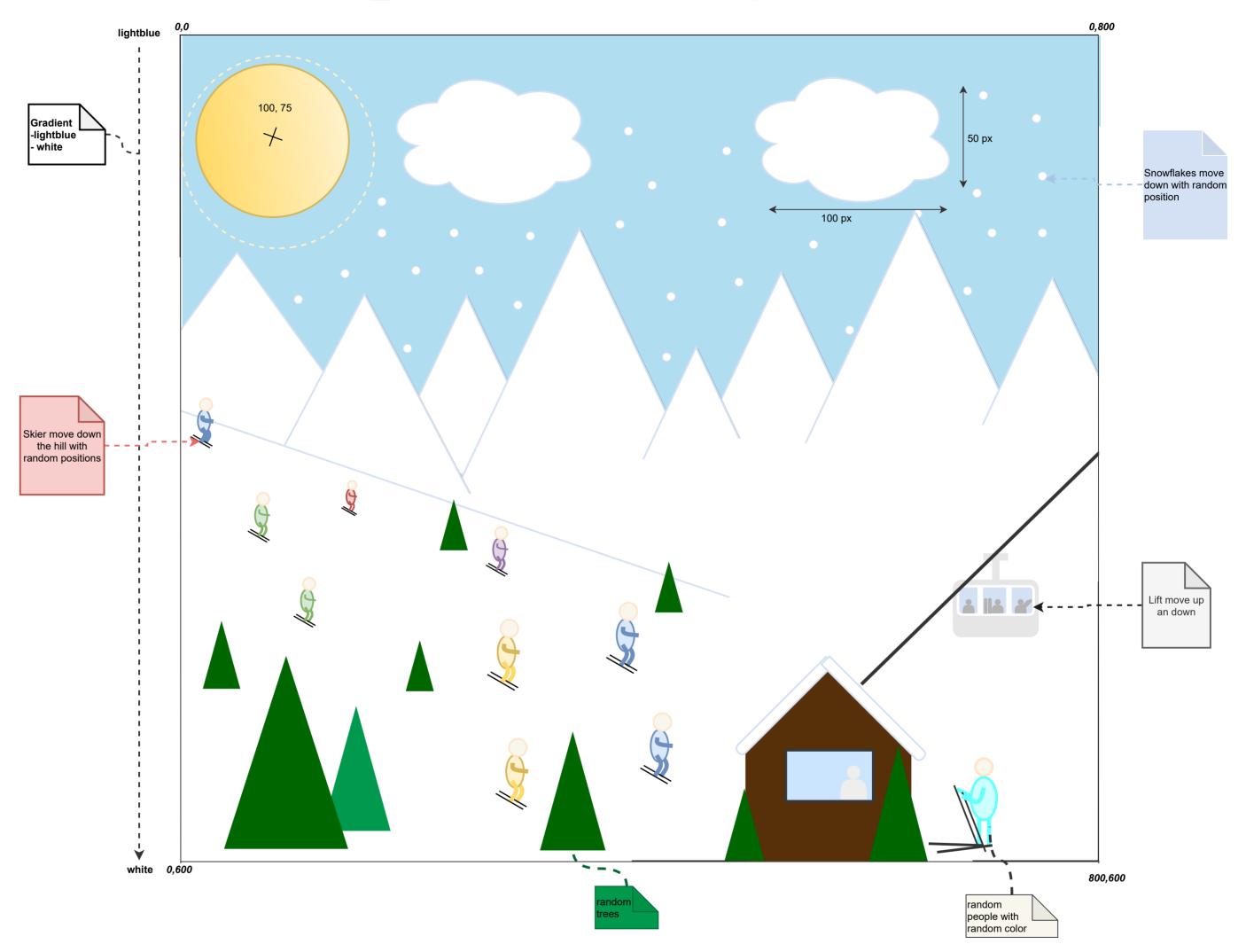
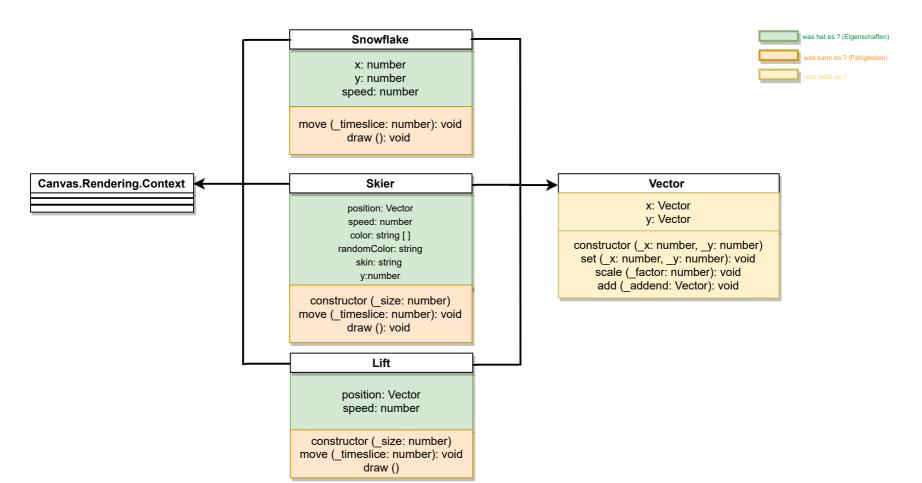
