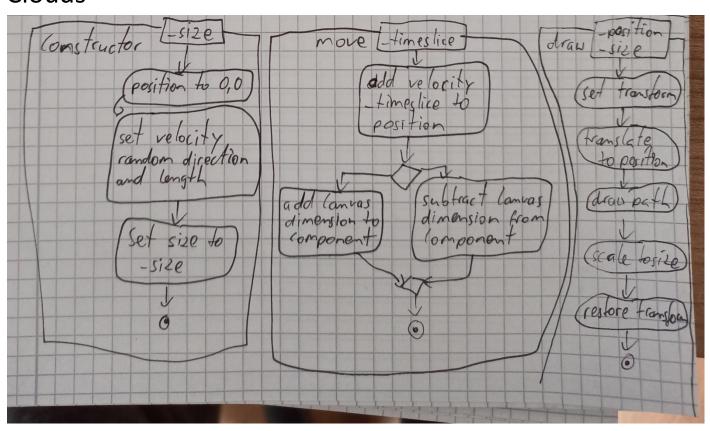
Klassendiagramm Canvas Rondesinglon text Vector x:number, y:number constructor (size number) set(x-number; y: number scale 1-factorinumber add (addard: Vector position Veletor speed: Volator 5120 : number type: number constructor (-size: number) move 1- timeslike: number 1: Leaf position, Veletor velocity: Veletor size: number type: number Constructor (size: number draw () more 1 timeslice number!

Main load intall 0 toad listener handle load (update) update handle Load (draw Background) (get cre2) (move clouds) 1 draw clouds Canvas draw grass move Leafs draw Ladyround 0 draw leafs, draw mountains draw Sun draw Squirrel draw trees 0 0 0 (4 draw Squirrel draw -size Constructor L-size Squirrel move -timeslice (position to 0,0) add velocity (set transform timeslike to position set velocity translate to position random direction and length (draw path (subtract lancas add Canvas dimension from dimension to component) Set size to Component (scale losite -size 19) (restore + conspos 0 0

Clouds



Leafs

