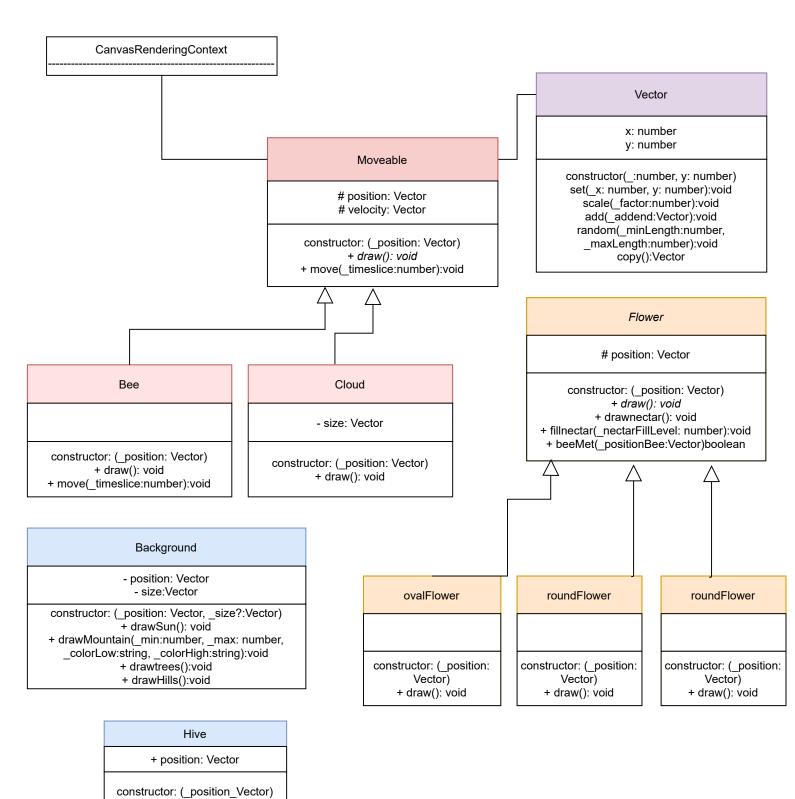
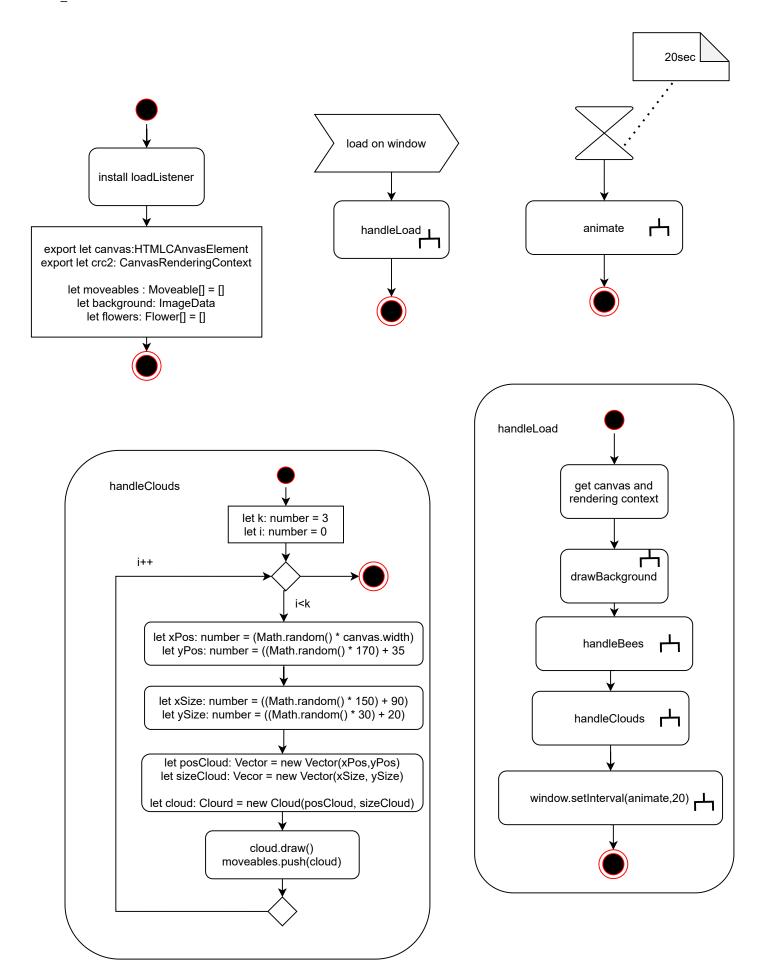
