Superclass moving Objects x: number draw() void animatel) void oder movel) void updatel) void Skillet Skifahrer x:number x:number y-number Change Path boolean number yAdd number Stay boolean angle number fahrer Skifahrer cotor string skicolor string draw (): void animate():void drawy: void animate(): void

MovingObjects Snow X number x:number y number y:number pointer function? draw voide drawwood animatel) void olraw Snow (size number) wid draw Snow Small (size) void Cloud x number pointer (function?) draw U: void drawClouds (1: wides drawcloud21): void Till X: number y:number size: number drawt) void