Diagram Kanvas Rendering Context) Moveable Vector position: vector velocity: vector size : number number constructor l-x:number, y: number)
set
(-x:number, y: number)
sale (fetornumber): void constructor 1-position, velocity) more (timeslice: number 1: void day 1): void 1): Vac for (-min Longth: number COPY Squirrel Cloud size: vector (constructor 1) lons Kuctor (-size) constructor Lsize, draul/: void draw Divoid draul): void Activity Diagram Let movables: Moveable []=[] handleLoad get Image lata
put Image Data (window add Event Kistener (got cre 2) draw nounbles (draw ladeground of draw Sunt) draw Mountains (1) disuleaves () push cloud, leques and squirrel into Movables []

Moveable: Activity Diagram - position : Vector - velocity: Vector - size: number draw constructor save transform (translike la position) set position to -position (set volaity to (0,0) (restore transform 1-timeslice: number (add velocity x timestice to position · Activity Diagram Leaves constructor t-size: number draw t-position vector (set position to 0,0) save transform Franslate to position set velocity random length and direction (draw loaf (set size to size Cesture transform T-timeslice: move (add velocity x - timeslice to position

Cloud: Activity Diagram Constructor - size : vector vector vector vector gradient: Comashadient Idraw - position: vector (Save transform) this position = position this relocity = relocity this number = number (translate to position) (add particles) set position to 0,0 (restore transform) 175, 60 whatever looks good move (-timeslice: move (set velocity to random) Squirrel: Activity Diagram draw 1-position : vectors constructo- 1-size: number (save transform) (set position 0,0) (translate to position) set relocity to random direction and length draw Squirrel (restore transform) set size to size set hungar to true more 1- timeslice: move add velocity x-timeslice to position