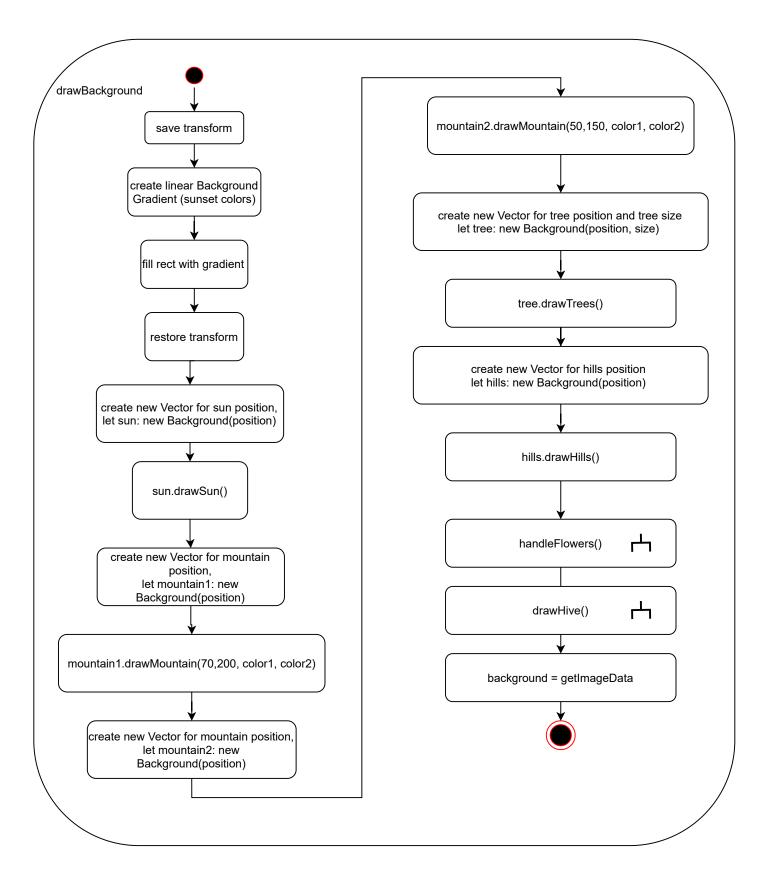
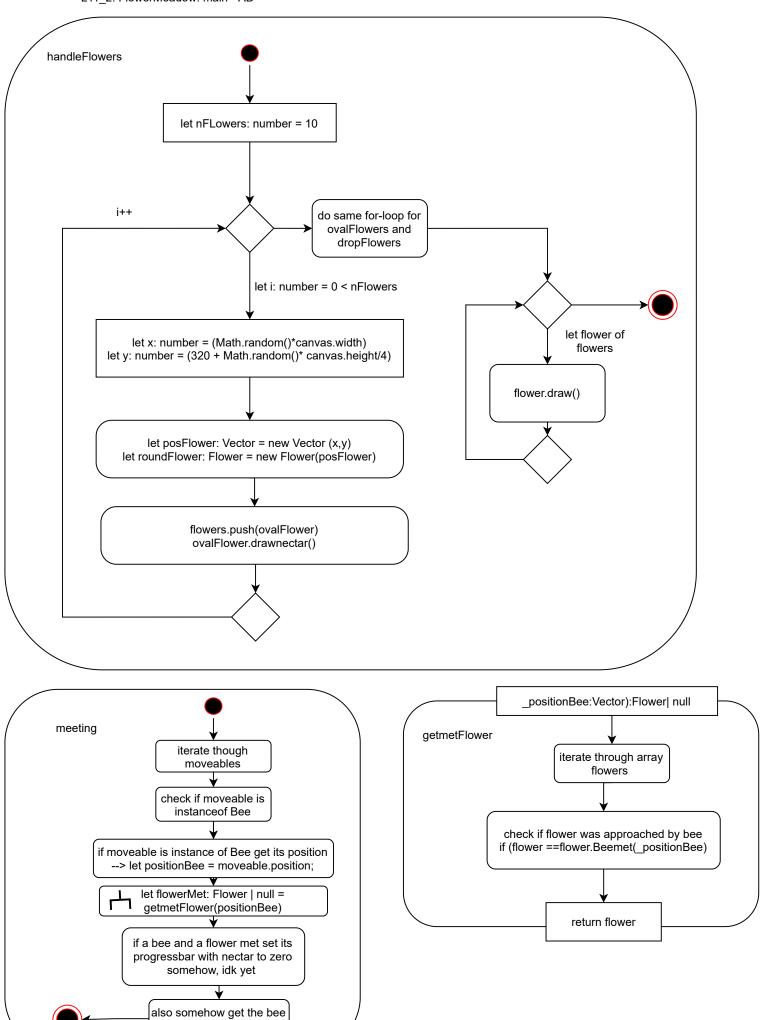
+draw():void