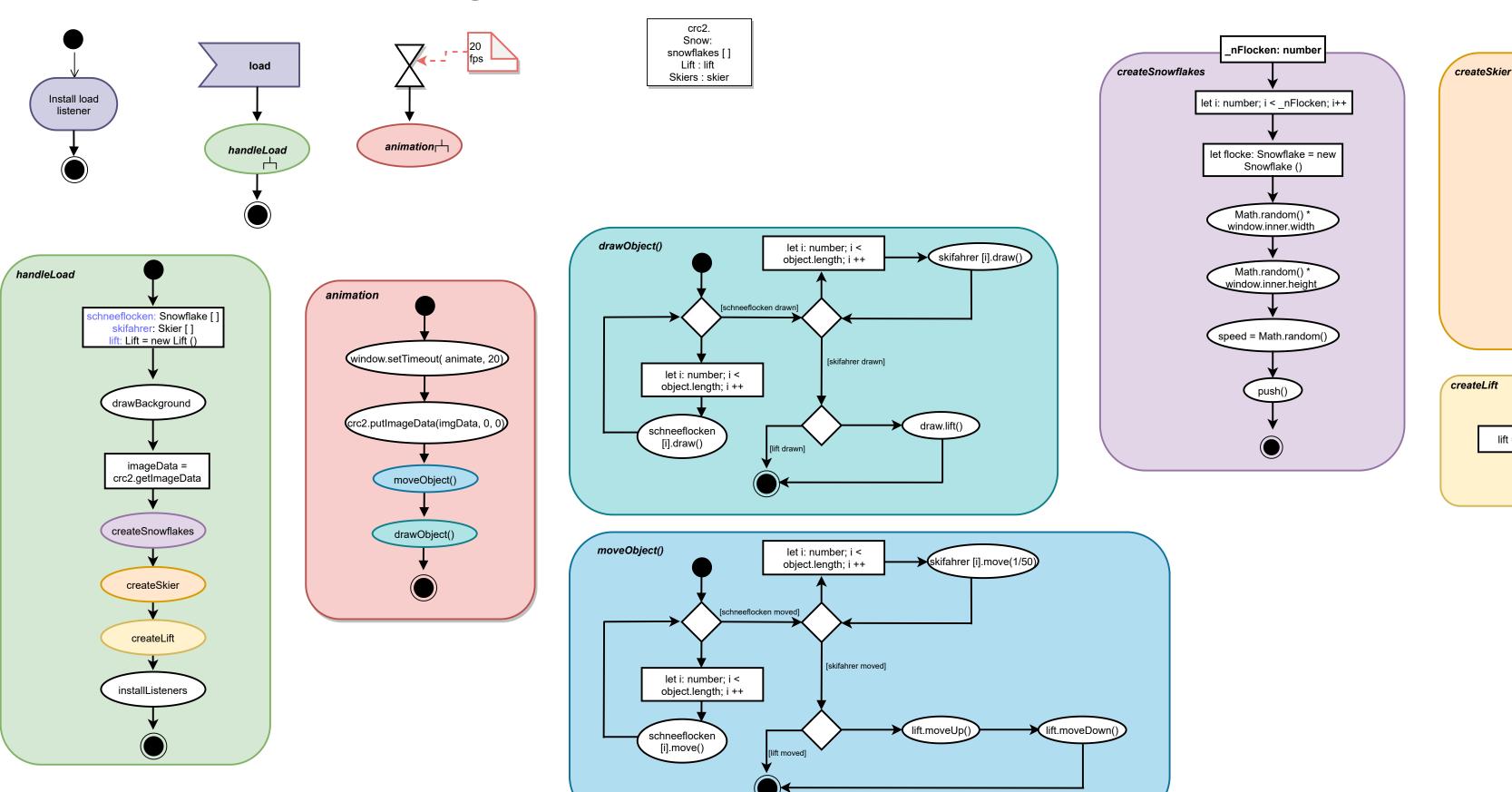
L09_Classes: Scribble Skipiste



