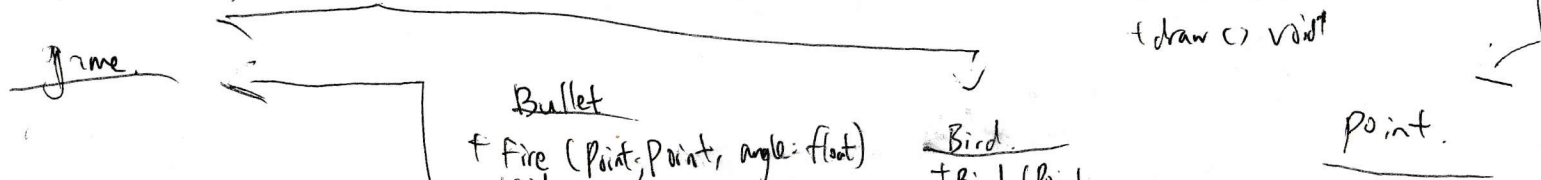## (Top-left class)

+ draw Dot (): void.
+ draw Rect(): void
+ draw circle(): void.
+ draw TB : void
+ draw SacredB : void.
+ random (): void.

Velocity

Dx :
Dy : float

get Dx
get Dy
set Dx
set Dy
Velocity(): Constructor.
Velocity (float), float.
Constructor.

Flying object

Point   Point
Alive   Bool
Velocity   velocity
get Point : () Point
get velocity (): Velocity
is Alive (): Boolean
set Point (point): void
+ kill (): void
+ draw () void

Game

Bullet

+ fire (Point, Point, angle: float) void.
+ bullet (point: Point)
+ draw (): void.

Bird

+ Bird (Point
+ hit (): int
+ draw (): void.

Point.

Rifle.

- point : Point
- angle : float.

+ Rifle (point): Constructor.
+ get Angel (): float.
+ get Point (): point
+ draw (): void.
+ move Left (): void
+ move Right(): void.

Normal bird.

+ Normal Bird (Point: Point
+ draw (): void
+ hit (): int

Sacred Bird.

+ Sacred Bird ()
+ draw (): void
+ hit (): Int

Tough Bird

- numHit) : int.
+ Tough Bird (point: point)
+ draw (): void
+ hit (): int