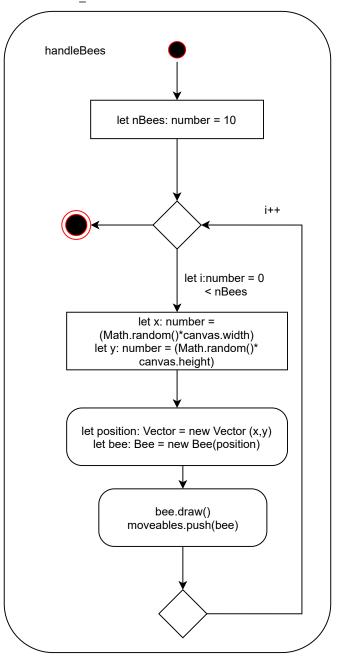


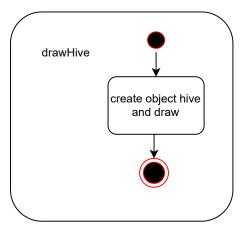


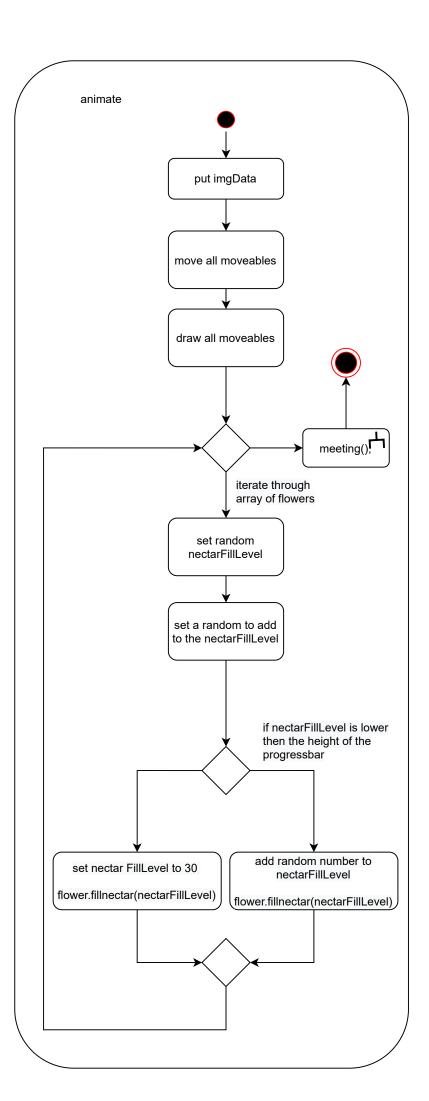


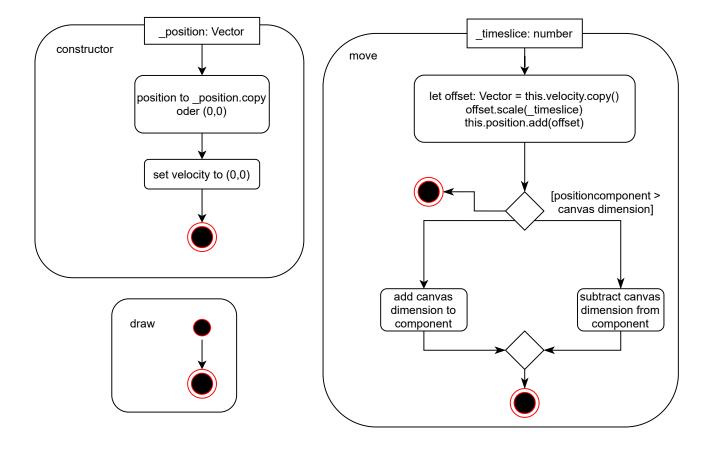
to fly to its hive

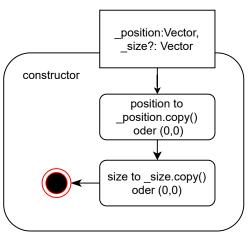


