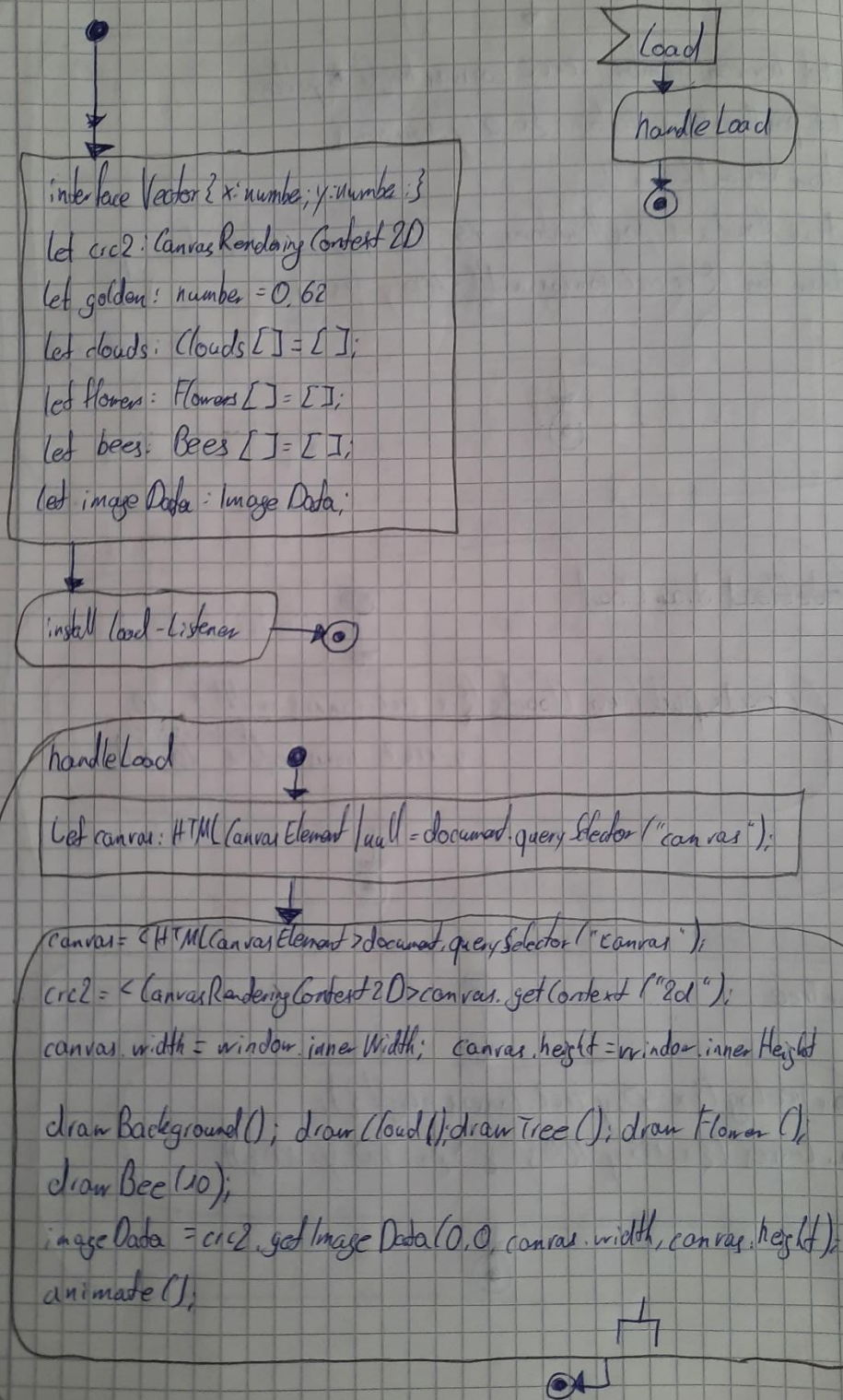


Aktivitätsdiagramme

Aktivitätsdiagramm Main



draw Background

let horizon: number = crc2.canvas.height * golden;
let posMountains: Vector = {x: 0, y: horizon};
draw Sky and Lawn();
draw Mountains(posMountains, 75, 200, "grey", "white");
draw Sun ({x: crc2.canvas.width - 100, y: 75});

~~draw~~ draw Cloud

clouds.push(new Clouds({x: crc2.canvas.width * .10,
y: crc2.canvas.height * .10}));

draw Tree

draw TreeLog ({x: 50, y: crc2.canvas.height});
draw Leaves ({x: 175, y: 100}, {x: 350, y: 100});

draw Flower

Flowers.push(new Flowers({x: crc2.canvas.width / 4,
y: crc2.canvas.height - 50}));

draw Bee

- nBees: number

let i: number = 0

[index >= nBees]

let randomScale: number = 0.5 + Math.random() * (2.5 - 1.3);
let randomVelocityX: number = (Math.random() - 0.5) * 5;
let randomVelocityY: number = (Math.random() - 0.5) * 5;

Bees.push(new Bees({x: crc2.canvas.width / 4,
y: crc2.canvas.height * golden / 2.4},
{x: randomVelocityX, y: randomVelocityY},
randomScale));

i++

onimate

requestAnimationFrame (animate);
ctx.clearRect(0, 0, ctx.canvas.width, ctx.canvas.height);
ctx.putImageData (imageData, 0, 0);

index: number = 0