L09_Classes: Klassendiagramm Skipiste



L09_Classes: Aktivitätsdiagramm Skipiste Main



_nSkier: number

let i: number; i < _nSkier; i++

let oneSkier: Skier = new

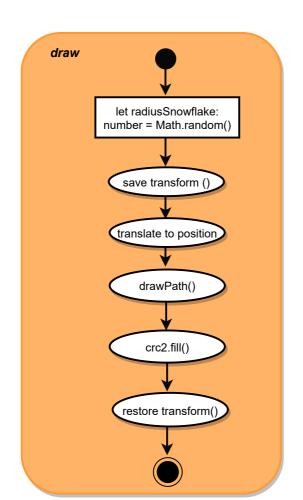
Skier ()

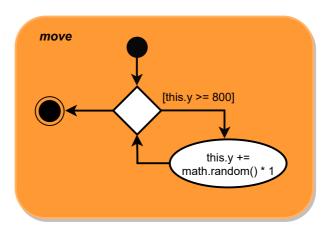
add 50 to new position

lift = new Lift()

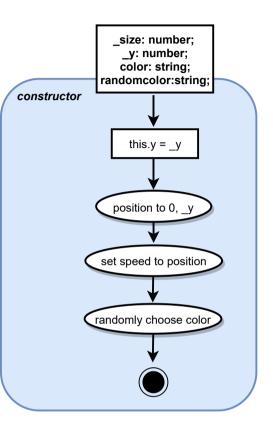
L09_Classes: Aktivitätsdiagramm Skipiste

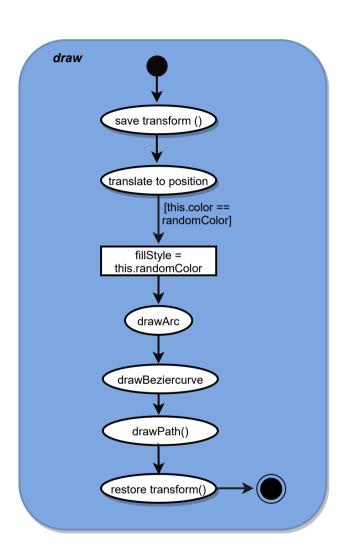
Snowflakes

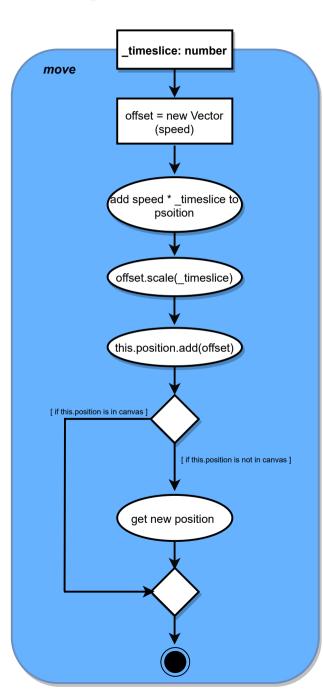




L09_Classes: Aktivitätsdiagramm Skipiste Skier







L09_Classes: Aktivitätsdiagramm Skipiste Lift