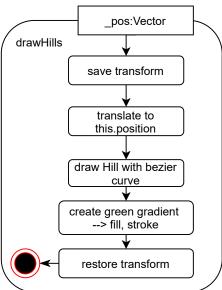


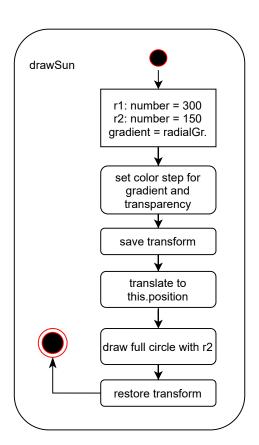


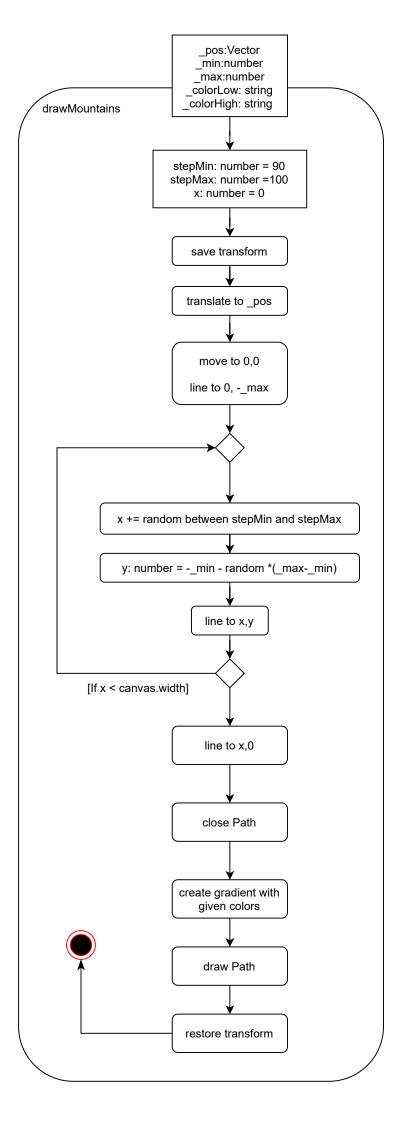


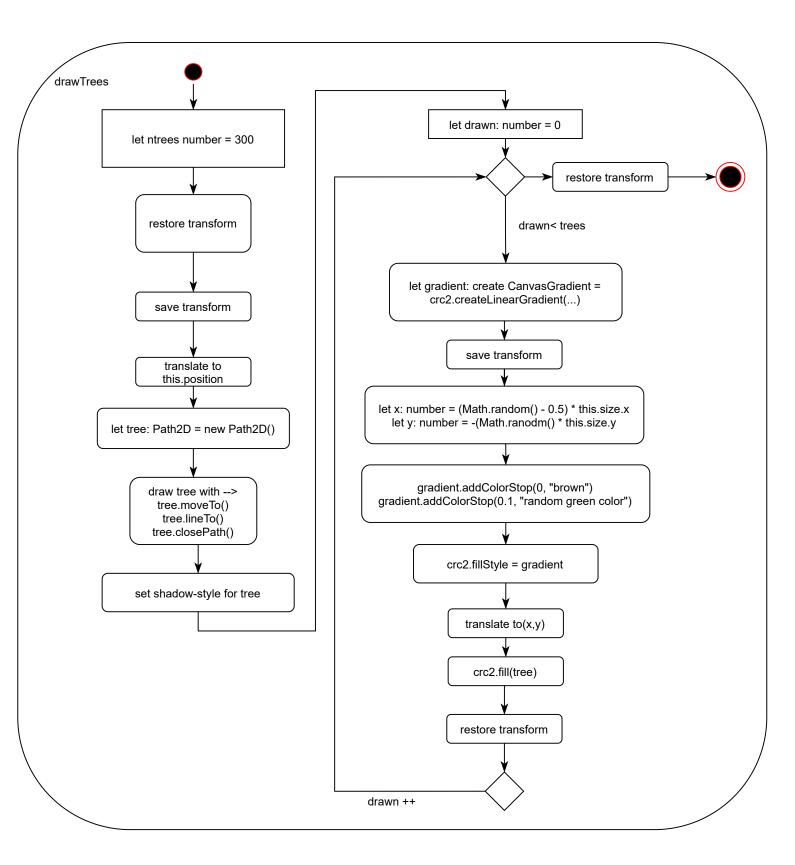


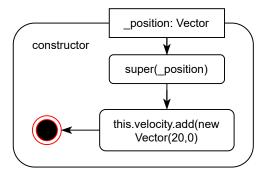


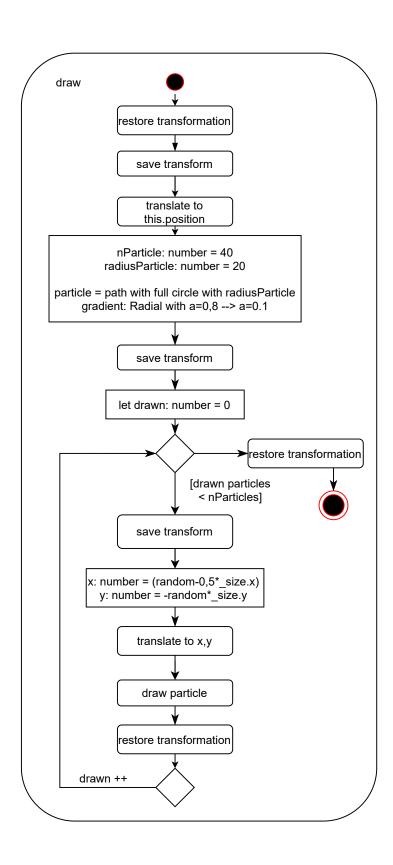


