health,
+ draw (self)
+ undraw (self)

Car

+ xPos
+ yPos
+ direction
+ speed
+ carNumber
+ car Tiles
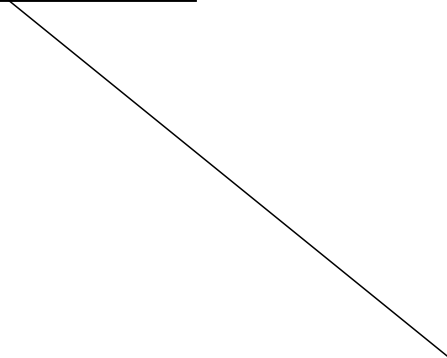
+ carTiles
+ win
+ image: Image

+ Truck(xPos, yPos, direction, speed, cardNumber, carTiles, win)
+ undraw ()
+ draw ()
+ move _horizontal ()
+ wrap_position ()
+ collision_detected (frog)
+ update ()

alth
alth, win): type

Frog
+ xPos : double
+ yPos : double
+ Xdir : double
+ yDir : double
+ health : int
+ win : bool
+ image : Image
+ handle_input () : bool
+ can_move () : bool
+ move_horizontal
(XDir : double, speed : double) : none
+ move () : none
+ change_sprite () : none
+ undraw () : none
+ reddraw () : none

+ update () : none

Image

+ Image
(Point, imageName)

Use

Point

+ Point (xPos, yPos)