



MovingObjects
x: number
y: number
draw: void
animate(): void

Snow

x: number
y: number
pointer: function?

draw(): void
drawSnow(size: number): void
drawSnowSmall(size): void

Cloud

x: number
y: number
pointer: (function?)

draw(): void
drawCloud1(): void
drawCloud2(): void

Tree

x: number
y: number
size: number

draw(): void