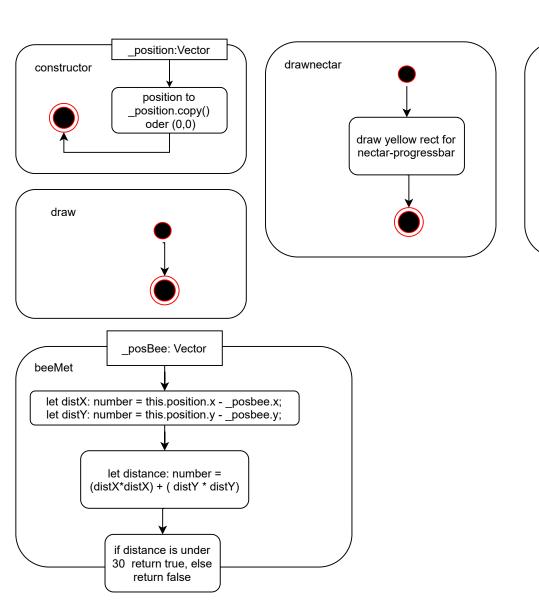










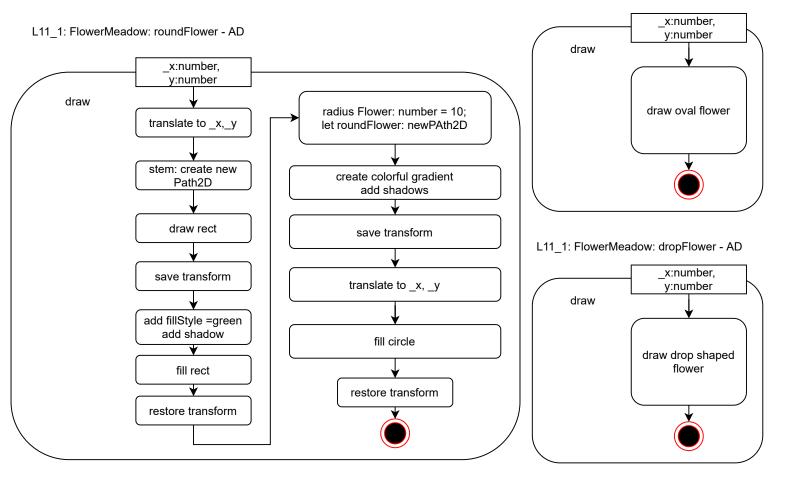


fillnectar

draw darker yellow rect at

same position for nectar-

progressbar with variable "_nectarFillLevel" as height



L11_2: FlowerMeadow: Bee - AD

